

## **GLOSSARY OF GOLF GAMES FOR QCLGA 2022 CALENDAR**

### **ABCD - 123 WALTZING MATILDA**

Tournament Coordinator will pick your foursome and balance handicaps between the teams. All players on the team will play their own ball. Team scoring is based on best net ball scores on the hole number as follows:

- Holes 1, 4, 7, 10, 13, 16 – Use one best net ball
- Holes 2, 5, 8, 11, 14, 17 – Use two best net balls
- Holes 3, 6, 9, 12, 15, 18 – Use three best net balls

### **ABCD - ONE BEST BALL GROSS - ONE BEST BALL NET**

Tournament Coordinator will pick your foursome and balance handicaps. Each player plays her own ball. Record the team's best gross ball and team's best net on the lines provided on scorecard. Golf Genius will score the team's best gross plus the best net ball for the hole. The same ball is not counted more than once.

### **ABCD - TWO BY FOUR**

Tournament Coordinator will pick your foursome and balance handicaps. On holes 1, 9, 10, and 18, the team's all four net balls will be counted. All remaining holes, the team score will count the two lowest net balls. Players will record their gross scores only. Golf Genius will calculate the results.

### **ABCD - SCRAMBLE - FLORIDA** (Step Aside Scramble)

Tournament Coordinator will pick your foursome and balance handicaps.

On each hole, each team member hits her own ball. One drive is selected. The three other team members then play a second shot from within one club length of that spot. The team member who hit the drive does not hit from where the team hits the second shot. Then, the best second shot is selected and from that spot the other three team members play the third shot. The team member who had her second shot selected does not hit from where the team hits the second shot. This process is repeated until the hole is completed.

### **BEAT THE PRO**

Pro's gross score vs your net score.

### **BLIND NINE**

Your Tournament Coordinator will pick nine holes that will be used for net scoring.

### **BEST NET BALL - COMMITTEE PAIRS**

Your Tournament Coordinator will pick your foursome and balance the handicaps. Each player plays her own ball. The lower net score of the team is the score recorded for the hole. No more than ten strokes difference in handicaps.

## **CRISS CROSS**

Each player's net best score from hole number

- 1 or 10,
- 2 or 11,
- 3 or 12,
- 4 or 13,
- 5 or 14
- 6 or 15
- 7 or 16
- 8 or 17
- 9 or 18

Ending with nine holes for your score.

## **INDIVIDUAL STABLEFORD**

You will receive points for your NET score: Double Bogey – 0, Bogey – 1, Par - 2, Birdie – 3 and Eagle – 4, Double Eagle – 5. Record your gross score only on the scorecard.

## **INDIVIDUAL MATCH PLAY**

One against one. In match play, the game is played by holes. The strokes shall be determined off the lowest handicap player in the match. A hole is won, lost, or halved based on the better net score.

## **LOW GROSS**

Player with the low gross score wins.

## **LOW NET**

Player with low net score wins.

## **LOW GROSS/LOW NET**

Player with the low gross score wins and the player with the low net score wins.

## **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).

## **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).

## **ODD HOLES**

Count net scores on all odd holes.

## **ONE BEST NET BALL ODD HOLES - TWO BEST NET BALL EVEN HOLES**

Tournament Coordinator will pick your foursome and balance the handicaps. All players will play their own ball. Golf Genius will calculate your best net scores for one best ball on odd holes and two best net balls on the even holes.

## **ONLY THE HEART KNOWS - VALENTINES GAME**

Your secret Valentine will pick your nine holes that will be used for scoring. A special Valentine will be waiting for you at some of the tee boxes.

## **PARTNER ROUND ROBIN MATCH PLAY - 3 DAY EVENT**

One team best net ball against the best net ball of the other team. All teams will play three 18-hole matches in their flight. In each match, there will be one point available for each hole for a total of eighteen points. A hole is won, lost, or halved based on the better net score.

## **PLAY THE MIDDLE**

Score holes six - fourteen. Scores count for the middle nine holes.

## **PYP 2-PERSON - TRUE ALTERNATE SHOT**

Select who will tee off on the first hole. Alternate thru all shots until you complete all eighteen holes. No more than ten stroke difference in handicaps.

