

MPLN Game Descriptions – Revised 01-14-24

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 of the field. Record gross and net scores for each player. A player cannot win in both the low gross and low net categories. Low gross takes precedence over low net.

- REMINDER: 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) and place an “X” by your score.
- Gross and Net Game – Putt out

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

RULES: Winners are the low gross (actual strokes) and low net (strokes less “pops”) players in the field. Record gross and net scores for each player. A player cannot win both Gross and Net categories. **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: Maximum stroke rules are waived for this tournament.
- 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. The ONE BEST net ball 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. A player may pick up at any time if her score will not be used for the hole, but that will exempt her from the ace of the month qualifier.

REMINDER: 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) and place an “X” after that score.

- Net Game – Putt out

Best Net Par 4’s – Individual Game:

RULES: Record both gross and net scores for each player. The game score is the total of the net scores on the par four (4) holes.

- REMINDER: 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) and place an “X” after that score.
- Net Game – Putt out

Bird Watchers (Stableford) – Team ABCD Game:

RULES: Record gross and net scores for each player. 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. A player may pick up at any time if her score will not be used for the hole, but that will exempt her from the ace of the month qualifier.

- REMINDER: 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) and place an “X” after that score.
- Net Game – Putt out

Bookends – Individual Game:

RULES: Record gross and net scores for each player. Only six (6) Holes – both ends of the course – will count for the game score. Holes #4, 5 and 6 or Holes #13, 14 and 15 will NOT be included in the game. Total gross and net score for posting. For the Game Score add the NET scores for holes #1-3, and #7-9 (front nine) or #10-12 and #16-18 (back 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) and place an “X” after that score.
- Net Game – Putt out

Cha Cha Cha – Team ABCD Game:

RULES: Record gross and net scores for each player. The one best net 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, but that will exempt her for the ace of the month qualifier. 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: 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) and place an “X” after that score.
- Net Game – Putt out

Club Championship – Individual Game:

RULES: This is a two-day Gross Score Tournament. The winner 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: Maximum stroke rules are waived for this tournament.
- Gross Game – Putt out

Criers Tournament – Individual Game:

RULES: Record gross and net scores for each player. **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: 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) and place an "X" after that score.
- Net Game – Putt out

Easiest Holes - Individual Game:

RULES: Record gross and net scores for each player. Only the 5 Easiest Holes, by course Handicap Rating, count toward the game score. The total net score on the game holes is the game score.

MV Holes that count: Front: 1,4,6,8 and 9 Back: 10,12,15,17 and 18

TP Holes that count: Front: 1,2,4,6 and 9 Back: 11,13,14,17 and 18

REMINDER: 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, 12 strokes on a par 5) and place an "X" after that score.

Net Game – Putt out

Even Holes Only – Individual Game:

RULES: Record each player's gross and net scores. The game score is the net scores for the even (10, 12, 14, 16, 18) holes.

- REMINDER: 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) and place an "X" by that score.
- 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 to the left of the diagonal and putts to the right of the diagonal for each player.

- REMINDER: 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) and place an "X" by that score.
- 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. Record gross and net scores for each player. Pairings will determine the game score.

- REMINDER: 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) and place an "X" by that score.
- Net Game – Putt out

Hardest Holes – Individual Game:

RULES: Record your gross and net scores for each player. Only the 5 Hardest Holes, by course Handicap Rating, count toward the game score. Your total net score on the game holes is your game score.

MV Holes that count: Front: 2,3,5,7 and 9 Back: 11,14,15,16 and 18

TP Holes that count: Front: 1,3,5,7 and 8 Back: 10,12,15,16 and 18

REMINDER: 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) and place an “X” after that score.

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 gross and net scores for each player. The game score is the total of the net scores on all holes **except** the ones circled.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

Hate ‘Em – Short Course – Individual Game:

RULES: “Tee boxes” will be marked with a blue flag. Tee up within one (1) club length of the marker no closer to the hole. **BEFORE THE START OF PLAY**, pick one par 3, one par 4 and one par 5 that you hate and circle those holes. Record gross and net scores for each player. The game score is the total of the net scores on all holes **except** the ones circled.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

Low Net – Individual Game:

RULES: Winners are the low net players in each flight. Record gross and net scores on each hole.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt Out

Lucky 7 – Individual Game:

RULES: Record gross and net scores for each player. Only seven (7) holes count for the game score. The other two (2) go in the trash can. **AFTER EACH HOLE** each player must declare whether she wants to keep that score in the Lucky 7 bucket or send it to the trash can. Circle the scores that are sent to the trash can. The game score will be the total of the 7 “Lucky” holes not sent to the trash can.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

Match Play – Individual Game:

RULES: Matches are played in two-person teams. Match play points for each hole are based on the **NET** score for the hole. Record gross and net scores for each player. 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 and totaled for the final point score.

