

GAME DESCRIPTIONS

Chits are awarded to winners after each play day.

Low Net

Total score less course handicap.

Low Net, Par 3s and 5s

Total the net score (gross minus pops) on Par 3 and Par 5 holes. That total is your game score.

Low Net, Secret Five

Oakwood Club Pro will pick five holes after we tee off. Scorers will add the net score (gross minus pops) of those five holes to determine the game score.

Low Net, ONES

Total the net score (gross minus pops) on the holes that start with the letters ONES, namely holes 1, 6, 7, 8, 9. That total will be your game score.

Low Net, Middle 5

Total the net scores (gross minus pops) on holes 3, 4, 5, 6, and 7. That total is your game score.

Low Net, Par 4s

Total the net scores (gross minus pops) on all the par 4 holes. That total is your game score.

Low Net, T & S

Total the net score (gross minus pops) on the holes 2, 3, 6 and 7. That total is your game score.

Low Net, Even Holes

Total the net score (gross minus pops) on holes 2, 4, 6, 8. That total is your game score.

Low Net, Odd Holes

Total the net score (gross minus pops) on holes 1, 3, 5, 7, and 9. That total is your game score.

Select a Drive

This is a team game. Everyone tees off and the team selects the best drive. After that, every player plays her own ball until holed. Add the two best net scores (gross minus pops) on each hole for the team score and total those at the end for the team score.

4 Ball, 3 Ball Net

This is a team game. Use the three best net scores on each hole. Add those three scores to total one team score for the hole. Total all 9 of the team's holes to come up with one team score.

Step Aside Scramble

This is a team game. All four players hit from the tee box. Team selects best shot. Person who hit that shot steps aside and the other three players hit from that point. Process continues all the way into the hole.

Best Ball Scramble

This is a four-person team game. Everyone hits, team selects best ball, everyone hits from that location, all the way into the hole. There is one score on each hole for the team.

4 Person, Cha Cha Cha

This is a four-person team game. Use one net score on holes #1, 4, and 7; two net scores on holes #2, 5, and 8; three net scores on holes #3, 6, 9. Total those nine scores for a total team score.

4 Person, 2 Best Balls

This is a four-person team game. Add two best net scores on each hole for a team score. Total those nine scores for a total team score.

4 Person 1, 3, 2

This is a four-person team game. Use one net score on par 3 holes; two net scores on par 5 holes; three net scores on par 4 holes. Total those nine scores for a total team score.

Pink Ball

This is a four-person team game. Each foursome has a hideous bright pink ball that rotates among players. Player 1 uses it on the first hole; player 2 on the second hole and so on. Keep the overall net score for the pink ball separately. If a team loses the pink ball, it is out of the game.

Blind Draw Partner

Tournament Chair or Pro draws partners after play completed. This is a two-person team, combined net score.

3 Club Monty

Player can bring to the course 3 clubs of their choosing and a putter. The game will be played with only those clubs.

Fewest Putts

Once your ball is on the green, count the number of putts until the ball is in the hole. The total number of putts is your game score of the day.

Beat the Pro

One of our Oakwood Pros will play that day. If your net score is better than his, you beat the pro! Will there be a prize? You'll have to Beat the Pro to find out.

Crier's Net

For each hole, write the total strokes above the slash, put the net score (total minus pops) below the slash. At the end of the round, pick three holes you do not want to count, and mark an "X" below those 3 and those will be replaced by pars.