

# Golf Game Modes of Play

## Alt Shot RC Match

(Alternate Shot – Ryder Cup Style)

Played as 2 player teams, alternating shots until ball is in hole. One player tees off on odd numbered holes and other tees off on even. Player selected after both have teed off on #1, has odd holes.

\*Teams with ONLY ONE PLAYER play normally

(Match Play)

Scoring in Match Play is done by holes won. Team with the best score for a hole, wins that hole. Team that wins the most holes, wins the match.

- You need between 2 and 4 players to use this mode of play.

## Alt Shot RC Mod Stableford

(Alternate Shot – Ryder Cup Style)

Played as 2 player teams, alternating shots until ball is in hole. One player tees off on odd numbered holes and other tees off on even. Player selected after both have teed off on #1, has odd holes.

\*Teams with ONLY ONE PLAYER play normally

(Modified Stableford Scoring)

Team with the Highest point total wins

- Double Eagle or better (8 Points)
- Eagle exactly (5 Points)
- Birdie exactly (2 Points)
- Par exactly (0 Points)
- Bogey exactly (-1 Point)
- Double Bogey or worse (-3 Points)

- You need between 1 and 8 players to use this mode of play.

## Alt Shot PC Skins

(Alternate Shot – Ryder Cup Style)

Played as 2 player teams, alternating shots until ball is in hole. One player tees off on odd numbered holes and other tees off on even. Player selected after both have teed off on #1, has odd holes.

\*Teams with ONLY ONE PLAYER play normally

(Playing for Skins)

Each hole is worth set dollar amount (Skin). Teams with lowest score, with no ties, wins the Skin. If lowest score is a tie, Skin is carried over to the next hole. Team with the most money wins.

Skins/Extra Skins –

Hole 1 – 6 worth \$1000	1 under par = 1 Extra Skin
Holes 7 – 12 worth \$2000	2 under par = 2 Extra Skins
Holes 13 – 16 worth \$3000	3 under par = 3 Extra Skins

- You need between 2 and 8 players to use this mode of play.

## Alt Shot RC Stableford

(Alternate Shot – Ryder Cup Style)

Played as 2 player teams, alternating shots until ball is in hole. One player tees off on odd numbered holes and other tees off on even. Player selected after both have teed off on #1, has odd holes.

\*Teams with ONLY ONE PLAYER play normally

(Stableford Scoring)

Team with the highest point total wins.

6 under par (8 points)	Birdie exactly (3 points)
5 under par (7 points)	Par exactly (2 points)
4 under par (6 points)	Bogey exactly (1 point)
Double Eagle exactly (5 points)	Double Bogey or worse (0 points)
Eagle exactly (4 points)	

- You need between 1 and 8 players to use this mode of play.

### **Alt Shot RC Stroke**

(Alternate Shot – Ryder Cup Style)

Played as 2 player teams, alternating shots until ball is in hole. One player tees off on odd numbered holes and other tees off on even. Player selected after both have teed off on #1, has odd holes.

\*Teams with ONLY ONE PLAYER play normally

(Stroke Play)

Team with the lowest stroke total wins.

- You need between 1 and 8 players to use this mode of play.

### **Alt Shot Scotch Match**

(Alternative Shot – Scotch Style)

Played as 2 player teams. The first player tees off on the first hole, and the players alternate shots until the round is over.

\*Teams with ONLY ONE PLAYER play normally.

(Match Play)

Scoring in Match Play is done by holes won. Team with the best score for a hole, wins that hole. Team that wins the most holes, wins the match.

- You need between 2 and 4 players to use this mode of play.

## Alt Shot Scotch Mod Stableford

(Alternative Shot – Scotch Style)

Played as 2 player teams. The first player tees off on the first hole, and the players alternate shots until the round is over.

\*Teams with ONLY ONE PLAYER play normally.

(Modified Stableford Scoring)

Team with the Highest point total wins

Double Eagle or better (8 Points)

Eagle exactly (5 Points)

Birdie exactly (2 Points)

Par exactly (0 Points)

Bogey exactly (-1 Point)

Double Bogey or worse (-3 Points)

- You need between 1 and 8 players to use this mode of play.

## Alt Shot Scotch Skins

(Alternative Shot – Scotch Style)

Played as 2 player teams. The first player tees off on the first hole, and the players alternate shots until the round is over.

\*Teams with ONLY ONE PLAYER play normally.

(Playing for Skins)

Each hole is worth set dollar amount (Skin). Teams with lowest score, with no ties, wins the Skin. If lowest score is a tie, Skin is carried over to the next hole. Team with the most money wins.

