

Yellowknife Ladies Golf Association

2021 Golf Games

Blinds Approach – 4 Person Scramble

Each golfer in the group tees-off. The team selects the best tee shot. Each golfer hits from that spot and again the best shot is selected until the ball is holed out. There will be NO FLAGS on the GREEN and all holes will be open for putting.

At least two drives from each golfer MUST be used. If you are in a threesome, you will use three drives from each player.

Pick up the ball after double par.

SKILLS: Shortest Drive (10); On the Green (14); In the Water (18);

Just Wingin' it

This is a 2-person scramble with the option of using your 'wing' (your throwing arm). During the round, each player has the option of throwing the ball **twice**, where no stroke will be counted. Use your 'wing' to get your team's best ball out of a bad lie or perhaps you want to bowl your putt into the hole? Use your wings wisely as they do not count as STROKES!

Each golfer in the group tees off and the best shot is selected for each team. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

Pick up the ball after double par.

SKILLS: In the Trees (4); Par or Better (6); Hit the Mat (any hole)

Gruesome Twosomes

This game is a 2-person scramble with a twist. Both players on each twosome will hit tee shots. The ball that will be selected for the next shot is decided by the OTHER team.

Once your opponents have chosen the drive that will be taken, both teams proceed using the best ball until holed out.

Pick up the ball after double par.

SKILLS: Shortest Drive (10), Longest Drive (15) , On In 4 (18)

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Iron Maidens - 4 Person Scramble (NO WOODS)

This game is a 4-person scramble. Golfers may only use their irons/hybrids/putters for the entire game. NO WOODS allowed.

Each golfer in the group tees-off. The team selects the best tee shot. Each golfer hits from that spot and again the best shot is selected until the ball is holed out.

At least two drives from each golfer MUST be used. If you are in a threesome, you will use three drives from each player. Pick up after double par.

SKILLS: Closest to the tree (1), Over the back of the green (4), Over the Creek (7)

Mansions & Shacks - Stroke Play

Stroke play – Players play all holes with their own ball. To determine team score, tally only 2 scores from the card - the **Highest (Mansion)** and the **Lowest (Shack)** score for each of the 9 holes for your foursome or threesome.

Pick up the ball after double par.

SKILLS: In the Trees (12), KP (14), and Shortest Drive (17)

4-Pet Scramble

Each Pet (Golfer) in the group tees off and the best shot is selected. Each Pet (Golfer) hits from that spot and again the best shot is selected. This continues until the ball is holed out.

To record the hole score, place a checkmark on the Pet (Golfer) that drove the best ball and place an X on the Pet (Golfer) that sunk the team putt. Let's see which pets are best!

Record your team's hole score on the bottom line of the score card.

Pick up after double par.

SKILLS: Longest Drive (1); In the trees (4); Par or Better (9)

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Burning Flame

The 'Flame' is always the last player to tee off. At each hole, the players rotate the tee-off order (on the first hole 1,2,3,4 and on the second hole 2,3,4,1). After all tee shots, the Flame chooses a partner for that hole the other 2 players are a team. Play best ball until ball is holed out.

Skills: In the pond (11); Longest Drive (15); Wrong Fairway (17)

Gold Ball Night

For each hole, only one player will play with the GOLD ball (provided) and the remaining three players will play a scramble (playing the best ball until holed out). The GOLD ball rotates among the team members at the beginning of each hole. Player 1 uses the gold ball on the first hole, Player 2 plays it on the second hole, Player 3 plays it on the third hole; etc.

The team score for each hole will be the total from the gold ball's score plus the team score amongst the other 3 golfers. If the gold ball is lost, the team must replace it with the **ugliest** ball in the team's possession.

For the gold ball/replacement ball DO NOT pick it up after double par – **you have to play it out**. For the ball used in the scramble, pick it up after double par.

SKILLS: In the sand (3); Par or better (6); Over the Creek (7)

JumpStart Your Game

The game this week is a 4 person Scramble on the back 9.

