

CALLAWAY

Under the Callaway System, a player's handicap is determined after each round by deducting the scores of the worst individual holes during the first 8 from the gross score for 9 holes. The following table shows the number of "worst hole" scores a player may deduct, and the adjustment to be made, based on the gross score. For instance, if a gross score for 9 holes is 61, the player turns to the table and finds that she may deduct the total for the 3 worst holes scored on Holes 1 through 8 inclusive. If the player has a 10, a 9, and a 9, the handicap totals 28. From the handicap total, further plus or minus adjustment is made according to the gross total, shown at the bottom of each column. For a gross score of 61, the adjustment requires a deduction of 2, resulting in a final handicap of 26. Thus 61 minus a 26 handicap equals the net score of 35.

- Notes
1. No hole may be scored at more than 10 strokes
 2. Half strokes are counted as a whole stroke
 3. The 9th hole is never deducted.
 4. In case of ties, the lowest handicap takes preference.
 5. Maximum handicap is 57.

...	...	35	36	37	scratch	no adjustment
38	39	405	worst hole and adjustment
41	42	43	44	45	1	worst hole and adjustment
46	47	48	49	50	1.5	worst holes and adjustment
51	52	53	54	55	2	worst holes and adjustment
56	57	58	59	60	2.5	worst holes and adjustment
61	62	63	64	65	3	worst holes and adjustment
66	67	68	69	70	3.5	worst holes and adjustment
71	72	73	74	75	4	worst holes and adjustment
76	77	78	79	80	4.5	worst holes and adjustment
81	82	83	84	85	5	worst holes and adjustment
86	87	88	89	90	5.5	worst holes and adjustment
-2	-1	0	+1	+2		ADJUSTMENT
(Add or deduct from Handicap)						

Callaway Examples

Holes									Gross Score	Handicap Deducted	Handicap Adj.	Callaway Adj.	Total Adj.	Net Score
1	2	3	4	5	6	7	8	9						
8	9	9	9	9	4	7	5	8	68	9+9+9+4.5	31.5	0	31.5	36.5 (37)
5	6	7	8	9	8	7	6	5	61	9+8+8	25	-2	23	38
5	8	3	6	9	5	7	4	8	55	9+8	17	+2	19	36
8	10	4	3	5	3	5	6	6	50	10+4	14	+2	16	34
8	6	3	3	6	4	6	6	10	52	8+6	14	-1	13	39

CHIP POT

For our league purposes, a "chip in" is defined as "holing out from off the green." This includes any ball that is hit into the hole from the fringe or farther away from the hole. At the end of the season, the Chip Pot will be divided equally between all people who "chip in." If you chip in three times, you will receive three portions of the pot.

MOST STROKES OUT OF THE SAND

Each stroke a player takes to remove her ball from the sand is recorded. The total number of strokes for the 9 hole round is reported. The player recording the greatest number of strokes trying to get out of the sand wins the game.

MOST BALLS HIT INTO THE WATER

Every time the ball enters a water hazard, a point is recorded. The total number of points is reported for the 9 hole round for each player. The player recording the greatest number of hits into the water wins. Remember a water hazard includes the area inside the stakes marking the hazard. This includes the rocks. The ball doesn't have to physically be in the water.

MOST OF ANY NUMBER

Player who scores most 3's or 4's or 5's or 6's and so on. Should two or more players score an equal number of one score, the winnings will be shared regardless of the number scored.

CONVERT YOUR THREE WORST HOLES TO PAR

Upon completing the round, your three worst scores will be converted to par. Players with the lowest and highest scores wins.

MUTT & JEFF

Only the scores on the par 3 and par 5 holes are used in this game. Players posting the lowest and the highest totals will be rewarded.

YARDAGE (Low & High)

In this game, when a player scores the lowest (or highest) on a hole she is credited with a number equal to the yardage of the hole. The player with the most yardage for low scores wins and the player with the most yardage for high scores wins. The competition is between all players competing on the same 9 holes. In the case of ties on any given hole, the yardage is divided equally among all tied players.

PICK YOUR PRO PARTNER

The names of all 36 hole qualifiers (those who made the cut) from the previous weekends LPGA event are entered into a lottery. Each golfer draws a "partner" from the lottery. After playing the round, the golfers 9 hole score is combined with the touring pro's 18 hole score from the Sunday round to comprise the team result. For instance, the scoreboard would look like this:

League Golfer - L. Davies	56 + 70	126
League Golfer - A. Sorenstam	50 + 71	121
League Golfer - D. Pepper	48 + 74	122

Teams posting the highest and lowest scores on the front and back will be rewarded.

THREE CLUB MATCH (THREE CLUBS AND A PUTTER)

You can take only three clubs with you for the entire 9 holes. They can be three clubs of your choice. The player that posts the lowest score wins.

GUESS YOUR SCORE

Before teeing off the first tee, predict your final score by writing it next to your name on the scorecard. The players that are closest and farthest from their to predictions win.

LOWEST/HIGHEST SCORE

Player posting the lowest score and player posting the highest score are rewarded

SUCKER IN THE BUCKET

After all four players have holed out, choose one ball to score. Next hole after putting out, choose one ball of the remaining three to score. On the next hole, one of the remaining two to score is selected. On the next hole, use the player's ball you have not already used (that's the sucker). On the next hole, start over again. Team with the lowest score of selected holes shares the pot. Please circle the selected hole on your scorecard.

ODD HOLE PUTTS, EVEN HOLES STROKES

Score is comprised of the putts on the odd holes and the strokes, tee through green (no putts), on the even holes. The player with the lowest score wins.

EVEN HOLE PUTTS, ODD HOLES STROKES

Score is comprised of the putts on the even holes and the strokes, tee through green (no putts), on the odd holes. The player with the lowest score wins.

HATE 'EM

Before teeing off, circle two holes that you absolutely H-A-T-E. Subtract the score of these 2 holes from your total!

MOST DOUBLE BOGEYS

Player who scores most double bogeys (2 over par) wins.

MOST PARS

Player who scores most pars wins.

T & F

Count the total strokes on holes beginning with T and F (2, 3, 4, 5, 10, 12, 13, 14, 15). Player with the lowest score and player with the highest score win.

LONGEST/SHORTEST DRIVE

Longest or shortest drive from the tee on designated holes wins. In most cases, the ball must come to rest in the fairway.

LONGEST PUTT

Longest putt on designated holes wins. The ball must be at rest on the green. Putts from the fringe do not count.

SCRATCH AND SCRAMBLE

On each hole, all players' scores are added and divided by the number of players in the group. This score then becomes the team score. The group posting the lowest score splits the pot.

LOW PUTTS/HIGH PUTTS

Player who takes the fewest strokes on the putting green and player who takes the most strokes on the putting green during the nine hole round win. If you are forced to pick up because of the leagues rule of 10 strokes, and fail to "putt out" you are eliminated from the competition.

CLOSEST TO THE PIN (OR OTHER OBJECT)

The player whose ball comes to rest closest to the hole wins. The shot must originate from off the green, including the fringe, apron, hazard, rough or fairway. This game can also be played with different objects, such as a ditch, bridge, trap, line, etc. as designated in the game description.

CLOSEST TO THE WEEKLY AVERAGE

Player scores are averaged for each nine hole course. The individual player scoring closest to the average on the course she played is rewarded.