Letta Meinen lives in Salado, Texas on the Mill Creek Golf Club, and has been very active in golf for over 55 years. She has had her share of good games and winnings, but has come to appreciate the high handicappers who struggle with their game even though they love to play. This is the reason for publishing this book as Crazy Golf Games make the game more fun and handicaps makes it even for everyone.

Crazy Golf Games

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Crazy Golf Games

Spice Up Your Game with Fun Golf Games



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ISBN 978-1-60910-733-8

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Printed in the United States of America.

BookLocker.com, Inc. 2011

First Edition

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Courteous golfers are a blessing, make sure are one of them.

CHAPTER 1:

CRAZY CHOICES



More Golf Games

In my correspondence with Helen Reeves of Australia, we agreed to exchange golf game, I had sent her my booklet of games that I had devised and she sent me her list. I will publish half of them in this review and update the rest in a later review. Some of these we are familiar with, but there may be some of you new to golf who have never played these games. It seems many of the women golfers out there are looking for some games to liven up their regular golf events. It does make for an interesting outing on the golf course.

BINGO – BANGO – BONGO FORMAT: Individual NO. OF PLAYERS: 4

This is a fun game that allows players to be competitive regardless of the difference in handicaps. Points are earned as follows:

- First ball on the green (Bingo) : 1 point
- Closest to the pin once everyone is on the green (Bango) : 1 point
- First ball in the hole (Bongo) : 1 point

The player who is further away must play first. This can be played one hole at a time to determine the winner of the hole. Thus the overall winner is the one who has won most holes. Or players can tally their points at the end of the game to determine the overall winner.

CHAIRMAN

FORMAT: Individual

NO. OF PLAYERS: 3 OR 4

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.

Players earn points as follows:

• Winning a hole while being the Chairman.

TRIFECTA FORMAT: Individual NO. OF PLAYERS: 4 Each hole has a total of 12 points.

Players earn points as follows:

- Best score: 6 points
- Second best score: 4 points
- Third. best score: 2 points
- Worst score: 0 points

In case of a tie, then the points are added and divided. E.g., if players 1 and 2 tie, then 6+4=10 divided by 2. Each player earns 5 points.

NASSAU

FORMAT: Individual or Team

NO. OF PLAYERS: 2, 3 OR 4

In a Nassau there are three matches. The front 9 holes make up the first match, the back 9 holes make up the second match, and the 18 holes making the third match.

This can be played as a stroke or Stableford

NINES

FORMAT: Individual NO. OF PLAYERS: 3 Each hole has a total of 9 points. Players earn points as follows: • Best score - 5 points

- Second best score 3 points
- Worst score 1 point

In case of 2 players tying for the best score, first and second points are split evenly between the tied players. E.g. 5+3=8. The two players would get 4 points each. Similarly for 2 and 3, or if there is a three way tie, the 9 points would be divided by 3 to give each player 3 points.

ROUND ROBIN (6, 6 AND 6)

FORMAT: Team

NO. OF PLAYERS: 4

This Round Robin game is played in foursomes in which the two player teams change partners after each 6 holes. The round is divided in three 6-hole matches that allow each player to play with a different partner in each of the 3 matches.

JACKPOTS

FORMAT: Individual or pairs

NO. OF PLAYERS: 2, 3 OR 4

The first 3 holes are each worth \$1000, the next 3 holes are each worth \$2000 and the next 3 holes are worth \$3000. This pattern is repeated on the next nine holes. The winner of the hole gets the relevant dollar amount. If a hole is tied, then the next hole jackpots and continues to do so until there is a win. The subsequent hole then reverts back to its individual amount. The winner is the player with the most dollars.

GREENIES

FORMAT: Individual NO. OF PLAYERS: 2, 3 OR 4

Greenies is a game played on par 3s. The player whose tee shot is on the green closest to the pin wins the greenie. The point value of each greenie is determined prior to the round. Greenies can be played with or without carryover.

LAS VEGAS FORMAT: Team NO. OF PLAYERS: 4

This Las Vegas game is played by one twosome against another. On each hole, the team players arrange their two scores to make the lowest possible two digit number. E.g., on team A, one member has a 4, and the other has a 5. The two-member team score for that hole would be 45. The points per hole are determined by the

CRAZY GOLF GAMES

difference between the 2 teams scores. If team A scores 45 and team B scores 55, then the difference is 10 points 55-45=10. Thus, team A would win 10 points for the hole.

PAR 3 EVENT FORMAT: Individual or teams NO. OF PLAYERS: 2, 3 or 4 Every hole will be deemed a par 3. The tees will be moved to enable this to be done. Some of the fun is finding the new position of the tees. Each player will score as usual.

FAIRWAYS AND GREENS

FORMAT: Individual or teams NO. OF PLYERS: 2, 3 or 4 A point is allocated every time a player lands in the fairway on their drive. Points are also earned for hitting the green in regulation. The winner is the one with the most points earned.