Skins/Extra Skins –

Hole 1 – 6 worth \$1000

1 under par = 1 Extra Skin

Holes 7 – 12 worth \$2000

2 under par = 2 Extra Skins

Holes 13 – 16 worth \$3000

3 under par = 3 Extra Skins

- You need between 2 and 8 players to use this mode of play.

### **Alt Shot Scotch Stableford**

(Alternative Shot – Scotch Style)

Played as 2 player teams. The first player tees off on the first hole, and the players alternate shots until the round is over.

\*Teams with ONLY ONE PLAYER play normally.

(Stableford Scoring)

Team with the highest point total wins.

- 6 under par (8 points)
- 5 under par (7 points)
- 4 under par (6 points)
- Double Eagle exactly (5 points)
- Eagle exactly (4 points)
- Birdie exactly (3 points)
- Par exactly (2 points)
- Bogey exactly (1 point)
- Double Bogey or worse (0 points)

- You need between 1 and 8 players to use this mode of play.

### **Alt Shot Scotch Stroke**

Played as 2 player teams. The first player tees off on the first hole, and the players alternate shots until the round is over.

\*Teams with ONLY ONE PLAYER play normally.

(Stroke Play)

Team with the lowest stroke total wins.

- You need between 1 and 8 players to use this mode of play.

## Australian

(Singles Play)

Gain points by hitting a drive in the fairway, hitting the green in regulation and scoring par or better. Lose points by missing the fairway off the tee, missing the green in regulation and scoring worse than par.

(Playing for Points)

Eagle or better (4 Points)

Birdie exactly (3 Points)

Par exactly (2 Points)

Bogey exactly (1 Point)

Double Bogey exactly (-2 Points)

Worse than Double Bogey (-3 Points)

Tee shot hits the fairway (1 Point)

Tee shot misses the fairway (-1 Point)

Player hits Green in Regulation (1 Point)

Player missed Green in Regulation (-1 Point)

- You need between 1 and 8 players to use this mode of play.

## Bestball Match

(Bestball Format)

All Team Members play their own ball. At the end of the hole. Team score will be it best member score.

(Match Play)

Scoring in Match Play is done by holes won. Team with the best score for a hole wins that hole. Team that wins the most holes wins the match.

- You need between 2 and 8 players to use this mode of play.

## **Bestball Mod Stableford**

(Bestball Format)

All Team Members play their own ball. At the end of the hole. Team score will be it best member score.

(Modified Stableford Scoring)

Team with the Highest point total wins

Double Eagle or better (8 Points)

Eagle exactly (5 Points)

Birdie exactly (2 Points)

Par exactly (0 Points)

Bogey exactly (-1 Point)

Double Bogey or worse (-3 Points)

- You need between 1 and 8 players to use this mode of play.

## **Bestball Skins**

(Bestball Format)

All Team Members play their own ball. At the end of the hole. Team score will be it best member score.

(Playing for Skins)

Each hole is worth set dollar amount (Skin). Teams with lowest score, with no ties, wins the Skin. If lowest score is a tie, Skin is carried over to the next hole. Team with the most money wins.

Skins -

Hole 1 – 6 worth \$1000

Holes 7 – 12 worth \$2000

Holes 13 – 18 worth \$3000

- You need between 2 and 8 players to use this mode of play.

## Bestball Stableford

(Bestball Format)

All Team Members play their own ball. At the end of the hole. Team score will be it best member score.

(Stableford Scoring)

Team with the highest point total wins.

- 6 under par (8 points)
- 5 under par (7 points)
- 4 under par (6 points)
- Double Eagle exactly (5 points)
- Eagle exactly (4 points)
- Birdie exactly (3 points)
- Par exactly (2 points)
- Bogey exactly (1 point)
- Double Bogey or worse (0 points)

- You need between 1 and 8 players to use this mode of play.

## Bestball Stroke

(Bestball Format)

All Team Members play their own ball. At the end of the hole. Team score will be it best member score.

(Stroke Play)

Team with the lowest stroke total wins.

- You need between 1 and 8 players to use this mode of play.



## Bingo Bango Bongo

A game with some unique rules “Bingo” – Awarded to the 1<sup>st</sup> player on the green.

“Bango” – Awarded to player closest to the pin once all players are on the green.

“Bongo” – Awarded to 1<sup>st</sup> player who putts the ball in the hole. For “Bingo Bango Bongo”, player is awarded DOUBLE POINTS for the hole.

(Playing for Points)

Player with the Highest point total wins.

