

## **Junk, aka Garbage**

Golfers often play side matches while they are on the course. These can range from closest to the pin to who will make the most pars from troubled locations. When put together, and tracked by a point system, these multiple side bets are called Junk, or Garbage. Sometimes there are so many junk bets taking place that a foursome needs an accountant to keep track of who's winning.

If you are ready to take another piece of paper and pencil out onto the course, we've put together an incomplete list of Junk bets. Feel free to use some or all, change their point values, or make individual games out of any of them.

Below we provide a list of sample Junk shots and corresponding points, ordered from least to most exotic:

**Sandie:** Make a par from the greenside trap. **1 point.**

**Super Sandie:** Make a par from the fairway trap. **2 points**

**Exotic Sandie:** Make a par when your ball was in both a fairway and greenside bunker. **4 points**

**Skippy:** Skipping your ball on water and ending up on land. **1 Point**

**Barkie/Woodie:** Hit a tree during the hole and still make par. **1 point**

**Snake:** 3-putt. **Lose 1 point.**

**Greenie:** Closest shot to the pin on a par 3 and makes a *par*. **1 point or** Make *Birdie*. **2 points**

**Murphy:** Call an up and down from off the green. **2 points.** If you miss a called Murphy, you lose **2 points.**

**Scruffy:** Hitting a cart path and still make a par. **1 points.**

**Shark:** Hit a shot in the water and still make par. **2 points.**

**Arnie:** Shoot a par on a par 4 or par 5 without being on the fairway, or on the green in regulation. **1 point.**

**Seve:** Making par or better after driving your ball into the wrong fairway. **1 Point**

**Hogan:** Par a par 4 or par 5 while being on the fairway and on the green in regulation. **2 points.**

**Jones:** Birdie a par 4 or par 5 while being on the fairway and on the green in regulation. **4 points.**

**Polee:** Sink a putt longer than the flagstick. **1 point.**

**Double Polee:** Sink a putt longer than 2 flagsticks. **2 Points.**

**Super Polee:** Sinking a putt longer than 3 flagsticks. **3 points.**

**Tiger:** Long drive on a par 4 or par 5. **1 point.**

**Ferret:** Chipping into the hole from off the green. **1 point.**

**Desert Ferret:** Chipping into the hole from the bunker. **3 points.**

**Mole:** Miss-hit a ball lying in the bunker so that it stays in the bunker. **Lose 1 point.**

**Platypus:** Hit a ball out of bounds and still make par. **4 points.**

**Fairway Fluzzie:** All players hit the fairway on their drive (team event only). **4 Points**

**Crushie:** Having the longest drive in your pairing (singles event only). **1 Point**

**Safety:** Clear (hit over the hazard) any hazard. **1 Point**

**Super Safety:** Clear (hit over the hazard) any hazard and still make par. **2 Points**

**Flop-a-doppalus:** Clear a “green” side bunker and land on the green. **1 Point**

**Reggie:** Hitting a green in regulation. **1 Point**

**Boozie:** Shot gunning a *beer* on the tee box and still making par or better. **12 Points** (a point per ounce)