Sent by Helen Reeves of Australia

Thanks, Helen. More women are taking up golf so let's share some fun games they can play as they are learning this great game. Having another side game along with your regular game adds much more to golf. Golf can get very complicated for the high handicapper so these games relieve the pressure.

LETTA MEINEN



Following up on Golf Games

PICK YOUR POISON

FORMAT: Individual or teams NO. OF PLAYERS: 2, 3 or 4 Before you play choose any 9 holes where you think you will score well. They must include two par Fives, three par Threes, and four par Fours. Tally these 9 holes at the end of the competition and deduct half your handicap. The winner is the one with the best score. This can be played with a stableford event also.

PUTTING COMPETITION

FORMAT: Individual or teams NO. OF PLAYERS: 2, 3 OR 4 Each player is rewarded with points for their putts as follows: Score 3 points for 1 putt 2 points for 2 putts 1 point for 3 or more putts -1 point if you do not finish the hole (as in a stableford)

SECRET HOLE

FORMAT: Individual or teams NO. OF PLAYERS: 2, 3 OR 4 A hole or holes are determined after the game event is finished. The scores from these holes can be dealt with in the following ways:

• The best scores on those holes earn the player a prize

• The scores on these holes can be deducted from the individual score

TANNUM 6

FORMAT: Individual or teams NO. OF PLAYERS: 4

This Tannum 6 game is played in three sections. The first 6 hole sections, the next 6 holes and the remaining 6 holes constitute the scoring is as follows:

- Record the best score of the team on the first 6 holes.
- Record the 2 best scores of the team on the next 6 holes.
- Record the 3 best scores of the team on the last 6 holes.

Total these for the final score.

Another way to play this game is to alternate the holes.

TEE TO GREEN

FORMAT: Individual or team NO. OF PLAYERS: 2, 3 OR 4 Keep your total score on your card. Below your score keep track of your putts on each hole. After play,

CRAZY GOLF GAMES

subtract your putts from each score posted. This will show your total shots from tee to green minus your putts. The winner is determined by the best score minus $\frac{1}{2}$ your handicap.

GLADSTONE GALLOP

FORMAT: Team

NO. OF PLAYERS: 4

Teams of 4 will be given a special ball (preferably colored) and will take turns hitting that ball on each hole. All players keep their own scores for the 18 holes, but will make a special place on a card to record the score with the special ball. If the ball is lost, you will forfeit your foursome's game. Scores for the special ball will be whoever finishes the 18 holes with the best score.

DARTS GOLF

FORMAT: Individual or teams NO. OF PLAYERS: 2, 3 or 4

Players throw a dart at a dart board to determine which club they will use off the tee on a particular par 3. The numbers on the board correspond to certain clubs as indicated.

- 1 PITCHING WEDGE
- 2 8 IRON
- 3 3 or 4 IRON
- 4 3 WOOD
- 5 9 IRON
- 6 5 IRON
- 7 7 IRON
- 8 SAND WEDGE
- 9 6 IRON
- 10 5 WOOD
- 11 5 IRON
- 12 8 IRON
- 13 SAND WEDGE
- 14 5 WOOD
- 15 6 IRON
- 16 3 WOOD
- 17 9 IRON
- 18 7 IRON
- 19 PITCHING WEDGE
- 20 3/4 IRON

Hit the inner circle – your own choice miss the playing circle – use the putter - hit directly on the line use your driver.

GUESS YOUR SCORE

FORMAT: Individual or team

NO. OF PLAYERS: 2, 3 OR 4

Guess what score you will have when playing your round. Write this on a slip of paper with your name and hand it in prior to the game. Winners will be those closest to their guess.

IT'S YOUR TURN

FORMAT: Team NO. OF PLAYERS: 3

The first player hits off the tee, then player 2 hits player 1's drive. Player 3 then hits players 2 ball. The three players keep alternating throughout the game. The score is totaled using ½ combined handicap.

KANGAROO

FORMAT: Individual NO. OF PLAYERS: 2, 3 OR 4

One player becomes the Kangaroo picked by lot on the first tee, and Kangaroo then changes on successive holes through number 16. To determine who will be the Kangaroo on Holes 17 and 18, lots are drawn again. Every player gets to be the Kangaroo 4 times (in a foursome). The Kangaroo may pick a partner after the other players have driven off the tee, but prior to the Kangaroo hitting. One point is allocated per hole and is allocated to each player of the winning pair. In the event of a draw hole, then the next hole jackpots to 2 points and so on. The Kangaroo may choose to play alone. This then means that the points are doubled for the Kangaroo if she wins or for each of the others if they win. Points are tabulated for all players after each hole. Full handicap is also used. (This game is a variation of Wolf) Many Thanks to Helen Reeves of Australia



Mill Creek Golf Club Salado Springs #1

Games Within the Golf Game

For all those ladies groups that are always looking for something different to play during their golf game, I will give you a list of ideas you may want to try. I have used several of these ideas on golfing days other than our regular LGA golf day. Mill Creek Golf Club I make two tee times on Monday and Friday and invite as many of our lady golfers who want to participate. Usually there is a 50 cent fee to become part of the game of the day and all ladies seem to like the idea of having something to play for. We are not big spenders. These are not difficult games so new and older golfers should have something to work for other than getting a good score that day.

