



# Sample Golf Buddy Trip Games

## Day 1 – Team Play (Gross Handicaps)

### 1) Sixes

- Two-person teams rotate every six holes.
- One **NET best ball** - second ball tie breaker
- 3 Team points for winning each 6-hole segment.
- Points continue to accumulate even if the segment is lost before 6 holes are completed.
- Points are worth \$1.00 each.

### Team Skills Bet

#### 2) Gross Birdies

- One Team point = \$1.00 each

#### 3) Murphy's and Polies

- One Team point = \$1.00 each

These add to Sixes score as a bonus not to win segment.

## Day 2 – Individual Play (Gross Handicaps)

### 1) Net Stableford

- 1 point net par
- 2 points net birdie
- 3 points for net eagle

\$20 Ante each pays: 1<sup>st</sup> place \$50 | 2<sup>nd</sup> Place \$30

### Individual Skills Bet

#### 2) Three Putt Monty (\$10 Side Pot Ante)

- Make a random player order 1-4.
- Player 1 holds the \$ until they 3 putt then gives it to Player 2 who holds until they 3 putt, and so on.
- The Player holding the Pot at the conclusion of 18 wins the Pot.
- Option to pay ½ for the Front and Half for the Back.

## Day 3 – Team Play (Net Handicaps-spin off lowest)

### 1. Nassau match

- Scoring one Net Best Ball per 2-man team.

**NOTE:** The player winning the least money after 2 days of play gets to pick their partner for Day 3.

- \$20 Ante pays \$20 Front/Back & \$30 Total. No ties.

### Team Skills Bet

#### 2. Team Accuracy

- Both players drive fairway = 1 point
- Both players GIR = 1 point
- Both players Par or better = 1 point

Ante: \$10 each - Winning team gets \$20 Each.

## Day 4 – Individual 6-hole Match Play

(Net Handicaps – spin off lowest)

- Holes 1-6 / Player A vs B | Player C vs D
- Holes 7-12 / Player A vs C | Player B vs D
- Holes 13-18 / Player D vs A | Player C vs B

Scoring 1 point for hole win – 2 points for match win.

\$20 Buy-in pays 1<sup>st</sup> place \$50 | 2<sup>nd</sup> Place \$30 for most points accumulated.

*Refer to the spin sheet for handicap holes.*

### Individual Skills Bet

#### 2) Closest to the pin and Gross Birdies

- Wins 1 point each added to the earned match play points.

**NOTE:** Must validate KP

**Multi Day Eclectic** – If you are playing the same course more than one day add this to the mix.

The tracking of the lowest net score on all 18 holes each day. Each low hole score is then recorded for one final best 18 score. Ante = \$20 – 1<sup>st</sup> \$50 & 2<sup>nd</sup> \$30

## General Rules

- Game scoring will require that everyone putts out. No gimmies.
- No preferred lies unless conditions require it by group census. *However, we will have a group rule that you can take a drop if your ball is in an obvious un-repaired divot.*
- The maximum score on any hole will be double net bogey. (Per USGA)
- No ties. Tie breaker is the team or individual with lowest score counting down from the hardest hole.