

AHWGA Game Descriptions

LOW GROSS/ LOW NET

Count gross scores and for net payouts. Subtract FULL handicap.

HORRIBLE 3's 4's or 5's

Chooses par 3's 4's or 5's and drop them from the round. Gross or Net Game. (Net Game cards must be popped – bring down net scores on scorecard)

Double If

Subtract the worst hole score from the front nine and the worst hole score from the back nine. **OR Subtract worst 2 holes out of 18.** FULL handicap.

LUCKY SEVENS

Score par 3's and par 4's. FULL handicap.

PAR 4'S and PAR 5'S

Score these holes (not par 3's). Subtract FULL handicap.

TIN WHISTLE

Score for a NET par = 1, score for a NET birdie = 2, score for a NET eagle = 3. Highest score wins. POP THE SCORECARD (USE 2 scorecards per foursome)

6-6-6

Singles, pairs or foursome

- 1 best ball on the first 6 holes (starting with holes 1-6)
- 2 best balls on the next 6 and
- 3 best balls on the last 6 holes.

BETTER NINE

The better nine holes (front or back) Golf Genius tournament set up– drop the worse 9 holes and pop the card.

CRIERS

Drop the six worst holes. Pop the card. Golf Genius will automatically calculate the game.

END CUT

Count the first four holes and the last five. Pop the card.

EVEN HOLES

Score only even number holes. Pop the card

LONG JOHNS

9 longest yardage holes. Pop the card

MAGGIE

Score only par 4's. Pop the card

MUTT AND JEFF

Score the 5 longest yardage hole and the 4 shortest yardage holes. Pop the card

ODD HOLES

Score only the odd holes. Pop the card

ODD FRONT/EVEN BACK

Count odd holes on the front nine and even holes on the back nine. Pop the card

ONES

Total gross score on holes beginning with the letters O, N, E, S (1, 6, 7, 8, 9, 11, 16, 17, 18). Pop the card.

PLAY THE MIDDLE

Score either holes 5 through 13 OR 6 through 14 (your choice after play). Pop the card.

SURPRISE NINE – PRO SHOP PICK

A blind draw will determine which individual nine of the 18 holes will count toward the score. The players will not know until they have finished their round. Pop the card. (Golf shop will pick the nine holes).

SURPRISE GAME – PRO SHOP PICK

Pro shop will pick either front or back nine to count after completion of the round. Pop the card

TEENY BOPPERS

Score on the 9 shortest yardage holes. (Sweeps will highlight the master card). Pop the card

TOE

Total gross score from holes that begin with the letters T O E (holes 1, 2, 3, 8, 10, 11, 12, 13, 18). Pop the card.

CROSS COUNTRY

Best nine holes, 1 or 18, 2 or 17, etc. Pop the card

CRISS CROSS-

Best nine holes, 1 or 10, 2 or 11, ect. Pop the card