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### **Best 3's, 4's, 5's – Team Game (ABCD)**

RULES: Record Gross and Net scores for each player. Record your Gross score to the left of the diagonal and your Net score to the right of the diagonal. The ONE BEST Net ball (strokes minus pops) is used on Par 5's; the TWO BEST Net balls are used on the Par 4's and the THREE BEST Net balls on the Par 3's. (If your team is a threesome, do not total the team score. A blind will be added to the card after play has been completed.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Net Game – Putt out.

### **Best Par 4's – Individual Game**

RULES: Play all nine Holes for your normal Gross score. Your game score is the total your Par 4 scores less HALF of your handicap (e.g., 21 divided by 2 = 11.5).

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 and your ball is not in the hole.
- Net Game – Putt out.

### **Bird Watchers (Stableford) – Team Game (ABCD)**

RULES: Record Gross and Net scores for each player. Record your Gross score to the left of the diagonal and your Net score to the right of the diagonal. For each Net score that is an eagle, the team earns 4 points; each Net Birdie earns 3 points; each Net Par earns 2 points; each Net Bogie earns 1 point. The team with the most points wins. (If your team is a threesome, do not total the team score.

A blind will be added to the card after play has been completed.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Net Game – Putt out.

### **Cha – Cha – Cha – Team Game (ABCD)**

RULES: Record the Gross and Net scores for each player. Record Gross scores to the left of the diagonal and Net scores to the right of the diagonal. The ONE BEST Net (strokes minus pops) score is the team score on the 1st hole, the TWO BEST Net scores on the 2nd hole; the THREE BEST Net scores are the team score on the 3rd hole. CIRCLE THE SCORES you want to count. Repeat the procedure until all 9 Holes are completed. (If your group is a threesome do not total the team score. A blind will be added to the card after play has been completed.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
You may pick up and use your max if the team has the scores needed for the hole.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Net Game – Putt out.

### **Club Championship – Individual Game**

RULES: This is a Two-Day Gross Score Tournament. The overall winner and the flight winners will be determined by the combined Gross Score for both days.

- REMINDERS: Play is from the WINE/COPPER TEES, except at MV Holes #6 and #15.  
The “pick up at 12 rule” has been waived for this tournament.
- Gross Game – Putt out.

### **Count Odd Holes Only – Individual Game**

RULES: Record and total each player's Gross scores. Then total each player's Gross score for ODD (1, 3, 5, 7, 9) or (11, 13, 15, 17) Holes. This is your game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### **Criers Tournament – Individual Game**

RULES: Record and total each player's Gross scores. After play is completed, each player selects and circles THREE holes to throw out. Total the scores for these holes and subtract them from the Gross score for each player's game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### **Drop a Hundred – Individual Game**

RULES: Par 3's are played as usual. The rest of the holes MUST be played from the 100-yard marker.

- REMINDERS: Played after over seeding - when players cannot drive on the course.
- Gross Game – Putt out – Can't be posted but will count as a play day.

### **Even Holes Only – Individual Game**

RULES: Record and total each player's Gross scores. Total the Gross scores for even (2, 4, 6, 8) or (10, 12, 14, 16, 18) holes. The result is your game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### **Fewest Putts – Individual Game**

RULES: Record your Gross score and putts for each hole. Record your Gross score to the left of the diagonal and your PUTTS score to the right of the diagonal. Only strokes taken on the putting surface are counted as putts. The winner is the player with the fewest total putts.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### **Ghost Holes – Individual Game**

RULES: The Pairings Committee will choose FIVE random Holes to be used for the game score. Play and record your Gross score as usual. Pairings will determine your game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### **Hate 'Em – Individual Game**

RULES: Before start of play, pick ONE Par 3, ONE Par 4 and ONE Par 5 that you HATE and carefully circle those Holes. Subtract the total of these THREE Holes from your total Gross score. This is your game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### Hate 'Em (Short Course) – Individual Game

RULES: Before start of play, pick ONE Par 3, ONE Par 4 and ONE Par 5 that you HATE and carefully circle those Holes. Subtract the score on these THREE circled Holes from your total Gross score to arrive at your game score. **The “tee boxes” will be marked with a BLUE FLAG at the 200 (Par 4) and 300 (Par 5) markers.** Tee up within ONE (1) club length on either side of the marker no closer to the hole. Par 3 Holes are played from the regular tees.

