

Ref	Game	Description
1	2 Man Best-Ball	A team event, two players on each team. Score the low net score on each hole. A variation is that a certain number of holes must be taken by each player. For 9 it is suggested to be 3, for 18 it works well to require 6.
2	6-4-2-0	Each hole has a total point value of 12 points. Players earn points as follows: Best score: 6 points Second best score: 4 points Third best score: 2 points Worst (highest) score: 0 points In the case of a tie for best score between two players, the first and second points are evenly split. The two tied players would get 5 points each. Should 3 players tie for best score, the first, second, and third points are evenly split. The three tied players would get 4 points each. If all four players tie for best score, they split the 12 points evenly. Ties for second best score or for high score are split in the same manner.
3	Nines	Each hole has a total point value of nine points. Players earn points as follows: Best score: 5 points* Second best score: 3 points* Worst (highest) score: 1 point In the case of two players tying for best score, the first and second points are split evenly between the two tied players. 5+3=8. The two tied players get 4 points each. When two players tie for high score, the second and third points are evenly split between the tied players. 3+1=4. The tied players get 2 points each. If all three players tie for best score, each player gets 3 points. Note: A weekly competition with both 4-somes and 3-somes can be done fairly using a combination of '6-4-2-0' and 'Nines'.
4	Best 5 holes NET	Players simply add the 5 lowest net scores together to get a total. A variation on this is to add the 5 holes most below par to get a 'below par' score. Note that the two methods can be different (an Eagle-3 on a par 5 is of course better than a Par-3 on a par 3).
5	Best 5 holes minus ½ handicap	Similar to the previous competition, but calculated slightly differently. The five low gross scores for a player are added up, and then half the handicap is subtracted. This may give ½ a stroke extra to certain players and change the results.
6	Best 9 holes NET (for 18-hole league)	Same as Best 5 holes NET, except 9 are counted (for an 18-hole league format). Could also play most below par, or subtract ½ handicap as described above.
7	Best Seven minus Handicap	This is sort of like getting to drop your two worst test scores, or in this case, your two worst holes. It will reward someone who played well but had a couple of high rollers or disaster holes. To calculate, take the total of your best 7 holes (gross score before any handicaps), and subtract your handicap. So if Bill shot a 45, take his worst two holes (say he had two 7's for a total of 14) and subtract them from the gross (resulting in 45-14=31), now subtract his 10 handicap for a total of 21.
8	BINGO	Each player is given a bingo card at random. Players mark the card as items are completed on the card. First one to get 5-in-a row wins. Examples for squares on the card are: 1 st Par, 1 st Bogey, OB, land in water, hit tree, land in trap, 1 st 1-putt, 2-putt, 3-putt, double bogey, Lost Ball, and on...and on...You will need to clarify the exact rules you decide on, such as whether you can mark more than one box off per shot, etc. Fine tune the game and it can be a good change-of-pace game.
9	BINGO BANGO BONGO	On each hole the player who gets their ball on the green first, regardless of strokes, gets a "Bingo." The player closest to the pin once everyone is on the green gets a "Bango." The player who is first into the hole gets a "Bongo". Award one point for each (it's easy to track if you use dots on your scorecard). Order of play etiquette must be strictly enforced.
10	BINGO BANGO BONGO MONGO	Same as the beloved BINGO BANGO BONGO, except the long drive on each hole for the group also earns a dot. Whether or not that needs to be in the fairway can be defined prior. The long drive isn't used for Par 3's.
11	BlackJack	Players pick the holes they would like to use to add up to 21. Closest-to without going over wins. To encourage low scoring, make low net the tiebreaker.

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12	Calcutta (MontiCarlo)	Need to get the rules for this one.
13	Chairman of the Board	The first player to win a hole (untied) becomes the Chairman. If the Chairman wins the next hole then the Chairman wins a point from the other players. Should the hole result in a tie there are no points earned and the Chairman keeps the chair. If one of the other players wins a hole then that player is the new Chairman with no points won or lost for that hole.
14	Closest to the Pin	A par 3 hole is selected, and the person closest to the pin wins. The ball must be on the green to be eligible to win. Measure the distance from the edge of the hole to the edge of the ball and write your distance from the hole on the supplied paper/sign near the green if it not closer than the previous person on the list.
15	Drop Dead	You play with your full handicap. The winner of this game is the player that has the most consecutive net pars or better starting on the first hole. You "drop dead" on the first hole you don't have a net par or better. So if you have a net par or better on the first two holes then have a net bogey or worse on the third hole, you drop dead on hole 3. The game encourages you to play to your "personal par".
