

ANTELOPE HILLS GOLFING GALS (AHGG)  
GAME DESCRIPTIONS  
SELECT FROM LIST WHEN DEVELOPING CALENDAR OF GAMES FOR THE YEAR  
Revised February 17, 2026

**Aces Wild** - Track putts on each hole along with the gross score on each hole. Subtract one stroke from your gross score for a one or zero putt. You will still write down your actual full score on the score card. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Bag Lady:** Golfers play in teams ranging from two to four players. After completing each hole, team members reach into the bag and pull out a ball (no peeking). The team score on Hole 1 is the score of the person who picked out the colored ball, e.g., orange for Halloween. All balls are returned to the bag. This process is repeated after completing each hole. Score is the net of the colored ball on each hole corresponding to the player who picked the colored ball. The team with the lowest net score wins. Handicap strokes will be used to determine how many pops each player gets on each hole. This game is not flighted. The winning team takes all!

**2 Person Better Ball** – Let the Sparks Fly: Pick any partner, best net on each hole counts for the score. Schedule for 1 or 2 rounds. Announce number of rounds and date of competition at least 30 days in advance of competition. Handicap strokes will be used to determine how many pops each player gets on each hole.

**2-Person Scramble:** A golf scramble is a team-based format of two players where players hit shots from the best position chosen after each stroke, promoting teamwork and fun. All team members hit their shots from the tee box. After everyone has taken their shot, the team selects the best shot and scramble from there. The team moves to the location of the best shot and all players hit their next shot from that spot. This process continues until the ball is holed. You can mark the ball and play within one club length without changing the conditions, e.g., you can mark the ball on the green and play within 4-inches. Team handicap will be 35% low/15% high.

**Beaches, Trees, and Ponds:** Points are awarded if you end up in the sand bunker (3), hit a tree (2), or your ball ends up in the pond (1). Highest points win. There will be a first, second, and third place winner. No handicap and not flighted.

**Better Four:** After round is completed select best four scores. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Birdie Bonanza:** High score wins! Net Birdie scores 3; Net Eagle scores 4; Net Double Eagle scores 5; 2 points for Net Par; 1 point for Net Bogey; 0 points for Net Double Bogey or worse. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Circle Four:** Select four holes BEFORE teeing off and subtract those after play. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Closest to the Pin (KP)** - \$1 Buy In (Optional). Your initial tee shot must be on the green to be counted. No handicap and not flighted.

**Club Champion:** This will be a 2-Day Competition. The player's score will be their best gross score after two rounds of competition. Every effort will be made to group players by handicap (low to high). The Club Champion will be awarded for best low gross score of the field. Additional payouts will be in flights according to the number of players, paying low gross for first and second place in each flight. In the event of a tie for the overall Champion, the USGA (last 9,6,3,1) holes on the scorecard will be used to determine the winner. Flighted by handicap. No handicap points will be used in the calculations as this is a Gross game.

**Consecutive Holes:** BEFORE play, each player circle 2 consecutive holes. Throw out those 2 holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Criers:** Subtract 3 worst holes from score. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Dice Game:** After completing each hole, each player rolls the dice. Your individual score will be the best score of either the dice roll or your gross score. Players continue to roll dice to arrive at their score after completion of each hole. Example, you shoot a 6 on Hole 1, but roll the dice and get a 4. Your score for Hole 1 is a 4. Next example, you shoot a 3 on Hole 2 but your dice roll is a 5. Your score on Hole 2 is a 3. Lowest score wins. There will be a first, second, and third place winner. No handicap and not flighted.

**Double Ifs:** Subtract the worst 2 holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Easy Four:** Total the four holes with the highest handicap ratings. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Eclectic:** Three-day game. Gross scores are written hole-by-hole on a score sheet for each player. The lowest gross score for each hole is counted **minus the handicap strokes** for the final 3-day score. Golfers keep their scores for each round. This gives the player an opportunity to improve their score on the second and third round of play for any given hole(s).

**End Cut:** Count the first 2 and last 2 holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Even Holes:** Score only even holes (2,4,6,8). Handicap strokes will be used to determine how many pops each player gets on each hole.

**Hate 'Em:** BEFORE PLAY, circle two holes you "hate". Subtract those holes from total. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Horrible 3's, 4's, or 5's:** Choose par 3's, 4's, or 5's and drop them from the round. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Leaping Leprechauns:** Every player gets three Leprechauns to use in the game. Each leprechaun has one play for nine holes. 1. Free Putt (magic putt), one per nine holes. At any time, a player may claim a free putt once their ball is on the green, pick up the ball and count as the putt for the hole. 2. Replay, one per nine holes. At any time, the player may replay a shot (mulligan) anywhere on the course. 3. Me Too, one per nine holes. At any time, a player can pick up her ball and place it where someone else had

their shot. You can do this using someone else's drive, fairway shot, putt, etc. Example, if you hit in the bunker, you can place your ball where someone else hit. When you use a Leprechaun, put a circle on your score for the hole used on the scorecard. The game will be scored as low net. Handicap strokes will be used to determine how many pops each player gets on each hole. This is an individual game and not a team game. Leprechauns used do not count towards the Chip-In or Hole-in-One fund. Do Not Post.

**Long Johns:** Score the 4 longest yardage holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Low Gross / Low Net:** Count gross scores and low net scores. Handicap strokes will be used to determine how many pops each player gets on each hole to determine Low Net. The game should rotate through both the North and South courses as the year progresses.

**Low Net:** Low Net Score. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Low Putts – Low putts win:** Once you are on the green, all strokes count as putts until holed out. No handicap and not flighted. Depending on the number of players, may award first, second, and third place.

**Maggie:** Score only par 4 holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Most Bogeys and Less/Most Snowmen's & Higher:** Score number of holes that only fit one or the other category. No handicap used.

