



COLUMBUS, OH

2019 League Night Social Games (Side Social Games and “Birdie Queen and her Court”)

12 Side Social Games**

Who: For golfers who participate in the 7 non-competitive leagues - Airport, Blacklick Social, Clover Valley, Gahanna, Mentel Afternoon, Mentel After Work, and Safari. The New Golfer's league at Blacklick does not participate.

Frequency: 12 Games (to be played in any order on any of the weekly league nights throughout the 16 week season at each league's discretion.) **If you Flex, you can still participate in that league night's weekly game!**

Games: (All of the following games can be played and scored while still being able to keep your individual score for your own for handicap purposes)

#1 Guess Your Score – Before teeing off, predict your final score by writing it next to your name on the scorecard. The player that is closest to her prediction without going over wins first place.

#2 Convert the Three Worst Holes to Par - Upon completing the round, your three worst holes will be converted to par. Player with the lowest score wins first place.

#3 Yardage – In this game, when a player wins a hole, she is credited with a number equal to the yardage of the hole. The player with the most yardage wins. The competition is between all players competing on the same 9 holes. In the case of ties on a given hole, the yardage is divided equally among all tied players.

#4 Sucker in the Bucket – This is a team score but each player in the group will play her own ball and keep her own score card. To start, play the first hole. After all players in your group have putted out, choose one ball to score. Next hole after putting out, choose one ball of the remaining players to score (if foursome, choose from remaining three; if three, choose from remaining two if playing as a threesome) to score. Next hole, choose another remaining player to score. When all players have had a ball scored, start all over again. Team with the lowest total score wins first place. Please circle the selected hole on each player's respective scorecards.

#5 Hate 'Em – Before teeing off, circle two holes that you absolutely H-A-T-E. Subtract the score of these two holes from your total. The player with the lowest score wins first place.

#6 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 odd holes. The player with the lowest score wins first place.

#7 Even Now – Count the total strokes on even holes (2, 4, 6, and 8) and (10, 12, 14, 16, 18) (There will be 2 sets of weekly winners per league if you play front and back, a Front Nine winner, 2nd place, and Last Place and a Back Nine winner, 2nd place, and Last Place)

#8 Three Little Pigs - Would you like to throw those awful holes that spoiled your round? Then “Three Little Pigs” is your side game. This game allows you to get rid of your three worst scores from the round. Throw them out! The 6 holes that remain are added up to create the Three Little Pigs score... and the lowest score wins.

#9 Three Blind Mice Three holes are selected randomly from the course (Team Captain will notify everyone AFTER the round concludes) and nobody knows which have been selected. At the end of the round, the scores on those holes are thrown out. The 6 holes that remain are added up to create the Three Blind Mice score. The lowest score wins.

#10 Pink Ball Golfers play in groups of four (or three, if necessary). Each team starts with 3 Pink Balls. (1 main Pink ball and 2 back ups in case the 1st or 2nd Pink ball is lost.) The Pink ball rotates among the team members, changing after each hole. For example, on the first hole Player A hits the Pink ball; on the second hole, Player B plays the Pink ball, and so on, rotating throughout the round. The Pink Ball score is kept throughout the round. At the end of the round, the scorecard along with the remaining PINK GOLF BALLS are returned to the Team Captain. If the team returns all 3 Pink Balls, 4 strokes will deducted from their overall score. If the team returns 2 Pink Balls, 2 strokes will deducted from their overall score. If the team returns 1 Pink Ball, 0 strokes will deducted from their overall score. If the team returns 0 Pink Balls, 2 strokes will added from their overall score. Lowest team score among all teams is the winner.

#11 Lagging- After everyone gets on the green (not fringe or ruff the actual green) and regardless of the number of strokes to get to the green, the player closest to the hole gets 3 points, the next player closest to the hole gets 2 points, the next player closest to the hole gets 1 point and the player farthest from the hole gets 0 points. Total the points for all nine holes is the winner.

#12 Two-Player Putt Power - Two players make a team and add up total putts once totally on the green (fringe doesn't count but can't be used strategically to get fewer putts). The two-player team with the least amount of putts for the round wins.

** If you have another game(s) not listed here that your league would like to play instead of any of 12 listed above or as listed on the supplemental list of “Other Fun Social Games”, feel free to play it. There will be a “New Game” option on the Google Sheets that you can select to record the winners. Each league can record up to 12 social games that will count for the Social Game Prize drawing.

How Social Game Prizes Work:

- Drawing tickets will be awarded after each game night as noted below:
 - 1st place game winner = 5 tickets/”entries”
 - 2nd place game winner = 3 tickets/”entries”
 - Furthest from First (aka Last place) game winner = 1 ticket/”entry”
- Tickets will be entered into one end-of-the-season drawing. The more winning weeks, the more tickets, and thus the more chances to win prizes
- Winners will be drawn at the Season Finale (a.k.a. Closing Dinner/Event) and do not need to be present to win

Prizes:

- Gift cards in varying denominations will be awarded

“Birdie Queen and her Court” Contest:

What: All birdies will be tallied throughout the season. Each week players should report all birdies to their team captain. All 7 social leagues **plus** the new golfer league at Blacklick will participate.

Winners: The player with the most birdies at the end of the season (all non-competitive leagues combined) will be crowned “Birdie Queen”. The next three players with the greatest number of birdies will serve as the “Queen’s Court”. Each birdie counts as one point. **Eagles** will be awarded two points and a hearty congratulations!

Prize = Bragging rights!

Communication/Reporting Results: A Shared Drive has been created for use by Team Captains (and by any reporting designee ONLY). Located here are: 1) the master list of social games, 2) blank scorecards for each social game (optional), and 3) master spreadsheet to report the results.

Fran Wahrman, Social Games Coordinator, will provide periodic recaps of players to team captains with the most # of social game tickets/entries as well as the Birdie count. Team Captains will be asked to communicate this to their membership. (Account user name and password to be provided to Team Captains separately.)

Any questions or clarifications? Contact Fran Wahrman, 614-633-7171 or fwahrman@columbus.rr.com