

Games and Competitions

2024-2025

November 5

Meeting and Lunch - 8:30 Shotgun Start
2 Out of 4 (Team Event)
Two net best balls of the foursome.

November 12

Fairway and Putts
5 points if your drive lands in the fairway – then subtract your putts. Do not go under zero on any hole. If your drive does not land in the fairway, you get 0 for that hole.

November 19

Nine Best Par Fours
Choose 9 of the 10 par 4's, Subtract 1/2 your handicap.

November 26

Colt 45
Last 4 holes on front and last 5 holes on back. Subtract 1/2 your handicap.

December 3 and December 10

Meeting and Lunch – 8:30 Shotgun Start
Eclectic #1 and #2. There are tee times for December 10th Eclectic #2.
Two rounds of stroke play. Use your best score of the two rounds for each hole. Full handicap subtracted from the final score.
On December 10th for those not participating in Eclectic the game of the day will be “Ones.” Use scores on holes that begin with Ones. (1, 6, 7, 8, 9, 11, 16, 17, and 18.) Subtract 1/2 your handicap.

December 12

Christmas Party

December 17

5 -2-2
5 par 4's, 2 par 3's and 2 par 5's. Subtract 1/2 your handicap.

December 24

Alibi
Reduce your worst hole to par, once on each nine. Use full handicap.

December 31

Fewest Putts
Least number of putts scored.

January 7

Meeting and Lunch - 8:30 Shotgun Start
Gross and Net (Team Event)

Use two (2) **gross** scores on par 3's. One (1) **gross** score and one (1) **net** score on par 4's. Two (2) **net** scores on par 5's.

January 14 and 21

President's Cup

The President's Cup consists of two scheduled rounds of play with the net scores of both rounds used to determine the winners. Multiple net winners shall be declared in all flights.

January 28

Points (net)

Score as follows: Net bogey = 1 point, net par = 2 points, net birdie = 3 points, net eagle = 4 points. (4 points is the maximum per hole.) Total the points for final score.

February 4

Meeting and Lunch – 8:30 shotgun

Shamble (Team Event)

All players tee off on every hole and pick the best shot. Then everyone plays their own ball from there. Full handicap. Use 2 of the 4 scores. Three drives must be used from each player but not more than six.

February 11, February 18 and February 25

Two (2)-person teams with a limit of a maximum of ten strokes difference in handicaps. Match play rules will govern play. A “consolation round” will be held allowing each match play team to play a minimum of two (2) rounds. Losers of the first round of play will move to the consolation round in each respective flight. A third-place round will be included.

On February 25th game of the day will be “evens” for those out of match play. Total score on all even numbered holes is used. Subtract 1/2 your handicap..

February 27

Horse Race 3:00 p.m.

March 4

Lunch – 8:30 shotgun

March Madness - Invitational

Scramble

March 11 and March 18

The Club Championship consists of two scheduled rounds of play with the scores of both rounds used to determine winners. The low gross of the field determines the Club Champion.

Members must play at least six (6) rounds in Ladies' Club competitions during the current season to be eligible for the Club Championship. Flights will be established according to handicaps and the number of players involved. Multiple gross winners shall be declared in all flights.

March 19 (Wednesday)

Get-a-Way

March 25

Lemonade (Team Event)

Use one (1) net score and the putts of the other three (3) players on each hole. No restrictions.

April 1

Criss Cross

Using gross score, compare and choose the better score of holes: 1 or 12, 2 or 10, 3 or 13, 4 or 11, 5 or 17, 6 or 15, 7 or 16, 8 or 14, 9 or 18. Subtract $\frac{1}{2}$ your handicap.

April 8

Sweet and Sour

Select your eight (8) best holes and the worst hole, minus $\frac{1}{2}$ your handicap.

April 15

Better 9

After the round is completed, choose front or back 9. Subtract $\frac{1}{2}$ your handicap.

April 22

Hodge Podge

Three (3) best holes on front, 3 best holes on back. Three (3) worst holes of the 18. Subtract $\frac{1}{2}$ your handicap.

April 29

Three Blind Mice

The Pro-shop draws three holes after everyone has teed off. Subtract those holes from your score. Use full handicap.