

GLOSSARY OF GOLF GAMES FOR TVLGA18

Revised Jan/2025

INDIVIDUAL GAMES

1. PIN – Players are flighted by tee color and handicap based on the field size. Points will be awarded for 3 low gross and 3 low net scores in each flight. Points will be awarded for the player with the lowest number of putts for each tee color.
2. Beat The Pro – One of the Pro's will play with the league the same day. Use the member's net score to try to beat the Pro's gross score.
3. Blind Nine – the league Pro will select 9 holes that will be used for net scoring.
4. Individual Stableford - 0 points for net double bogey or higher, 1 point for net bogey, 2 points for net par, 3 points for net birdie, 4 points for net eagle, 10 points for net double eagle or better. Total the points together for your total score.
5. NET O.N.E.S – Count net scores on all holes that BEGIN with the letters O, N, E, S (1, 6, 7, 8, 9, 11, 16, 17, 18)
6. NET T.E.N – Count net scores on all holes that BEGIN with the letters T, E, N (2, 3, 8, 9, 10, 11, 12, 13, 18)
7. 3 Hole Throw Away – Throw out your three worst holes at end of round. Net and gross winners. However, all eighteen must be posted.

TWO PERSON GAMES

1. Stableford – 0 points for net double bogey or higher, 1 point for net bogey, 2 points for net par, 3 points for net birdie, 4 points for net eagle, 10 points for net double eagle or better. Total the points together for both players for your team score.
2. Better Ball or 1 Low Net – This is the same game whether you call it better ball or 1 low net. Record the lower net score of the 2 players on each hole for the team score.
3. Blind Nine – Record the lower net score of the 2 players on each hole for the team score. The league Pro will select 9 holes that will be used for net scoring.
4. NET O.N.E.S – Count net scores on all holes that BEGIN with the letters O, N, E, S (1, 6, 7, 8, 9, 11, 16, 17, 18). Record the lower net score of the 2 players on each hole for the team score.
5. NET T.E.N – Count net scores on all holes that BEGIN with the letters T, E, N (2, 3, 8, 9, 10, 11, 12, 13, 18). Record the lower net score of the 2 players on each hole for the team score.
6. 3 Hole Throw Away – Record the lower net score of the 2 players on each hole for the team score. Throw out the three worst holes at end of round.
7. Crossover – Record one lower net score **relative to par** of the 2 players. For example, net bogey = +1, net par = 0, net birdie = -1. Compare the front 9 holes with the corresponding back 9 holes and circle the lower score for the holes being

compared. 1 or 10, 2 or 11, 3 or 12, 4 or 13, 5 or 14, etc. Once you have done this, you will end up with a 9 hole team score. **NOTE:** This game requires more manual effort to determine the winner as Golf Genius cannot calculate. Suggest we do not play this game.

FOUR PERSON GAMES (threesomes will have a blind draw for 4th player)

1. Stableford – 0 points for net double bogey or higher, 1 point for net bogey, 2 points for net par, 3 points for net birdie, 4 points for net eagle, 10 points for net double eagle or better. Total the points together for all 4 players for your team score.
2. 2 Low Nets – Record the lower net of 2 of the 4 players on each hole for the team score.
3. One Best Net Ball Odd Holes/Two Best Net Balls Even Holes – All players will play their own ball. Record the best net scores for one best ball on odd holes and two best net balls on the even holes.
4. Crossover – Record one lower net score **relative to par** of the 4 players. For example, net bogey = +1, net par = 0, net birdie = -1. Compare the front 9 holes with the corresponding back 9 holes and circle the lower score for the holes being compared. 1 or 10, 2 or 11, 3 or 12, 4 or 13, 5 or 14, etc. Once you have done this, you will end up with a 9 hole team score. **NOTE:** This game requires more manual effort to determine the winner as Golf Genius cannot calculate. Suggest we do not play this game.
5. 1,2,3 – Score one best net score on par 3's, two best net scores on par 4's, three best net scores on par 5's or 6's. Total for team score,
6. 3,2,1 – Score the three best net scores on par 3's two best net scores on par 4's, one best net score on par 5's or 6's. Total for team score.
7. Solheim Cup – In this league, this is not a true Solheim Cup. The format with this league is simply match play between blue and red teams. Members will be divided and assigned either a blue or red team. Points are assigned to those on winning team, and to those who have low net scores.
8. Scramble – All players tee off from the same tee color. Select best tee shot and mark with tee or ball marker. Other players pick up their ball and each player places their ball within one club length of the selected spot (no closer to the hole and in the same condition such as rough or fairway or bunker). Each player hits their next shot from the chosen spot. This procedure is followed on every shot for the remainder of the hole including putts. Record this one score for your team. Threesomes will rotate between players to take a fourth shot.

MATCH PLAY

In match play, you take on an opponent rather than the scorecard.

For individual match play the lowest net score on a hole wins that hole.

For 2 person match play, compare the lowest net score of your 2 person team to the lowest net score of the opponents 2 person team.

Regardless of whether you are playing individual or 2 person match play, a point is awarded if you win the hole and $\frac{1}{2}$ point is awarded for ties.

For example:

- a. If you win the first hole (1 point), tie the second ($\frac{1}{2}$ point), and lose the third hole (-1 point), that is considered all tied up as each player (team) has the same score of $\frac{1}{2}$ point.
- b. If you lost the first hole (-1 point), tie the second hole ($\frac{1}{2}$ point), and lose the third hole (-1 point), that is considered “down” 2 (your opponent would be “up” 2).

In match play, you can give your opponent a short putt you think they will likely make. This helps to speed up play. You can also concede a hole if you can't possibly beat your opponent. Once a player is “up” more than the holes left to play, the game is over since the outcome of the game cannot change.

RINGERS

A ringer score is the best score a player has made on each hole throughout multiple rounds, which is the entire league season. Each golf course has its own ringer score. For example, if you play Kahite 7 times during league and your lowest score on hole 1 is a 5, then your ringer score is 5 (par). If your best score for hole 2 is a 3 for the 7 times you played, then your ringer score is 3 (birdie). This method continues for all 18 holes. Your total score for all 18 holes will likely be under 72 par.

Ringers are optional, but to participate, you must pay a \$3 fee when you complete your application. \$1 goes towards ringers at Tanasi, \$1 goes towards ringers at Toqua, and \$1 goes towards ringers at Kahite. At the end of the year, there will be a low-score ringer winner on each golf course for each tee color.