- REMINDERS: Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### Low Gross and Low Net – Individual Game

RULES: Record and total your Gross scores. Subtract your course handicap from your Gross score to determine your Net score. Winners are the Low Gross (strokes) golfers and Low Net (strokes less 'pops') golfers in each flight. A player cannot win both Gross and Net categories in the same month. A player can only win Gross and/or Net Ace of the Month once a year.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross and Net Game – Putt out.

### Lucky 7 – Individual Game

RULES: Only SEVEN Holes count for the game score. The other TWO go into the trash can. After each hole, you must declare if you want to keep the score in the Lucky 7 bucket or send it into the trash can. Circle the scores that you send to the trash can. Total the Gross score and subtract the trash can scores for the game total.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### Match Play – Individual Game

RULES: Match play points for each hole are based on your Net score for the hole. Record your Gross score to the left of the diagonal and your Net score to the right of the diagonal. The player with the lowest Net score on EACH hole is awarded ONE point for that hole. If the Net scores for a hole are the same for both players, each player is awarded ½-point. Points are recorded in the bottom grid of the scorecard in the line next to the player's name.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Putt out.

### **Most Net Pars or Better – Individual Game**

RULES: Record Gross and Net scores. Record Gross scores to the left of the diagonal and Net scores to the right. Then circle all Net Pars or better (strokes minus pops). Player gets ONE point for each Net Par or better. Highest number of points wins.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Net Game – Putt out.

### **Niner Derby – Individual Game**

RULES: Record Gross score to the left of the diagonal and putts to the right of the diagonal. Subtract your handicap from your Gross score for your Net score. Total your putts. Pays THREE (3) places per flight: Win–Low Gross, Place–Low Net, Show–Low Putts.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Game: Gross, Net and Putts – Putt out.

### **No Putts – Individual Game**

Rules: Record your Gross score to the left of the diagonal and your number of putts to the right of the diagonal for each hole. When finished total your total Gross score and subtract your total number of putts. This will equal your game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole
- Gross Game – Putt out.

### **(ABCD) Odd Couple – Team Game (ABCD)**

RULES: Record Gross and Net scores for all players. Record Gross scores to the left of the diagonal and Net scores to the right of the diagonal. Circle your team's ONE BEST Net score on odd Holes and 2 BEST Net balls on even Holes. (If your team is a threesome, do not total the team score. A blind will be added to your card after play has been completed.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Net Game - Putt out.

### **“O”, “N”, “E”, “S” – Individual Game**

RULES: Only the Holes that start with “O”, “N”, “E”, “S” (1, 6, 7, 8, 9,) or (11, 16, 17, 18) will count toward the game score. Record and total each player's Gross scores; then, total the scores for the game Holes to get each player's game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### **One of Each – Individual Game**

RULES: Record and total each player's Gross scores. AFTER PLAY IS COMPLETED, pick ONE Par 3, ONE Par 4 and ONE Par 5 to discard and CAREFULLY circle the Holes. Subtract the total score on these THREE Holes from your total Gross score for your game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole.
- Gross Game – Putt out.

### **President's Cup – Individual Game**

RULES: This is a two-day Net score tournament. The overall winner and the flight winners will be determined by the combined Net score for BOTH days. Record and total the Gross score for each hole. Deduct your course handicap from your Gross score to determine your Net score. If there is disagreement on a rule, have the player play two balls and keep both scores. One of the PROS will resolve the issue.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
The "pick up at 12 rule" has been waived for this tournament.  
Please be sure you sign the score card each day.
- Net game – Putt out.

