

Game Disqualification: If you reach your maximum strokes per hole (8 strokes on a par 3; 10 strokes on a par 4; 12 strokes on a par 5) and your ball is not yet in the hole, mark your score with an “x” beside it on the scorecard to indicate that you picked up the ball. Be aware that picking up may disqualify you from the game if that particular hole counts as part of the game score.

Ace of the Month Low Gross and Low Net – Individual Game:

RULES: Winners are the low gross (actual strokes) and low net (strokes less “pops”) players in each flight. Record and total your gross score. Subtract your course handicap from your gross score to determine your net score. A player cannot win in both the low gross and low net categories.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (8 strokes on a par 3; 10 strokes on a par 4; 12 strokes on a par 5). If you pick up, remember to place an “x” by your score on the scorecard.
- Gross and Net Game – Putt out

Ace of the Year – Low Gross and Low Net – Individual Game:

RULES: Winners are the low gross golfer and low net golfer (actual strokes). Record and total your gross score and net score. A player cannot win both Gross and Net categories. Maximum stroke rules are waived for this game.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9.
- Gross and Net Game – Putt out

Best 3’s, 4’s, 5’s – Team ABCD Game:

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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Best Net Par 4's – Individual Game:

RULES: Record both your gross and net scores. Total your net scores on the par four holes to get your game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Bird Watchers (Stableford) – Team ABCD Game:

RULES: Record the 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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Cha Cha Cha – Team ABCD Game:

RULES: Record the gross and net scores for each player. The one best net (strokes minus pops) score is the team score on the 1st hole, the total of the two best net scores is the team score on the 2nd hole; the total of the three best net scores is the team score on the 3rd hole.

Circle the scores you want to use on each hole. Repeat the procedure until 9 holes are completed. . A player may pick up at any time if her score will not be used for the 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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- 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. **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.**

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. The “pick up rule” has been waived for this tournament.
- Gross Game – Putt out

Criers Tournament – Individual Game:

RULES: Record and total each player's gross and net scores. After play is completed, each player selects and circles THREE (3) worst net scores to throw out. Total the scores for these holes and subtract them from the total net score to obtain the player's game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Even Holes Only – Individual Game:

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

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Fewest Putts – Individual Game:

RULES: **All strokes taken after your ball is on the putting surface are counted as putts.**

Winner is the player with the fewest total putts. Record the gross score and putts for each player. Record your gross score to the left of the diagonal and your putts to the right of the diagonal.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Putt out

Ghost Holes – Individual Game:

RULES: **BEFORE THE START OF PLAY**, the pairings committee will choose five (5) random holes to be used for the game score. Play and record your gross and net scores as usual. Pairings will determine your game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5)
- Net Game – Putt out

Hate 'Em – Individual Game:

RULES: **BEFORE THE START OF PLAY**, pick one par 3, one par 4 and one par 5 that you hate and circle those holes. Record your gross and net scores as usual. Total the net scores on the three holes you circled and subtract that number from your total net score. The result is your game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Hate 'Em – Short Course – Individual Game:

RULES: **BEFORE THE START OF PLAY**, pick one par 3, one par 4 and one par 5 that you hate and circle those holes. Total the net scores on the three holes you circled and subtract that number from your total net score. The result is 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 of the marker no closer to the hole. The par three holes are played from the regular tees.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Low Net – Individual Game:

RULES: Winners are the low net players in each flight. Record your gross score and net score on each hole. Subtract your handicap from your gross score to determine your net score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (8 strokes on a par 3; 10 strokes on a par 4; 12 strokes on a par 5). If you pick up, remember to place an “x” by your score on the scorecard.
- Net Game – Putt Out

Lucky 7 – Individual Game:

RULES: Record both your gross and net scores. Only seven (7) holes count for the game score. The other two (2) go in the trash can. **AFTER EACH HOLE** you must declare whether you want to keep that score in the Lucky 7 bucket or send it to the trash can. Circle the scores that you send to the trash can. Total your net scores and subtract the trash can net scores for your game total.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5). If you pick up, remember to place an “x” by your score on the scorecard.
- Net 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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- 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 Net Pars or better (strokes minus pops). Player gets one point for each Net Par or better. Highest number of points wins.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- 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. This game pays 3 places per flight: Win - Low Gross, Place – Low Net, Show – Low Putts.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Game: Gross, Net and Putts – Putt out

“O”, “N”, “E”, “S” – Individual Game:

RULES: Record your gross and net scores. Only Holes that start with “O”, “N”, “E”, “S” (1, 6, 7, 8, 9) or (11, 16, 17, 18) will count toward the game score. The total of your net scores from the game holes is your game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Odd Couple – Team ABCD Game:

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. Circle your team's **one best net** ball 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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game - Putt out

Odd Holes Only – Individual:

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

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

One of Each – Individual Game:

RULES: Record each player's gross and net scores for each hole. Total the net scores. **AFTER PLAY IS COMPLETED**, pick ONE Par 3, ONE Par 4 and ONE Par 5 to discard and circle those holes. Subtract the net score on those THREE holes from your total net score for your game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net 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 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.**

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. The pick up rule is waived for this tournament.
- Net game – Putt out

Scramble – Modified – Team ABCD Game:

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 players 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, penalty area, sand, fringe, etc.) as the original position of the selected ball. On the green: the best ball is selected and marked, then all putts must be made (within 1 putter head) from the marked spot. Must use 2 tee shots from each player during the nine holes; circle whose tee shot was used on each 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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9.
- Gross Game – Putt Out. Can't be posted but counts as a play day.

Shambles – Team ABCD Game:

RULES: Record gross and net scores for each player. Each player hits their tee shot. 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, penalty area, etc.). From this point on each player plays her own ball where it lies until it is holed. The team score chosen for the hole is one best net ball. A player may pick up at any time if 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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9.
- Net Game – Putt out. Can't be posted but counts as a play day.

Six of Clubs – Individual Game:

RULES: Play as usual but using only six clubs – this includes the putter; **remove other clubs from the bag before arriving at the course**. Record gross scores to the left of the diagonal and net scores to the right. Total both gross and net scores for each player. The total net score is the game score for each player.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out. Can't be posted but will count as a play day.

Six of Clubs – Team ABCD Game:

RULES: Play as usual but using only six clubs – this includes the putter; **remove other clubs from the bag before arriving at the course.** Record each player's gross and net score 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.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out. Can't be posted but will count as a play day.

"T" and "F" – Short Course – 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. 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. The par 3 holes are played from the regular tees. Record and total each player's gross and net scores; then total just the net scores for the game holes to determine each player's game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

"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 and net scores; then total just the net scores for the game holes to determine each player's game score.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Three Blind Mice – Individual Game:

RULES: After the start of play, the pairings committee chooses three holes to be thrown out. Players won't know which 3 holes until play is completed. Record gross and net scores as usual. Pairings will determine winners.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out

Two Best Net Balls – Team ABCD Game:

RULES: Record 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. Circle and total the **two best net** (gross minus pops) scores on each hole to get the team score for that hole. You may pick up if your score will not be used for the hole. If you are a threesome, do not record the team score. A blind will be added to the card after play is completed.

- REMINDER: Play is from the yellow tees at MV on holes #6 and #9. Pick up if you reach double par plus two and are not in the hole (e.g., 8 strokes on a par 3, 10 strokes on a par 4, or 12 strokes on a par 5).
- Net Game – Putt out