*/\*  
The Team Score Total is a collection of all the players team scores for each hole and the number time a score was used for a hole  
 \*/*

**class** TeamScoreTotals

**mTeamHoleScore[18]**, **mTeamHolesUsedByPlayers[18]**;

AddPlayerTeamHoleScore( **int** HoleNumber, **byte** TeamScore)

AddPlayerTeamUsedScore( **int** HoleNumber, **byte** TeamUsedScore)

**int** getTeamHoleScore( **int** HoleNumber)

**int** getTeamUsedScore( **int** HoleNumber)

*/\*\*  
This class will hold of the team scores for each player depending on the team selection when saving the player score. The Team Score Totals class will collect each player's  
Team score to calculate the totals for each hole.  
 \*/*

**class** TeamPlayerScoreData

**mTeamNetHoleScore[18]**, **mTeamOverUnderHoleScore[18]**, **mTeamHolesUsedByPlayers[18]**, **mTeamPointQuotaScore[18]**, **mTeamStablefordScore[18]**, **m\_HolePar[18]**;

**mTeamHoleMask**;

TeamSaveGrossNetTeamScore(**int** HoleNumber, **byte** PlayerHoleScore, **int** TeamScoreMask, **byte** ShotsForHole)

TeamSaveOverUnderTeamScore(**int** HoleNumber, **byte** PlayerHoleScore, **int** TeamScoreMask, **byte** ShotsForHole)

TeamSavePointQuotaTeamScore(**int** currentHole, **byte** scoreToSave, **byte** teamHoleMask)

TeamSaveStablefordTeamScore(**int** currentHole, **byte** scoreToSave, **byte** teamHoleMask)

getUsedTeamPointQuoteScore(**int** currentHole)

getTeamScoreForHole( **int** HoleNumber)

getTeamScoreUsedByHole( **int** HoleNumber)

*/\*  
This function will collect the team total for each hole for this player  
 \*/*

updateTeamScoreTotals(TeamScoreTotals teamScoreTotals, DisplayScoreCardDetail.WhatNineIsDisplayed displayFrontOrBackScoreCard, **int** displayMode)