

# GLOSSARY OF GOLF GAMES FOR TVLGA18

Revised Jan/2026

## INDIVIDUAL GAMES

1. PIN – Players are flighted by tee color and handicap based on the field size.  
Points will be awarded for 3 low gross and 3 low net scores in each flight. Points will be awarded for the player with the lowest number of putts for each tee color.  
**NOTE: this has been replaced by the Individual Quota Points game.**
2. Beat The Pro – One of the Pro's will play with the league the same day. Use the member's net score to try to beat the Pro's gross score.
3. Blind Nine – the league Pro will select 9 holes that will be used for net scoring.
4. Individual Stableford - 0 points for net double bogey or higher, 1 point for net bogey, 2 points for net par, 3 points for net birdie, 4 points for net eagle, 10 points for net double eagle or better. Total the points together for your total score.
5. NET O.N.E.S – Count net scores on all holes that BEGIN with the letters O, N, E, S (1, 6, 7, 8, 9, 11, 16, 17, 18)
6. NET T.E.N – Count net scores on all holes that BEGIN with the letters T, E, N (2, 3, 8, 9, 10, 11, 12, 13, 18)
7. 3 Hole Throw Away – Throw out your three worst holes at end of round. Net and gross winners. However, all eighteen must be posted.
8. Individual Quota Points - This is calculated by:
  - a. 36 minus course handicap = individual point quota (the target points for that player)
  - b. Record your gross score to determine number of points.
    - i. Bogey = 1 point, Par = 2, Birdie = 3, Eagle = 4, Albatross = 5, and Hole in One = 6.
  - c. Player can pick up if score will be more than a gross bogey
  - d. A low putt winner will be eliminated so that players can pick up without finishing the hole
  - e. There will be four flights based on course index so tee selections are irrelevant and can be intermingled within flights
  - f. Each flight will have 5 winners with point value of 5, 4, 3, 2, 1.
  - g. Ties will be broken as follows:
    - i. 1) largest quota score for holes 10 thru 18;
    - ii. 2) largest quota score for holes 13 thru 18;
    - iii. 3) largest quota score for holes 16 thru 18;
    - iv. 4) largest quota score for hole 18.
  - h. We will award a prize at the end of the year to the 2 players that earned the most points for all Individual Quota days.
    - i. Ties will be broken by whomever earned the most 5 point wins followed by the most 4 point wins, etc.

## TWO PERSON GAMES

1. Stableford – 0 points for net double bogey or higher, 1 point for net bogey, 2 points for net par, 3 points for net birdie, 4 points for net eagle, 10 points for net double eagle or better. Total the points together for both players for your team score.
2. Better Ball or 1 Low Net – This is the same game whether you call it better ball or 1 low net. Record the lower net score of the 2 players on each hole for the team score.
3. Blind Nine – Record the lower net score of the 2 players on each hole for the team score. The league Pro will select 9 holes that will be used for net scoring.
4. NET O.N.E.S – Count net scores on all holes that BEGIN with the letters O, N, E, S (1, 6, 7, 8, 9, 11, 16, 17, 18). Record the lower net score of the 2 players on each hole for the team score.
5. NET T.E.N – Count net scores on all holes that BEGIN with the letters T, E, N (2, 3, 8, 9, 10, 11, 12, 13, 18). Record the lower net score of the 2 players on each hole for the team score.
6. 3 Hole Throw Away – Record the lower net score of the 2 players on each hole for the team score. Throw out the three worst holes at end of round.
7. Crossover – Record one lower net score *relative to par* of the 2 players. For example, net bogey = +1, net par = 0, net birdie = -1. Compare the front 9 holes with the corresponding back 9 holes and circle the lower score for the holes being compared. 1 or 10, 2 or 11, 3 or 12, 4 or 13, 5 or 14, etc. Once you have done this, you will end up with a 9 hole team score. **NOTE: This game requires more manual effort to determine the winner as Golf Genius cannot calculate. Suggest we do not play this game.**