“Bingo” – First player on the green (1 Point)

“Bango” – Closest to the hole (1 Point)

“Bongo” – First Player in the hole (1 Point)

“Bingo Bango Bongo” (6 Points)

- You need between 1 and 8 players to use this mode of play.

## By The Books

(Singles Play)

If you play “By The Book”, hit the fairway off the tee, hit the green in regulation, 2-putt or better and make pars and birdies, you’ll do great. If not, LOOK OUT! A “3-Putt” will cost you all the points you won on that hole. A “4-Putt” or worse will cost you everything!

(Playing for Points)

Tee Shot in Fairway (8 Points)

Green in Regulation (20 Points)

Par (25 Points)

Birdie or better (35 Points)

2-Putts or better (35 Points)

3-Putts (RESET HOLE SCORE)

4-Putts (RESET TOTAL SCORE)

Took a Mulligan (-150 Points)

- You need between 1 and 8 players to use this mode of play.

## Demo Mode

(Singles Play)

(Stroke Play)

Just want to check out a course? You should try “Demo Mode”. This mode allows you to drop at any time, forward or backward!

- You need between 1 and 8 players to use this mode of play.

## High Stake Skins

(Singles Play)

(Playing for Skins)

Each hole is worth set dollar amount (Skin). Players with lowest score of “PAR OF BETTER”, with no ties, wins the Skin. If lowest score is a tie, Skin is carried over to next hole. Player with the most money wins.

Skins/Extra Skins –

Hole 1 – 6 worth \$1000

1 under par = 1 Extra Skin

Holes 7 – 12 worth \$2000

2 under par = 2 Extra Skins

Holes 13 – 16 worth \$3000

3 under par = 3 Extra Skins

- You need between 2 and 8 players to use this mode of play.

## Hogan Point Game

(Singles Play)

A simple game! Hit the fairway off the tee, hit the green in regulation, 2-putt or better and score a birdie. How hard could it be?

(Playing for Points)

Player with the highest point total wins.

Tee Shot in Fairway (1 Point)

Green in Regulation (1 Point)

2-putts or better (2 Points)

Birdie or Better (3 Points)

- You need between 2 and 8 players to use this mode of play.

## Match Play

(Singles Play)

One on One!

(Match Play)

Scoring in Match Play is done by holes won. Player with best score for a hole, wins that hole. Player that wins the most holes, wins the match.

- You need exactly 2 players to use this mode of play.

## Mod Stableford

(Singles Play)

(Modified Stableford Scoring)

Players with the Highest point total wins.

Double Eagle or better (8 Points)

Eagle exactly (5 Points)

Birdie exactly (2 Points)

Par exactly (0 Points)

Bogey exactly (-1 Point)

Double Bogey or worse (-3 Points)

- You need between 1 and 8 players to use this mode of play.

## Nassau Match

(Singles Play)

One on One!

(Match Play)

Scoring in Match Play is done by holes won. Players with best score for a hole, wins that hole. Player that wins the most holes, wins that match.

(Nassau Scoring)

This is 3 Games in 1 –

Front 9 Winner = \$2000.00

Back 9 Winner = \$2000.00

18 Holes Winner = \$2000.00

Tie = \$1000.00 Each

- You need exactly 2 players to use this mode of play.

## Nassau Stroke

(Singles Play)

One on One!

(Stroke Play)

(Nassau Scoring)

This is 3 Games in 1 –

Front 9 Winner = \$2000.00

Back 9 Winner = \$2000.00

18 Holes Winner = \$2000.00

Tie = \$1000.00 Each

- You need exactly 2 players to use this mode of play.

## Pars Please

(Bestball Format)

All Team Members play their own ball. At the end of the hole. Team score will be its best members score.

(Playing for Points)

Par or better is what you need! Team with the highest points total wins.

Bogey exactly (-2 Points)

Double Bogey exactly (-4 Points)

Worse than Double Bogey (-8 Points)

- You need between 1 and 8 players to use this mode of play.

## Recovery

(Singles Play)

Did you hit into trouble? Hit an obstacle, into the rough, into the same, out of bounds? That's OK, just try to recover, that's the name of the game.

(Playing for Money)

Losing players pay difference to winner only!

In the Rough and Par exactly (\$1)

In the Rough and Birdie or better (\$2)

In the Sand and Par exactly (\$2)

In the Sand and Birdie or better (\$3)

Hit an obstacle and Par exactly (\$1)

Hit an obstacle and Birdie or better (\$2)

Out of Bounds and Par exactly (\$3)

Out of Bounds and Birdie or better (\$5)

- You need between 1 and 8 players to use this mode of play.