### **Scramble – Modified Team Game (ABCD)**

RULES: All players tee off on each hole. The team selects the BEST ball. The position of the ball is marked and the next shot is hit from within 1 club length of this mark, no closer to the hole. All hit except the person whose ball has been chosen. Continue in this manner until the ball is holed out. Each player hitting must play her ball from the same conditions (fairway, rough, hazard, sand, fringe, etc.) as the original position of the selected ball. On the green: the ball is selected, marked, and all putts must be made (within 1 Putter head) from the marked spot. MUST use TWO tee shots from each player during the nine Holes; CIRCLE the tee shots used. (If your team is a threesome, do not total the team score. A blind will be added to your card after play has been completed.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.
- Net game – Putt out – Cannot be posted but counts as a play day.

### **Shambles – Team Game (ABCD)**

RULES: Each player hits a tee shot on each hole. The BEST tee shot is selected, marked and then each player plays her ball within one club length, not nearer the hole, from the same conditions (fairway, rough, hazard, etc.). From this point on each player plays her own ball where it lies until it is holed. Record Gross and Net scores for each player. The team score chosen for EACH hole is ONE BEST Net ball. A player may pick up at any time – her score will not be used for that hole. (If your group is a threesome, do not total the team score. A blind will be added to the card after play has been completed.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.
- Net game – Putt out – Cannot be posted but counts as a play day.

### Six of Clubs – Individual Game

RULES: Play using only six clubs – this includes the putter; remove other clubs from the bag before arriving at course. Record and total Gross scores for each player.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole
- Gross Game – Putt out – Can't be posted but will count as a play day.

### Six of Clubs – Team Game (ABCD)

RULES: Play using only SIX (6) clubs – this includes the putter; remove other clubs from the bag before arriving at course. Record each player's Gross and Net score (score minus pops) on each hole. Record Gross scores to the left of the diagonal and Net scores to the right of the diagonal. The team score is the TWO BEST Net scores on each hole. (If your team is a threesome, do not total the team score. A blind will be added to the card after play has been completed.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole
- Net Game – Putt out – Can't be posted but will count as a play day.

### “T” and “F” – Individual Game

RULES: Only Holes starting with a “T” or “F” (2, 3, 4, 5) or (10, 12, 13, 14, 15) count toward the game score. Record and total each player's Gross scores; then, total the scores for the game Holes to get each player's game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole
- Gross Game – Putt out.

### “T” and “F” – Short Course – Individual Game

RULES: Only Holes starting with a “T” or “F” (2, 3, 4, and 5 or 10, 12, 13, 14, and 15) count toward the game score. **The “tee boxes” will be marked with a BLUE FLAG at the 200 (Par 4) and 300 (Par 5) markers.** Tee up within one club (1) length on either side of the marker no closer to the hole. The Par three Holes are played from the regular tees. Record and total each player's Gross scores; then, total the scores for the game Holes to get each player's game score.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole
- Gross Game – Putt out.

### Three Blind Mice – Individual Game

RULES: The Pairing Committee will select THREE Holes to be thrown out. Players won't know which THREE Holes until play is complete. Record Gross scores as usual. Pairings will determine winners.

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole
- Gross Game – Putt out.

## **Two Best Net Balls – Team Game (ABCD)**

RULES: Record Gross and Net scores. Record Gross scores to the left of the diagonal and Net scores to the right of the diagonal. Circle and total the TWO BEST Net (Gross minus pops) scores on each hole for the team score. (If you are a threesome, do not record the team score. Pairings will provide a blind.)

- REMINDERS: Play at MV is from the YELLOW tees at Holes #6 and #15.  
Pick up if you reach 12 strokes and your ball is not in the hole
- Net Game – Putt out.