GAME ONE

A copy of this game may be given to the players before they tee off. I chose to just have them keep track of their putts and then after play they were given this slip and they had to figure out their total of points to find the winner of the day. This can be used as team winners as well.

PUTTING AROUND

Chip In collects - 5 points One Putt gets - 3 points Two Putts get - 1 point 3 Putts - Minus two points Keep track of all points the winner is the player with the most points plus the most for each team.

GAME TWO

This game can be included with another game but if used by itself and with several foursomes the last team through brings in the markers. Those closest to the pin must keep track of their putts on these par threes for if a person three putts they will receive no money.

CLOSEST TO THE PIN ON ALL PAR THREES

All players pay the player a dime but if three putts all money is cancelled.

GAME THREE

This game will take some record keeping while you are playing your round of golf. One person can keep the master list as the players fall on the card. It is not all that complicated if you follow the direction during each six holes played. The alternate plan may be a bit more difficult but once in the rhythm of the format it is not that difficult. Winners are determined by who has the best accumulated scores of the team.

* 1-2-3

Record one best ball of the team on the first six holes.

Two best balls on the following six holes

Three best balls on the last six holes.

Best ball scores of the teams win.

* Alternate plan

In rotation: record one best ball on first hole, followed by two best balls on second hole and three best balls on the third hole. Follow this rotation until 18 holes have been played. Total all best ball scores for the team final tally. Wining team is the lowest best ball score.

GAME FOUR

Keep track of your putts during your golfing round. After play will deduct the putts from your score on each hole. This will give you the Tee to Green score. Declare winners after they take half their handicap from their final score.

GAME FIVE

This game is one that I use for our Halloween Party and using an Orange Ball for each foursome. This type of game makes a lot of fun with some tension when it is each player's turn to hit the orange ball. You don't want to lose that ball. The game can be scored as to how many holes each team completed before the ball was lost.

HALLOWEEN - ORANGE BALL EXPRESS

Teams of four will each have one orange ball and will alternating hitting that ball on each hole. Decide who will go first then followed by rest of foursome. They will continue in this format until all 18 holes are played. All players' keep their own scores for the 18 holes but will make a special place on a card to record the score with the orange ball.

If the orange ball is lost you will forfeit your foursome's game. Player who lost that ball may continue her round taking the penalties for her own score. Alternate format will be if ball is lost you will "X" out the orange ball. Alternate format will be if ball is lost you will "X" out the orange ball score. Foursome will continue to finish 18 holes. Winners for the orange ball will be whichever team finishes the 18 holes with the best score or whichever team covers the most holes of play.

TEE TO GREEN

Teams of two, three or four can play this game. Keep your total score on your card then below your score keep track of putts on each hole. After play subtract your putts from each score posted this will show your total shots from tee to green minus putts. Winner can be determined by the best score minus ¹/₂ her handicap if you are playing with a variety of different players.

CRAZY GOLF GAMES



Animal Game

Many golfers use various betting games during their round of golf. This is true of woman as well as men. Many variations in these betting games occur in all sections of the country.

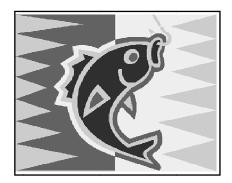
One game that I have been introduced to my friends here at Mill Creek has been the Animal Game. One of my friends drew sketches of the animals and laminated the cards. If you found yourself in trouble during your golf round you were given this card to hold until another player happen to get in the same trouble then you passed the card to her. The animals are as follows;

If you hit a tree you will receive the MONKEY. If you hit into the water you receive the FISH. If you hit into the sand bunkers you will receive the CAMEL. If you hit out of bounds you receive the GORILLA. If you three put you receive the SNAKE.

These cards are passed back and forth as players get into trouble. If you are caught with any animal at the end of your game, you pay the other players a quarter. We aren't really big spenders but it adds something to the game. An addition to this game is called a sandy which pays you a quarter from each person to player who makes par from the sand. Another side bet is closest to the pin on their drive on any of the par three's wins a quarter from each of the others in her foursome.

An experience of mine with this game remembered by all my friends with howls of laughter, happened when I received four of the five animals on one hole. On my drive I hit a tree and ricocheted back into stream of water. Hitting over the next water area to the green I ended up in the sand trap. I followed that by three putting. A high score plus four animals, UGH!

There are the usual groans whenever these cards are passed or you are stuck with one when the game is over. There are always a good time with settling up all the bets and having a few cools ones to enjoy the fellowship after play. If any of you have any interesting games you play during golf please let me know. Enjoy the games.



Letta Meinen lives in Salado, Texas on the Mill Creek Golf Club, and has been very active in golf for over 55 years. She has had her share of good games and winnings, but has come to appreciate the high handicappers who struggle with their game even though they love to play. This is the reason for publishing this book as Crazy Golf Games make the game more fun and handicaps makes it even for everyone.

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