## **PYP 2-PERSON - CHAPMAN SCOTCH**

Each player tees off. For the second shot, each player hits her partner's ball. For the third shot, select the best ball and alternate shots until ball is holed.

## **PYP 2-PERSON - NET Best Ball**

Two golfers play as partners, each playing her own ball. The lower net score of the partners is the score for the hole. No more than ten strokes difference in handicaps.

## **PYP 2-PERSON TWO DAY ECLECTIC**

- Day One – You and your partner select the best net ball on each hole.
- Day Two – You and your partner select the best net ball from Day One or Day Two

*Example:* On Day One, your best net team score is a six on the first hole. On Day Two your best net team score is a seven on the same hole. The lowest of the two scores on the first hole is a six, so six is the golfer's eclectic or ringer score.

## **PYP 2 - PERSON 6-6-6**

Holes 1 - 6 – BEST NET BALL OF PARTNERS

Holes 7 - 12 – ALTERNATE SHOT

Holes 13 - 18 – SCRAMBLE

- *BEST NET BALL* – Each player plays her own ball from tee to green. Record both individual gross score and the best team gross score on the card. Golf Genius will calculate the net.
- *ALTERNATE SHOT* – Must decide on hole number seven who will tee off. Then alternate shots from tee shot until ball is holed on hole twelve. Only one ball in play per team.
- *SCRAMBLE* – Both players tee off, decide which ball works best for the team, then both players play the best ball on every shot until the ball is holed. Two balls in play per team, only one score per hole. Each player must use two drives on the six holes.

## **PYP - 2 PERSON SHAMBLE**

You and your partner tee off. Select the best drive. You and your partner hit their own ball from that point until the ball is holed. Seven tee shots per player must be used.

## **PYP - 2 PERSON STABLEFORD**

The Stableford points of each partner will be added together to determine the overall winner. See “Individual Stableford” for scoring points.

## **PYP THREESOME - NET BEST BALL**

Three golfers play as a team, each playing their own ball. Golf Genius will calculate the lower net score of the team for each hole.

## **PYP FOURSOME - 2 BEST BALLS**

Four golfers play as a team, each playing their own ball. Golf Genius will calculate the best two net balls for each hole.

## **PYP FOURSOME - THE LONE RANGER**

One player is assigned to be the “The Lone Ranger” on each hole. On the first hole, player in position one in the pairings will act as the “Lone Ranger.” On the second hole, player two in position two will be the “Lone Ranger.” Same for third and fourth positions. The cycle repeats throughout the rest of the round. When playing this format, you will count the “Lone Ranger’s” ball as well as the best net ball of the other three players. Two balls will be counted on each hole.

## **QCLGA CHAMPIONSHIP – THREE DAY EVENT**

Club and President's Cup Championship. Three days of stroke play with cumulative total scores for places. The low gross player of the field will be designated the Club Champion. The low net player of the field will be designated the President's Cup Champion. Players must play all three days.

## **QCLGA TEAM CHALLENGE – PYP 2-PERSON TWO DAY EVENT**

This is a two-day Match Play Event between two established teams: The team names and colors will be chosen prior to the event. Two different formats on each of the two days. Team with the highest points wins. Handicaps will be balanced between the two teams.

- Day One - Four Ball
- Day Two - Two Person Shamble - Pro Drive and Lady Drive

## **SCRAMBLE - COMMITTEE PAIRS**

Tournament Coordinator will pick your foursome and balance handicaps. All players tee off, decide which ball works best for the team, play the best ball on every shot until the ball is holed. Four tee shots per player must be used. One score per hole.

## **SHIPWRECK**

- Holes one thru six, throw out your three worst holes
- Holes seven thru twelve, throw out your two worst holes
- Holes thirteen thru eighteen, throw out your worst one hole

Golf Genius will calculate your final score.

## **TAKE YOUR BEST SHOT**

Throw out your worst Par 3, Par 4, and Par 5 scores.

## **T's and F's**

Count net scores on holes beginning with T or F (Holes - 2, 3, 4, 5, 10, 12, 13, 14, 15).

## **THROW OUT THE THREE WORST HOLES - WHINERS**

Throw out your three worst holes but all eighteen will be posted. Golf Genius will calculate the worst three holes.

## **TOUGH LOVE**

Score the nine hardest handicap holes.

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