

Ladies Day Games – 2020

Shamble Everyone tees off. Select best drive and each player continues with their own shots from that point. However, each player must have at least two of their drives selected among the 9 holes. Subtract 9-hole handicap from gross score for net score. Low net wins.

Mystery Holes – 2 holes selected in advance, but unknown to the players, will be scored as par. Deduct 9-hole handicap for net score

Low Net with a twist After completing a 9-hole round, return to clubhouse and draw a playing card (2-9) from the deck. Subtract 9-hole handicap for net. Deduct card value for final score. Low score wins.

Mutt & Jeff – Total your scores for par 3's and par 5's. Deduct half your 9-hole handicap for net score. Low net wins.

Bingo Bango Bongo - three types of achievements are rewarded with a point. The first player in a group to get her ball on the green gets a point (bingo). The player in the group whose ball is closest to the pin once all balls are on the green gets a point (bango). The player in the group who is first to hole out gets a point (bongo). High points total wins.

4-Club Challenge Use only 4 clubs for the entire round (leave the rest in your car!). No borrowing from others during play. Deduct 9-hole handicap for net score. Low net wins.

Pick Your Poison – players circle 5 holes that they think they will do well on before play. Add scores on those holes for gross, deduct half your 9-hole handicap for net. Low net wins.

Hate 'Em Before teeing off each player circles two holes that they hate. Subtract these two holes scores from your total, deduct 9-hole handicap for net.

Aces Wild – Keep track of your putts. After calculating gross and net score (deduct 9-hole handicap from gross), subtract 1 point from your net score for each one-putt through 9 holes. Low score wins.

Cha Cha Cha - On the first hole, the one low ball counts as the team score. On the second hole, the two low balls count as the team score and then on the third hole, the three low balls count as the team score. The rotation starts over on the fourth hole.

Count the Dots – Award a dot for the player who:

- Gets closest to the pin on Par 3's
- Has longest drive on Par 5's
- Has fewest putts on Par 4's (in a tie, award a dot to each player)

Total the dots on each scorecard: most dots wins.