- REMINDER: 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) and place an “X” by that score.
- Putt out

Middle 7 - Individual Game:

RULES: Record gross and net scores for each player. Only the seven (7) Holes in the middle count for the game score. Hole #1 and #9 or #10 and #18 will not be included in the game. Total your gross and net score for posting. The Game Score will be the sum of the net scores on holes #2-8 or #11-17 only.

- 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) and place an “X” by that score.
- Net Game – Putt out

Most Net Pars or Better – Individual Game:

RULES: Record gross and net scores for each player. Then circle net pars or better (pars, birdies and eagles). The player gets one point for each Net Par or better. Highest number of points wins.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

Niner Derby – Individual Game:

RULES: Record gross scores to the left of the diagonal and the putts to the right of the diagonal for each player. Subtract your course handicap from your gross score for your net score. This game pays 3 places per flight: Win - Low Gross, Place – Low Net, Show – Low Putts.

- REMINDER: 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) and place an “X” by that score.
- Game: Gross, Net and Putts – Putt out

No Putts – Individual Game:

RULES: Record the gross score to the left of the diagonal and number of putts to the right of the diagonal for each player. Subtract your course handicap from the gross score to get the net score. For the game score, subtract the number of putts from your net score.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

O.N.E.S – Individual Game:

RULES: Record gross and net scores for each player. Only Holes that start with O,N,E,S (1, 6, 7, 8, 9) will count toward the game score. The total of your net scores from the game holes is your game score.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

Odd Couple – Team ABCD Game:

RULES: Record gross and net scores for each player. Circle the 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: 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) and place an “X” by that score.
- Net Game - Putt out

Odd Holes Only – Individual:

RULES: Record gross and net scores for each player. For the game score total each player’s net scores for the ODD (1, 3, 5, 7, 9) holes.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

One of Each – Individual Game:

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

- REMINDER: 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) and place an “X” by that score.
- 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 gross and net scores for each player. **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: The maximum stroke rules are waived for this tournament.
- Net game – Putt out

Scramble – Modified (Step Aside) – 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.

- Gross Game – Putt out

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.

- Net Game – Putt out

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 and net scores for each player.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

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 gross and net scores for each player. 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 playing has been completed.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

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

RULES: “Tee boxes” will be marked with a blue flag. Tee up within one (1) club length of the marker no closer to the hole. Only holes starting with a “T” or “F” (10, 12, 13, 14, 15) count toward the game score. Record gross and net scores for each player. The game score will be the total of the net scores on the “T” and “F” holes.

- REMINDER: 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) and place an “X” by that score.
- Net Game – Putt out

“T” and “F” – Individual Game:

RULES: Only Holes starting with a “T” or “F” (10, 12, 13, 14, 15) count toward the game score. Record gross and net scores for each player. The game score will be the total of the net scores on the “T” and “F” holes.

- REMINDER: 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) and place an “X” by that score.
- 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: 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) and place an "X" by that score.
- Net Game – Putt out

Threes Be Gone – Individual Game:

RULES: Record gross and net scores for each player. Only seven (7) holes will count for the game score. The Par 3s will NOT be included in the game. Total your gross and net score for posting. For the Game Score, subtract the net scores for the two par 3s from the net total.

- REMINDER: Pick up if you reach double par plus two and are not in the Hole (e.g., 8 strokes on par 3, 10 strokes on a par 4, or 12 strokes on a par 5) and place an "X" by that score.
- Net Game – Putt out

22 Balls – Team Game:

RULES: Record gross and net scores for each player. After EACH HOLE, the team will choose how many NET scores the team wants to count for that hole. Circle those scores. The total of the chosen scores is the team score for that Hole. You may choose None, 1, 2, 3 or 4 scores. You cannot go back and change any previous hole's score. Once you have circled 22 scores for the round, your team is done and can no longer circle any more scores. Continue to complete your individual game, as the individual scores will be considered as an Ace of the Month qualifier. The sum of team's 22 chosen holes will be used to determine the winners.

- REMINDER: 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) and place an "X" by that score.
- Net Game – Putt out

Two Best Net Balls – Team ABCD Game:

RULES: Record gross and net scores for each player. Circle and total the **two best net** scores on each hole to get the team score for that hole. A player may pick up at any time if her score will not be used for the hole, but that will exempt her for the ace of the month qualifier. If you are a threesome, do not record the team score. A blind will be added to the card after play is completed.

- REMINDER: 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) and place an "X" by that score.
- Net Game – Putt out