

## **PLAY OF THE DAY 2026: GAMES EXPLANATIONS**

**Ace of the Month:** Stroke Play: Everyone plays and turns in their own gross and net score. First place winners in both gross and net for each flight will be eligible for the Aces of the Year tournament.

**Amiga Golf: (4 players required):** Everyone tees off. On each hole, teams of two will be determined by the position of the ball. The two players with balls to the right from the flag are one team, the two with balls to the left are the other team. Each team plays a scramble into the hole. Count both scores for the team score. Repeat for each hole.

**Beat the Pro:** Stroke play. If your NET beats the Pro's GROSS, you win an equal portion of the prize money.

**Blind Nine:** Stroke play. The Pro will select 9 holes to score.

**Cha -Cha Even:** One best ball is used on even-numbered holes; two best balls are used on odd-numbered holes.

**Chapman, Pick your Team:** (2 players required; 10 stroke maximum differential will be allowed) Both players tee off. Switch and hit your partner's ball. Select the best ball after the second shots and play alternate shots until the ball is holed.

**Easiest Handicap Nine Holes:** Scores for EP easiest holes - 3,5,7,8,10,11,13,15,18

**4 Clubs Plus a Putter:** Pick four clubs and your putter to play the round. Leave all the rest of your clubs in your car!

**Hardest Handicap Nine Holes:** Scores for EP hardest holes – 1,2,4,6,9,12,14,16,17

**Just the Middle:** Scores for holes 5-13

**Lemon Drop:** Drop 9 worst holes on score card.

**Mutt and Jeff:** Net scores for par 3's and par 5's

**1,2,3 Waltz:** On the 1<sup>st</sup> hole the best score of the team is recorded. On the 2<sup>nd</sup> hole, the 2 best scores and on the 3<sup>rd</sup> hole, the 3 best scores. This pattern is repeated over subsequent sets of 3 holes. (using hole #1 as the starting hole)

**6 6 6 (Scramble. Best Ball & Alternate Shots):** Holes 1 through 6 are played as a Scramble; holes 7 through 12 is Best Ball (everyone plays their own ball-taking the best score) and 13 through 18 is Alternate Shot.

**Skins:** Everyone plays their own ball. Skins are won by getting the best gross or net on any hole where the best score is not tied in each flight. Prize money is divided by total number of skins won.

**Sweet 16:** Throw out one hole on each nine when you are done playing, leaving 16 holes to score. Use full handicap for net scores.

**Super Drive:** All players drive the ball. The best drive is selected and all players play their own ball from there. Take the two best ball scores for the team score. Three drive minimum for each player. If you are a threesome, player A plays the extra shot on holes 1-6, player B, 7-12 and player C, 13-18.

## **Games Explanations – Continued**

**Super Drive Scramble:** All players drive the ball. The best drive is selected and all players scramble in until the ball is holed out. Three drives required for each player.

**Ten Cup:** Pick your best five scores on the front and back. Circle the holes you select to use on the scorecard. Picked holes count as both gross and net. Use half your handicap for net score.

**Three Blind Mice:** The pro will select 3 holes to throw out.

**Three Little Pigs:** Throw out your three worst holes.

**Two Best Balls:** Take the best two gross and best two net scores for the team score on that hole. The balls can be the same or different, whichever are better.

**Vegas Scramble:** Each player is given a number from 1 to 4. After every drive, someone in the group rolls a dice. If your number is rolled (1-4) that drive will be used regardless of where it ended up. If a 5 is rolled then re-roll the dice. If a 6 shows up, pick any drive you want. After selecting the drive, the team plays a scramble for the rest of the hole. If a three-some: same as above except each player will be given a number from 1-3 and if a 4 or 5 is rolled, re-roll and if a 6 is rolled pick any drive.