

Junk Golf – Team mini version

Fairway Fluzzie: All players, on the team, hit the fairway on their tee shots. **4 Points**

Greenie: On a par 3, all of the teams tee shots land on the green. **1 point** and any made *Birdie* is worth - **2 points**

Perfecto: Have no penalties on a hole by all team members. **4 points**

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

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**

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

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

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

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

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

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

Polee: Sink a put 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.**

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

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

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