## FOUR PERSON GAMES (threesomes will have a blind draw for 4<sup>th</sup> player)

1. Stableford – 0 points for net double bogey or higher, 1 point for net bogey, 2 points for net par, 3 points for net birdie, 4 points for net eagle, 10 points for net double eagle or better. Total the points together for all 4 players for your team score.
2. 2 Low Nets – Record the lower net of 2 of the 4 players on each hole for the team score.
3. One Best Net Ball Odd Holes/Two Best Net Balls Even Holes – All players will play their own ball. Record the best net scores for one best ball on odd holes and two best net balls on the even holes. Variation: switch the one best ball to be even holes, and two best balls on the odd holes.
4. Crossover – Record one lower net score *relative to par* of the 4 players. For example, net bogey = +1, net par = 0, net birdie = -1. Compare the front 9 holes with the corresponding back 9 holes and circle the lower score for the holes being compared. 1 or 10, 2 or 11, 3 or 12, 4 or 13, 5 or 14, etc. Once you have

done this, you will end up with a 9 hole team score. **NOTE: This game requires more manual effort to determine the winner as Golf Genius cannot calculate. Suggest we do not play this game.**

5. 1,2,3 – Score one best net score on par 3's, two best net scores on par 4's, three best net scores on par 5's or 6's. Total for team score,
6. 3,2,1 – Score the three best net scores on par 3's two best net scores on par 4's, one best net score on par 5's or 6's. Total for team score.
7. Solheim Cup – In this league, this is not a true Solheim Cup. The format with this league is simply match play between blue and red teams. Members will be divided and assigned either a blue or red team. Points are assigned to those on winning team, and to those who have low net scores.
8. Scramble – All players tee off from the same tee color. Select best tee shot and mark with tee or ball marker. Other players pick up their ball and each player places their ball within one club length of the selected spot (no closer to the hole and in the same condition such as rough or fairway or bunker). Each player hits their next shot from the chosen spot. This procedure is followed on every shot for the remainder of the hole including putts. Record this one score for your team. Threesomes will rotate between players to take a fourth shot.

## **MATCH PLAY**

In match play, you take on an opponent rather than the scorecard.

For individual match play the lowest net score on a hole wins that hole.

For 2 person match play, compare the lowest net score of your 2 person team to the lowest net score of the opponents 2 person team.

Regardless of whether you are playing individual or 2 person match play, a point is awarded if you win the hole and  $\frac{1}{2}$  point is awarded for ties.

For example:

- a. If you win the first hole (1 point), tie the second ( $\frac{1}{2}$  point), and lose the third hole (-1 point), that is considered all tied up as each player (team) has the same score of  $\frac{1}{2}$  point.
- b. If you lost the first hole (-1 point), tie the second hole ( $\frac{1}{2}$  point), and lose the third hole (-1 point), that is considered "down" 2 (your opponent would be "up" 2).

In match play, you can give your opponent a short putt you think they will likely make. This helps to speed up play. You can also concede a hole if you can't possibly beat your opponent. Once a player is "up" more than the holes left to play, the game is over since the outcome of the game cannot change.

## **LEAGUE CHAMPIONSHIP**

### **League Championship Scoring:**

1. players have to select Green or Yellow only
2. Two flights for each tee color
  - a. Flight it by handicaps for Day one (2 flights for each tee color and they remain)
  - b. After scores are posted, pairings within the flight might change for day two, but the flight assignment will not change
3. Scoring is done each day with scores posted to GHIN
4. No points are given except for CTP. Everyone is eligible for CTP regardless of tee election
5. Chip ins will be recorded the same as any other league day
6. Winners will be as follows:
  - a. Overall low gross for both green and yellow
  - b. Overall low Net for both green and yellow
  - c. First flight low gross for both green and yellow
  - d. First flight low net for both green and yellow
  - e. Second flight low gross for both green and yellow
  - f. Second flight log new for both green and yellow

### **Regular golf on league Championship Day:**

The point allocation will depend on how many members play in this event. Review and decide closer to the play date