

GAME OF THE WEEK 2017-18

Scores are flighted when the game allows.

Even though there are weekly games, individuals should keep their own scores for handicap purposes.

- Nov. 7 Guess your score before teeing off, **RECORD ON OFFICIAL CARD**
14 Eight best holes (What you've always wanted – lose that ugly hole!!)
21 Fewest putts. Prize money also for "Closest to the Pin" off the tee on #2.
28 Diamonds/Hearts/Clubs/Spades - The first player on card is diamond scores first hole, the second player on card is Hearts scores on second hole, etc. Individual scores are still keep for handicap purposes. If team has 3 player, pro shop will blind pick a score for that team.
- Dec. 5 Whack 'n Hack (Keep your own score for handicap purposes. However, this game is a team effort. The best and worst scores are added together on each hole; this becomes the "Game of the Week" score for prize money.)
12 **FOUR CLUBS ONLY INCLUDING PUTTER– (Empty your bag!!)**
19 Low net. Prize money also for "Closest to the Pin – Second Shot" on #5.
26 Best poker hand (Five scores from your nine holes to produce your best poker hand.)
- Jan. 2 Prize money for "Longest Drive on Fairway" on #4. On the scorecard beside each players name will be the flight A, B, C, D. Please watch for the correct marker for your flight. Write your name on the marker if it is the longest drive when you play hole #4.
9 Fewest putts. Prize money also for "Closest to the Pin" off the tee on #8.
16 Guess your gross score before teeing off (Record on official score card.)
23 Tee to green (Count and record strokes from the tee until you are on the green; this will be used for prize money. Then go ahead and putt out for your handicap score.)
30 Team scramble
- Feb. 6 First Club Championship Round – Low gross/Low net
13 Second Club Championship Round – Low gross/Low net
20 Third Club Championship Round – Low gross/Low net
27 Rain out day (if needed) Low net
- Mar. 6 Gladstone Gallup. (First person on the scorecard is #1, Second is #2, Third is #3, Fourth is #4.. Continue same rotation for the 9 nine holes.. Circle these scores. If the chosen player on her hole loses her ball, the team is eliminated from the game. please write lost ball on scorecard, Each member continues to play her own game for handicap purposes.)
13 Stableford - Team Score - Points are given for Bogeys, pars and Birdies. Pro Shop will look after the point given, please mark individual scores on scorecard.
20 Eight best holes (What you've always wanted – lose that ugly hole!!)
27 Highest score for the day/team. Circle the highest score on each hole. Added together will be the team score of the day. Please keep individual scores for handicap purposes.