**Most Putts/Least Putts:** Score total putts, award to one of each category. Not flighted and no handicap used.

**Mutt and Jeff:** Score 3 longest yardage holes and 2 shortest yardage holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Net Double Eagle:** Eagle scores 5; 3 points for Net Birdie; 2 points for Net Par; 1 point for Net Bogey; 0 points for Net Double Bogey or worse. Handicap strokes will be used to determine how many pops each player gets on each hole.

**No Putts:** Count all strokes OFF the green. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Nutt's:** Take your net score and add all your putts to generate your overall score. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Odd Holes:** Score only odd holes (1,3,5,7,9). Handicap strokes will be used to determine how many pops each player gets on each hole.

**ONES:** Total gross score on holes beginning with the letter O, N, E, S (1, 6, 7,8, 9). Handicap strokes will be used to determine how many pops each player gets on each hole.

**Par 3s and 5s:** Score only those holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Par 4s and 5s:** Score only those holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Pick your Hole.** This is a winter game. Once your ball is on the green, you decide which hole you want to play. There is a green cap on two of the holes on the green. If your ball is closer to one of these rather than the hole with the Flag in it, simply remove the green cap and putt your ball into the closest hole. Replace the green cap. The lowest net score wins the game. Depending on the number of players, may award first, second, and third place. Handicap strokes will be used to determine how many pops each player gets on each hole. Do Not Post.

**Pick your Score:** Before play, guess what your gross score will be. List on the scorecard before start of play. At the end of the round, the closet person to guessing their actual score wins. No handicap and not flighted.

**Pink Ball, Threesome (ABC):** In Pink Ball, of the three golf balls the team members are playing, one of them is pink. Golfers play in groups of three and score the best net of the pink ball on each hole and the best net of the other two players. The pink ball rotates among the team members, changing after each hole. For example, on the first hole Player A hits the pink ball; on the second hole, Player B plays the pink ball, on Hole 3, Player C plays the pink balls, and so on, rotating throughout the round in consecutive order. If the pink ball is lost, your team will be disqualified from the game. Score is the net of the pink ball on all holes and the best net of the other two. The team with the lowest score wins. Handicap strokes will be used to determine how many pops each player gets on each hole. This game is not flighted. Golf Genius will calculate the scores if the players play the pink ball in the order their names appear on the score cards.

**Pink Ball, Foursome (ABCD):** In Pink Ball, of the four golf balls the team members are playing, one of them is pink. Golfers play in groups of four and score the best net of the pink ball on each hole and the best net of the other three players. The pink ball rotates among the team members, changing after each hole. For example, on the first hole Player A hits the pink ball; on the second hole, Player B plays the pink ball, on Hole 3, Player C plays the pink balls, and on hole 4, Player D plays the pink ball, and so on, rotating throughout the round in consecutive order. If the pink ball is lost, your team will be disqualified from the game. Score is the net of the pink ball on all holes and the best net of the other three on each hole. The team with the lowest score wins. Handicap strokes will be used to determine how many pops each player gets on each hole. This game is not flighted. Golf Genius will calculate the scores if the players play the pink ball in the order their names appear on the score cards.

**Play the Middle:** Score holes 3 through 6. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Play with your Partner:** Choose a partner and play the game of the day. *This format is aimed at making golf enjoyable for everyone.*

**Putts Plus Net Score:** Add total putts to the NET score. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Scotch Twosome:** Both players tee off on the first hole. Select better ball and alternate shots from then on until all holes are completed. If the player hits out of bounds, her partner must hit the shot again. Whichever player putts out, her partner hits the next tee shot. Subtract half handicap of combined players. Do Not Post.

**Sevens:** Score the par 3 and par 4 holes. Handicap strokes will be used to determine how many pops each player gets on each hole.

**State Medallion:** *You only need to participate in two out of the four rounds to be eligible.* Determining the winner on the basis of the best two rounds out of four is intended to give players the maximum opportunity to produce two good scores and not to eliminate those players who cannot play all four rounds. *All rounds will be played on the South Course. Winner is Low Gross and Low Net.*

**Surprise Four:** A blind draw (golf shop) will determine which four of the first nine holes will count toward the scores. Players will not know which holes are selected until after the round is finished. Handicap strokes will be used to determine how many pops each player gets on each hole.

**Teeny Boppers:** Score 4 shortest yardage holes: Handicap strokes will be used to determine how many pops each player gets on each hole.

**T's & F's:** Total of scores on holes starting with the letters T & F (2, 3, 4, 5). Handicap strokes will be used to determine how many pops each player gets on each hole.

**Three Blind Mice:** Each player plays a normal round of golf recording scores on all nine holes. After playing, one of the league members will randomly pick three (3) holes by drawing numbers and those scores will be thrown out. These holes are referred to as the "three blind mice." Scores will then be calculated based on the remaining six holes. The player with the lowest total net score after discarding the scores from the three holes is declared the winner. Handicap strokes will be used to determine how many pops each player gets on each hole. This is a fun and engaging way to play golf, adding an element of chance to the traditional scoring system. It encourages players to perform well across the majority of the nine holes on the course while allowing for some flexibility in scoring.

**Tin Whistle (Stableford):** Score for a NET bogey = 1, score for a NET par = 2, score for a NET birdie = 3, score for a NET eagle = 4, score for a NET albatross (double eagle) = 5. Handicap strokes will be used to determine how many pops each player gets on each hole.

**TOE:** Total gross scores from holes that begin with the letters T, O, E (1, 2, 3, 8). Handicap strokes will be used to determine how many pops each player gets on each hole.

**Turkey Shoot:** Most Net Birdies. Handicap strokes will be used to determine how many pops each player gets on each hole.