

Game	Description	Rules for Missing Player	Score Posted
3 Club Monte	Player can only bring to the course three clubs and a putter. This can be played as an ABCD best ball or flighted.	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	NO
ABCD 1, 3, 2 (four man teams)	Players play their own ball. Score one net ball on par three holes, two net on par fives, and three net on par fours.	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	YES
ABCD Blue/White/Yellow	Players play their own ball. On hole 1, the players tee off from the Blue tees. On hole 2, the White tees and on the 3rd hole from the Yellow tees. Continue this rotation. Enter in Gross/Net per hole. Team score two low nets per hole. (In shotgun format, Hole #1 on and is the first hole for all players to begin counting 1 ball.)	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	YES
ABCD BEST BALL (four man teams)	The best net score of the players on each hole. The handicap strokes will be taken as they fall on the scorecard. (May also be scored as 2 or 3 best net scores.)	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	YES
ABCD Cha, Cha, Cha (four man teams)	Players play their own ball. Score one ball on 1st hole, two balls on 2nd hole, three balls on 3rd hole. Repeat process for 18 holes. (In shotgun format, Hole #1 on and is the first hole for all players to begin counting 1 ball.)	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	YES
ABCD Mixed (four man teams)	Players play their own ball and score their gross and net scores per hole. Score one low net on holes 1-6, one low gross on holes 7- 12, and one net and one gross on holes 13- 18.	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	YES
ABCD Scramble (four man teams)	All players tee off. The captain selects a drive. All hit again. Continued in this manner to the completion of the hole. Score is total minus the average of combined handicap. Drives may be limited by tournament director. Ball placement: One club length no closer to the hole and still in the same environment as the selected shot. On the green, six inches no closer to the hole.	One player is selected to hit the fourth ball for that hole. The second player hits the fourth ball for the next hole. The third player hits the fourth ball after that and then the rotation starts over.	NO

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ABCD Scramble - Step Aside	<p>All players tee off. A drive is selected where the next shot will be taken. All players except for the player who ball was selected hit the next shot. Continue in this manner to the completion of the hole. The Team Score is the gross score minus the average of the combined handicaps. Drives may be limited by the tournament director.</p> <p>Ball placement: One club length no closer to the hole and still in the same environment as the selected shot. On the green, six inches no closer to the hole.</p>	One player is selected to hit the fourth ball for that hole. The second player hits the fourth ball for the next hole. The third player hits the fourth ball after that and then the rotation starts over.	NO
ABCD Shamble (four man teams)	All players tee off. The captain selects a drive and all player play their own ball from that point. Players can move their balls one club length from the selected drive no closer to the hole and still in the same environment. Usually played as two best nets. Drives may be limited by the tournament director.	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	NO
ABCD Stableford (four man teams)	<p>Players are awarded 8 points for each net double eagle, 5 points for each net eagle, 3 points for each net birdie scored, 1 point for each net par and -1 points for any score net bogie or worse.</p> <p>Played under full handicap.</p>	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	YES
ABCD Total Low Net (four man teams)	The total score of the four players, less handicaps, determines the winning team.	Score each player's gross/net, a suitable blind draw score will be selected to determine your team score.	YES

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Alternate Shot (two man teams)	<p>Alternate Shot is a competition format in which 2- person teams alternate hitting the same ball. The first player tees off, the second player hits the second shot, the first player hits the third shot, and so on until the ball is holed.</p> <p>Player A will tee off on odd holes and Player B on even holes.</p> <p>Penalty shots will also be alternated. If Player A hits a ball hit out of bounds, into a hazard, or if the ball is lost, the other team-member, Player B, plays the provisional ball (positioned according to standard rules), because if the original ball is indeed out of bounds (or lost), it would be his turn to play. If the original ball is found in bounds, the provisional ball is picked up, and the Player B takes his normal turn by hitting the second shot with the original ball.</p> <p>It should also be noted that in an alternate-shot format, penalty strokes don't affect the order of play. So, in the case of a one-stroke penalty after the tee shot, the player who hit the first stroke would then hit the fourth stroke. In other words, penalty strokes do not count as a shot by either player.</p> <p>The team score is the gross score minus the handicap</p>	None	NO
CHAPMAN (two man teams)	Both players tee off. Player A hits his player B's ball and player B hits player A's ball for the second shot. The team then selects one player's ball to play. The other hits the third shot. Then players alternate shots until the ball is holed. Use 1/2 combined handicap.	Single player hit two drive and two second shots and then finishes the hole.	NO
Foursome Low Gross (foursome)	Players play their own ball and enter in their gross per hole, The low gross of the foursome is the winner.	Play as Threesome or Twosome Low Gross	YES
Individual Low Gross by Flights (individual)	Players play their own ball and score their gross score per hole. Lowest gross is the winner.	None	YES
Individual Low Net by Flights (individual)	Players play their own ball and score both gross and net scores per hole. Lowest net is the winner.	None	YES
Individual Stableford by Flights (individual)	Players are awarded 8 points for each net double eagle, 5 points for each net eagle, 3 points for each net birdie scored, 1 point for each net par and -1 points for any score net bogie or worse. Played under full handicap.	None	YES

Game	Description	Rules for Missing Player	Score Posted
Match Play (two players)	Players compete on each hole. The player with the lowest net score on a hole is said to win that hole. The player that has won more holes than holes left is the winner.	Single players are automatically winners.	No
Skins Game (foursome)	A player receives a skin if he has the lowest net score on a hole. If two or more players tie, the skin is carried over to the next hole. The player(s) that did not tie are also eligible to play for the carry over skins. Payouts will be determined by number of skins awarded. If sufficient skins are left over after the round of golf, the payout will be evenly divided over all players. Can be played within the foursome or by flight.	None	NO
Team Chapman (two two man teams)	Each two man teams play CHAPMAN. Can be played as a match play or total low net score per flight.	Single player hits two drives and two second shots and then finishes the hole.	NO
Team Match Play (2 man teams)	Teams compete on each hole. The team with the lowest net on the hole is said to win that hole. The team that has won more holes than holes left are the winners.	Single players hit their own ball, his partner hits a net par on each hole.	NO