## Scramble Match

(Scramble Format)

All Players for Team A hit their tee shot and the best ball is selected. Then all players for Team A hit from the location and the best ball is selected. This occurs for every shot until the ball is in the hole.

(Match Play)

Scoring in Match Play is done by holes won. Team with the nest score for a hole, wins that hole. Team that wins the most holes, wins the match.

- You need between 2 and 8 players to use this mode of play.

## Scramble Mod Stableford

(Scramble Format)

All Players for Team A hit their tee shot and the best ball is selected. Then all players for Team A hit from the location and the best ball is selected. This occurs for every shot until the ball is in the hole.

(Modified Stableford Scoring)

Team with the Highest point total wins

Double Eagle or better (8 Points)

Eagle exactly (5 Points)

Birdie exactly (2 Points)

Par exactly (0 Points)

Bogey exactly (-1 Point)

Double Bogey or worse (-3 Points)

- You need between 1 and 8 players to use this mode of play.

## Scramble Skins

(Scramble Format)

All Players for Team A hit their tee shot and the best ball is selected. Then all players for Team A hit from the location and the best ball is selected. This occurs for every shot until the ball is in the hole.

(Playing for Skins)

Each hole is worth set dollar amount (Skin). Teams with lowest score, with no ties, wins the Skin. If lowest score is a tie, Skin is carried over to the next hole. Team with the most money wins.

Skins -

Hole 1 – 6 worth \$1000

Holes 7 – 12 worth \$2000

Holes 13 – 18 worth \$3000

- You need between 2 and 8 players to use this mode of play.

## Scramble Stableford

(Scramble Format)

All Players for Team A hit their tee shot and the best ball is selected. Then all players for Team A hit from the location and the best ball is selected. This occurs for every shot until the ball is in the hole.

(Stableford Scoring)

Teams with the highest point total wins.

- 6 under par (8 Points)
- 5 under par (7 Points)
- 4 under par (6 Points)
- Double Eagle or better (5 Points)
- Eagle exactly (4 Points)
- Birdie exactly (3 Points)
- Par exactly (2 Points)
- Bogey exactly (1 Point)
- Double Bogey or worse (0 Points)

- You need between 1 and 8 players to use this mode of play.

## Scramble Stroke

(Scramble Format)

All Players for Team A hit their tee shot and the best ball is selected. Then all players for Team A hit from the location and the best ball is selected. This occurs for every shot until the ball is in the hole.

(Stroke Play)

Team with the lowest stroke total wins.

- You need between 1 and 8 players to use this mode of play.

## Skins

(Singles Play)

(Playing for Skins)

Each hole is worth set dollar amount (Skin). Players with lowest score, with no ties, wins the Skin. If lowest score is a tie, Skin is carried over to the next hole. Player with the most money wins.

Skins -

Hole 1 – 6 worth \$1000

Holes 7 – 12 worth \$2000

Holes 13 – 18 worth \$3000

- You need between 1 and 8 players to use this mode of play.

## Stableford

(Singles Play)

(Stableford Scoring)

Player with the highest point total wins.

6 under par (8 Points)

5 under par (7 Points)

4 under par (6 Points)

Double Eagle or better (5 Points)

Eagle exactly (4 Points)

Birdie exactly (3 Points)

Par exactly (2 Points)

Bogey exactly (1 Point)

Double Bogey or worse (0 Points)

- You need between 1 and 8 players to use this mode of play.



## Stoke

(Singles Play)

(Stroke Play)

Players with the lowest stroke total wins.

- You need between 1 and 8 players to use this mode of play.

## Wolf

(Wolf Format)

Played with 4 players, each taking a turn being the “Wolf” (Every 4<sup>th</sup> hole). The Wolf tees off first, then after all players have teed off, the Wolf chooses a partner. If none is selected, the Wolf plays solo. The teams play Bestball to determine the winner of the hole. Winnings for hole are divided equally to all members. If Wolf wins solo, winnings for hole are doubled. If it’s a tie, hole value is carried over. At the end of play, depending on size of round, player in last place may get additional turn or turn to be Wolf.

(Playing for Money)

Player with the most money wins.

Wolf Values –

- Holes 1 – 4 worth \$1000.00
- Holes 5 – 8 worth \$2000.00
- Holes 9 – 12 worth \$3000.00
- Hole 13 – 16 worth \$4000.00
- Holes 17 & 18 worth \$5000.00

- You need exactly 4 players to use this mode of play.