Each golfer in the group tees off and the best shot is selected. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

To Jumpstart your game, the person who first completes the putt will get two (2) drives on the next hole.

To Jumpstart your Team's score, you all get to decide which hole score to remove from your total to Jumpstart your team winning a prize! Draw a line through that hole or the Committee will choose for you. 😊

SKILLS: On the Rocks (12); Longest Putt (16); Par or Better (18)

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Team 5s – 2 Person Greensome

Both players tee-off, if either of the player's ball lands on the fairway, the team scores 5 points. If none of the drives land on the fairway, zero points are scored, so far. The better ball is chosen and alternate shot is played until holed out. On the green, count your putts.

To record your team score for the hole, subtract the number of putts from your points earned on the drive. For example, if a tee shot landed in the fairway and you have 2 putts, your score would be $5 - 2 = 3$ for that hole; if no drives landed in the fairway, then your team score would be $0 - 2 = -2$ (YES, a negative number).

This is the only game when a high score is a winning score!

SKILLS: Longest Drive (1); In the Creek (7); One putt (9)

Kiwi Dice Night

This is a 4-Person scramble but it is a roll of the dice that will determine whose drive will be used.

Before the rounds starts, the scorecard will determine which players will be in position #1, #2, #3 and #4. This will be your player number for the whole game. After everyone drives, the team rolls the dice. The number it lands on indicates the player whose drive will be used. If the dice lands on the kiwi bird or map, you get to choose the best drive.

SKILLS: On the Green (11); Out of Bounds (13); Longest Drive (18)

Lefty Righty- 2 Person Scramble

All players tee off on every hole. For each hole, the 2 balls furthest to the left are partners, and the 2 balls furthest to the right are partners. You may have a different partner for each hole, it all depends on where your drive lands.

Once teams are determined for the hole, the best shot is selected for each team of 2. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

Both players record the same individual score for that hole. Ensure each player has an individual score for the evening.

Pick up the ball after double par.

SKILLS: Longest Drive (1); KP (6); Shortest Drive (8)

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Scrambles and Putts

This is a 4-person scramble. Each golfer in the group tees off and the best shot is selected. Each golfer hits from that spot and again the best shot is selected until the ball is on the green.

Once the team ball is on the green, all players must play from that spot using their own ball until holed out. Therefore it is stroke play on the green only.

Each player will have their own score recorded by using the team's stroke count until on the green **PLUS** the number of their own putts per hole. (NOTE: Each player's score may vary.)

At least two drives from each golfer must be used (or 3 drives each, if in a threesome).

SKILLS: In the Water (11); On the Green (14); One putt (18)

Fusion Golf

Three formats will be played during the 9 holes. Hole #1, #2 and #3 will be regular stroke play. Holes #4, #5 and #6 will be 2 person Greensomes (explained below). Holes #7, #8 and #9 will be a two-person scramble.

Keep your own individual score for holes #1, #2 and #3. For all 9 holes, you and your partner will record your scores individually, but on holes 4-9, your twosome will record the same score on both names.

2-Person Greensomes: On Tee #4, #5 and #6 both players will hit a tee shot. The better shot is chosen and the other player will hit the 2nd shot. The team will continue to hit alternate shots until holed out.

2-Person Scramble: On Tee #7, #8 and #9, each golfer tees off and the best shot is selected for each twosome. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

SKILLS: Shortest Drive (1); In the Sandtrap (3); On the Green (6);

Lawson Pinehurst

Golfers choose teams of two on their card. For each hole, both players tee-off. For the 2nd shot, each player will hit the other player's ball. For the 3rd shot, the team chooses the better ball and the person who did NOT hit that chosen ball will hit the 3rd shot. Then the players alternate shots until the ball is holed out.

One score per twosome.

SKILLS: On the Green (11); Par or Better (16); Longest Putt (18)