16	Farthest Around The Course	In 12 shots (for division 1), or 16 shots for division 2. Can have a marker that is moved by each group, or write on the card somehow.
17	Fairways Hit	Count the number of fairways hit. Your first shot must be in the fairway (or on the fringe or green for a par 4 reached with a drive). No light rough shots counted, or 3 off the tee penalty shots that end up in the fairway. Par 3's don't count. Maximum score for a 9 hole round is based on the number of par 4's and 5's on the course.
18	Fairways, Greens and 1-putts	A point is awarded for getting one or more of the three items on each hole.
19	Fairways Hit Minus Putts	Count the number of fairways hit. (Note that a par-3 green hit is also a fairway hit). Then subtract total putts. The highest positive score wins... or least negative (which is more likely).
20	Greens in Regulation	To get credit here, you must be on the green in regulation. Not on the fringe, but on the green itself. Regulation is one shot for a par 3, two shots or less for a par 4, and 3 shots or less for a par 5.
21	Group Best Ball	Record the one low net score on each hole for the group. You are competing against the other groups for low total.
22	Guaranteed 3 par night	Your three worst holes will be recorded as net par (of course, for handicap purposes, you must enter your actual score into GHIN and whatever s/w your league uses).
23	Guess Your Score	This is pretty straightforward – guess your 9-hole score (gross) for your round. The scorekeeper will record the number you specify on the OFFICIAL scorecard before the group tees off. The player(s) who are closest to their actual recorded score win the competition.
24	Handicap Bank	You start with your handicap "in the bank". For each hole, every stroke over par reduces the handicap bank by one. Conversely, every shot under par on each hole gets added back to the bank. When the bank gets to zero, you're done (no subsequent add-back for birdies or better). Winner is the one who gets furthest around. Tiebreaker is either shots left in bank or lowest handicap if no one gets all the way around.
25	Hogan	3 pts possible per hole, one for ball in fairway, one for Greens in Reg, and one for one-putt.
26	Least Fairway Shots	Taking the least number of shots from the fairway rewards you in this competition. A fairway shot includes all shots except putts, tee shots, and penalty strokes. Example, Bill shot 45 and had 2 penalty strokes, 19 putts, and 9 tee shots. His least fairway score is 45-2-19-9 for a total of 15. Note this is a gross count (sometimes in more ways than one), and doesn't involve any handicaps.
27	Least Putts	Just count how many putts are taken. The ONLY strokes that count as putts are strokes taken from on the putting green. Fringe "putts", or other off the green putts taken with a putter do not count as putts for purposes of the competition. Obviously the strategy to win this competition is to hit a lot of approach shots on the fringe, resulting in a lot of 1 putts. Chipping in works well too! History shows that 13 putts is often the magic number for winning this competition.

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28	Least Shots within 100 yards – ½ handicap	Makes players concentrate on their short game. Whether a shot is within 100 yards can sometimes be a judgment call, so the golfer is on their honor (as in any of these competitions of course!)
29	Long Drive	A fairly level par 4 or 5 hole is selected and the longest drive in the fairway wins. If your drive goes past the current location of the sign, record your name on the sign, and stick the sign where your drive ended up.
30	LOTTO with Powerball	After the round, draw 9 numbers (a roll of dice 9 times) in order to post the winning LOTTO numbers (hole-by-hole scores). The numbers will be between 2 and 12. The Powerball number (total putts) is determined by a roll of the dice in which 10 is added to the number, i.e., the number will be between 12 and 22. If a player matches the Powerball number, the number of LOTTO numbers matched is tripled. Whoever matches the most numbers wins LOTTO. Example, Jack matches 4 numbers in the hole-by-hole scores. Jill matches 2 numbers, but also matches Powerball. Jill wins with 6 to Jack's 4.
31	Low net minus penalty strokes	Simply remove any penalty strokes from your total and do the low net calculation. Basically you only count the strokes where you actually hit the ball discounting any penalty strokes incurred.
32	Low Net on Par 3's/4's/or 5'	Only count net score on the holes with the given par defined. Nice simple competition.
33	Low Net on X number of hidden holes	X number of holes are drawn randomly after the round. The player scoring the lowest on those X holes wins.
34	Low Net minus longest Par 5	Another good variation to low net. Helps players that get hurt by the longer holes on the course.
35	Match Play vs Par	Each player is playing their net score vs par, each hole. A net birdie or better would be a '1-up' on a given hole, while a net bogey or worse would be a '1-down' on the hole. Most UP in the league would win. Tiebreaker could be low net or something else.
