**TEAM GAMES**

The games listed require dotted scorecards, with net scores on each hole used to score the game.

1. **Best 2 of 4 NET** – The lowest two **net scores** on each hole are all that are counted in the team score. If a player’s net score exceeds that which is needed by the team, he/she may pick up and place the score that they would have achieved on the scorecard, with an X beside it.
2. **The Waltz** – One **net score** is used on hole #1, two (2) on hole #2, three on hole #3. This pattern is repeated for the 18 holes. (1,2,3,1,2,3,1,2,3,1,2,3,1,2,3,1,2,3) Team members should mark their scorecards so that, in the case of a shotgun, each team uses the same # of scores on the same holes.
3. **Variable Best Ball** – One version is called 15/24/33. In this game, the single best **net score** is used on the Par 5’s (e.g. the 15), 2 are used on all Par 4’s (e.g. 24), and 3 on all Par 3’s (e.g. 33). Different numbers can be assigned, but this is the most typical. Also have been played are the reverse 35/24/13. Also 15,24,23 and so on.
4. **Lone Ranger** – The golfers are assigned teams using an A, B, C, D designation. Golfers are listed on the scorecard in that order. Hole #1 is the designated hole for all A golfers. It is highlighted and must be one of the scores used on that hole. Hole #2 is the designated hole for B players. The four golfers rotate being the Lone Ranger. This is a great way to make sure that everyone has a score that counts. To review, the holes are marked as such:

Golfer A – Holes #1, 5, 9, 13, 17

Golfer B – Holes # 2, 6, 10, 14, 18

Golfer C – Holes # 3, 7, 11, 15

Golfer D – Holes #4, 8, 12, 16

**Two scores count on each hole** – the Lone Ranger’s net score plus the lowest net score of the remaining three members of the team. This is difficult with both new members and an unequal number of extremely high handicaps on each team.

1. **Pink Ball** – Each player plays their own ball and one plays the pink ball, each player takes turn in playing pink ball. The pink ball score plus the best of the other three counted for each hole. The lowest aggregate score and the lowest pink score take the money. Mind you, if you lose the pink ball, you are out!
2. **Texas Scramble** – Players play in groups. All drive and then select the best shot and mark it. Everyone then hits the next shot from this point. Repeat procedure with each shot until hole out. This event is played off handicap and if you do not have special tables, add all the team member’s handicaps together and divide by ten. Deduct the handicap from the final total.
3. **Shambles** All players drive from the tee. Best drive is chosen and all 2nd shots are played from there. Thereafter, each player plays his/her own ball until it is holes. Scores can be individual net, best 2 or 3 net, 1, 2, 3 on pars 5, 4, 3 or Waltz (best 1, 2 and 3 on holes 1, 2 and 3 repeated thro 18).
Variations can be high handicappers move to 2nd shot on par 5's.

**PAIRS**

1. **Four Ball** (Commonly referred to as Best Ball) – The best net score of the two partners counts on each hole.
2. Total or best **Stableford** score between partners on each hole. Net score is used when assigning points earned. The more points, the better!

Stableford points are: Bogey – 1; Par – 2; Birdie – 3; Eagle – 4; Albatross – 5.

1. Total **Quota points** – Each player has an assigned quota. By earning points on each hole, the team with the highest total number of points wins!

Scoring is based on NET score on a hole – Bogey – 1; Par – 2; Birdie – 3; Eagle – 4; Albatross – 5.

NOTE: No bonus points for natural birdies, eagles, etc shall be allowed in a VGC event because we use NET hole score vs the more normal gross hole score.

**SINGLES GAMES**

1. **Low Net** – This is perhaps the easiest of all individual games. Cards do NOT have to be marked. Scoring is total gross score minus course handicap to reach net score.
2. **Best Gross/Best Net** – The total of the gross scores and the net scores (gross score minus course handicap) are recorded for each golfer. Each golfer can only win once. To determine winners, the low gross score is identified. Then the low net score among the remaining golfers. Second low gross is then determined AFTER the first two are removed from consideration. Then second low net, third low gross, third low net, etc. This is because the awards for low gross and low net are the same (ie, first place low gross and first place low net receive more than second place, etc.)
This event tends to unfairly reward both the better players and the worst players due to the high range of handicaps in VGC.
3. **Best 16 Holes** – After adding the gross scores, subtract the course handicap. Then throw out the highest **net score** on the front and the highest net score on the back. If these were each a net score of 6, subtract 12 from your previously determined net score on 18 holes.
4. **Stableford points** – See explanation under Pairs.
5. **Quota points** – See explanation under Pairs.

While this list is not meant to be all inclusive, it can serve as a starting point for creating games.