

Antelope Hills Golfing Gals (AHGG)

Game Descriptions/Rules

Chip-Ins, KPs, and other weekly sweeps games are all based on the first 9 holes with the exception of the Club Champion, Eclectic, and State Medallion. For these competitions, members must designate in advance of tee sheets being finalized for play if they wish to participate in the 9-hole or 18-hole competition. If a member does not designate prior to tee sheets being finalized (Sunday at noon prior to start of round) it is assumed they will be competing in the 9-hole event. Players must finish all game holes to be eligible to win.

A guest may play three times before being requested to pay dues. Guests are not included in the weekly game of the day, Chip-Ins, or KPs and are ineligible for prizes.

The Most Improved Player (MIP) will be based on posted scores from January through the end of November. A member must play 20 times with the AHGG in a calendar year to win MIP.

Two score cards must be kept on play days. The main score card and a back-up. The main card must be dated, approved, and signed by all players.

A minimum of six players must be playing for a game to be eligible for prizes.

Scores for all games will be posted for you.

2 Person Better Ball – Let the Sparks Fly: Pick any partner, best net on each hole counts for the score. Use Handicap strokes (Pops). This will be used to determine how many pops each player gets on each hole.

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. No handicap and not flighted.

Better Four Lucky Leprechauns: After round is completed the best four scores are determined. Subtract Handicap strokes (POPs) each player gets on game holes.

Closest to the Pin (KP) - \$1 Buy In (Optional). Your ball must end up on the green on your first hit to be counted. No handicap and not flighted.

Club Champion: Best Low Gross and Best Low Net after two rounds for the 9-hole and 18-hole members. Players will be grouped based on low to high handicaps. Half handicap used for 9-hole group and full handicap used for 18-hole group to determine best net score.

Criers: Subtract 3 worst holes from score and subtract half handicap.

Double Ifs: Subtract the worst 2 holes and subtract half handicap.

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 (Pops) to arrive at the final 3-day score. Golfers are encouraged to keep their scores for each round. This gives the player an opportunity to improve their score on the second and third rounds of play for any given hole(s). This is a 9-hole and 18-hole competition.

Even Holes: Score only even holes (2, 4, 6, 8) and subtract Handicap strokes (POPs) each player gets on game holes.

Low Gross / Low Net: Count gross scores, and low net scores for payouts subtract half handicap. Every effort will be made to group players by handicap (low to high). This game will be flighted by handicap and will be held January-November. The game should rotate through both the North and South courses as the year progresses.

Lucky Sevens: Score the par 3 and par 4 holes. Subtract Handicap strokes (POPs) each player gets on game holes.

Maggie: Score only par 4 holes and subtract Handicap strokes (POPs) each player gets on game holes.

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

Pink Ball, Threesome (ABC): You choose your own team. 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 play two best balls and one ball must be the pink ball. The pink ball rotates among the team members, changing after each hole. For example, on the first hole Player A plays the pink ball; on the second hole, Player B plays the pink ball, and on hole three, Player C plays the pink ball, rotating throughout the round. If the pink ball is lost and not retrievable, your team will be disqualified. Score is the net of the pink ball, and the best net of the other two per hole. Score cards will show handicap strokes (Pops) to determine best net scores.

Play with your Partner: Choose a partner and play your own round. Your gross score will be posted. No handicap and not flighted. *This format is aimed at making golf enjoyable for everyone.*

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 for the 9-hole group and the 18-hole group.*

Surprise Four – Halloween Game: 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. Subtract Handicap strokes (POPs) each player gets on game holes.

T's & F's: Total of scores on holes starting with the letters T & F (2, 3, 4, 5). Subtract Handicap strokes (POPs) each player gets on game holes.

Three Blind Mice: After round is completed, change any three holes to par and subtract half handicap.

Turkey Shoot: Most Net Birdies or Better. Use Handicap (Pops) to arrive at most net birdies.