36	Most 0 or 1 Putt Greens	The player carding the most zero or one putts would win. Tiebreaker would be most zero putts, then perhaps fewest total putts in the round.
37	Most Fairways hit + Greens in Regulation	Combined score of fairways hit and greens in regulation. Maximum would be 9 for greens + 7 for fairways for a total of 16 (assuming two par 3's on either side, which is the case at Auburn).
38	Most Group Skins	Play net skins within your own 4-some and tally each persons skins won. Winner of a group competes against player's totals in other groups. Could do carryovers or not, as defined.
39	Most Holes With The Same Score (Gross)	The winner is the one who has the most holes with the same score. Ties are broken by having the most of the lower number, i.e. six 5's beat six 6's. No handicaps are used.
40	Most Net Birdies or better	Give yourself strokes on your handicap holes and if your score is birdie or better, count one. Example: You are a 9 handicap for 9 holes. You get a stroke on each hole and make two gross pars and one gross birdie. You count three for your total. The maximum score of course is 9. If there is a tie, then a net eagle (or better) will be used to break the tie.
41	Most Putts	This uses the same calculation method as least putts, only the one with the most putts wins. Once a year it's nice to give the guy having a bad day a chance to win something.
42	Mystery Night (Most Putts, High Net, Low Net on even holes, Low Net on odd holes)	One of these is drawn after the round is completed by all.
43	Net	This is perhaps the most basic and boring of the competitions. Take the players gross score for 9 holes and subtract their handicap. This gives you the net score. Example: Bill shoots a 45 and as a 9 hole handicap of 10. His net is 35. Tom on the other hand shoots a 40 with a 4 handicap. His net is 36. No silly gimmick here.
44	Net Minus Putts	Calculate a player's NET score, and then subtract total putts. Awards a good golfer that has a bad putting day. This is almost the same as Least-Fairway shots, except handicap is factored in.

Ref	Game	Description
45	Odd (or Even) holes minus half Handicap	The winner is the one who has the lowest score on odd holes minus half of their handicap. Nothing too complicated. For 9-hole leagues going of both front and back sides, it usually makes sense to have one side use odd holes, the other side use even (using whichever is necessary to count 5 holes total).
46	Poker (Gross Scores)	The winner is the one who had the best poker hand, using all 9 holes. Five of a kind, four of a kind, full house, etc. Ties are broken by having the most of the lower number, i.e., five 4's beat five 5's. No handicaps are used.
47	Poker Hand (5 middle holes or odd/even)	The best poker hand as well, but player can only use the 5 holes defined.
48	Skins (with handicap)	This is an after the fact calculation. All the scores are entered, and if anyone has the lowest net score on a hole, they win that skin. If there is a tie, then the tie hole carries over. Whoever wins the most skins wins the competition.
49	Stableford	This scoring method is one of oldest forms of play for tournaments that use a point system of scoring. Points are awarded for a player's net score on each individual hole. Net bogey = 1 point, Net Par = 2 points, Net birdie= 3 points, Net eagle is 5 points, and Net double-eagle = 10 points. Highest number of points after 9 (or 18) wins.
50	Three Club Night	This can be an interesting competition and will likely arouse some comment on those not comfortable with it. Players will shoot surprisingly close to what they normally shoot, and it makes players get a bit more creative with their shots and think about what clubs to choose. Score should not count towards a league handicap. A variation on this to play is simply NET plus the number of clubs in your bag, which gives players an option to use their normal selection of clubs, but with a penalty.
51	Worst Seven - Handicap	This is like best 7 only this time you have to throw out your two best holes, counting your worst 7. This rewards the consistent player vs. a streakier player. To calculate, take the total of your worst 7 holes (gross score before any handicaps), and subtract your handicap. So if Bob shot a 44, take his best two holes (say he had two 4's for a total of 8) and subtract them from the gross (resulting in 45-8=36), now subtract his 10 handicap for a total of 26.
52	Zookeeper	<p>The last one to earn one keeps it. The person with the fewest animals at the end wins. All animals are acquired with what happens to the ball: ob = gorilla, water = frog, 3 or 4-putt = snake, sand = camel (c), tree = woodpecker, lost ball = chameleon (ch). You can add animals based on bad things that happen to the ball, e.g., ball in another fairway = free-range chicken [r].</p> <p>If there's a least animal tie at the end, you could look at least number of animal holes or use the standard birdies, pars, bogies, ...</p>