

Games and Competitions

2022-2023

November 1



Meeting and Lunch - 8:30 Shotgun Start

2 out of 4 (Team Event)

Two net best balls of the foursome.

November 8



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 15



9 Best Par Fours

Choose 9 of the 10 par 4's minus 1/2 your handicap.

November 22



5 – 2 – 2

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

November 29



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 1/2 your handicap.

December 6 and December 13



Meeting and Lunch December 6 – 8:30 Shotgun Start.

Eclectic #1 and #2. There are tee times for December 13th 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 13th for those not participating in Eclectic the game of the day will be “T’s and F’s.” Use scores on holes that begin with T and F. (2, 3, 4, 5, 10, 12, 13, 14 and 15.) Subtract 1/2 your handicap.

December 8



Christmas Party

December 20



Alibi

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

December 27



Single Match Play

Opponents are chosen according to handicap. One round of match play. Those winners who win 2/3 of the holes share the prize money.

January 3



Meeting and Lunch – 8:30 Shotgun Start

Texas Waltz (Team Event)

Use one (1) best net ball on holes 1, 4, 7, 10, 13 and 16; two (2) best balls on holes 2, 5, 8, 11, 14 and 17; (3) best net balls on holes 3, 6, 9, 12, 15 and 18. (Specifying the holes allows for a shotgun start.)

January 10 and 17



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 24



Sweet and Sour

Select your eight (8) best holes and the worst hole, minus 1/2 your handicap.

January 31



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 7



Meeting and Lunch – 8:30 Shotgun Start

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 14, February 21 and February 28



Match Play – Pick your own partner

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 28th game of the day will be “Odds” for those out of match play. Total score on all odd numbered holes used. Subtract 1/2 your handicap.

February 23



Horse Race

3:00 p.m.

March 7



Meeting and Lunch – 8:30 Shotgun Start

Can/Am

March 14 and March 21



Club Championship

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 22 (Wednesday)



Get-a-Way

March 28



End of Season Party and Election of Officers – 8:30 Shotgun Start

Cha Cha Cha (Team Event)

Team of four scores - one net best ball on par 5's, two net best balls on par 4's, and three net best balls on par 3's.

April 4



Three Blind Mice

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

April 11



Fewest Putts

Least number of putts scored.

April 18



Better 9

After the round is completed, choose front or back 9. Subtract 1/2 your handicap.

April 25



Middle Nine

Score holes 6 through 14. Subtract 1/2 your handicap.