

Games of the Week 2020-21

Scores are flighted when the game allows.

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

- Nov 03 **Guess your score** before teeing off, RECORD ON OFFICIAL SCORE CARD.
- Nov 10 **Eight best holes**-- What you've always wanted...lose that ugly hole.
- Nov 17 **Fewest putts & "Closest to the pin from Drive"** on hole #2.
- Nov 24 **Diamond/Hearts/Clubs/Spade**-- The first player on card is diamond, second is hearts.... Individual scores Recorded for handicap purposes. If a team has 3 players, the pro shop will blind pick a score for that team.
- Dec 01 **Whack 'n Hack**-- this is a team effort...best and worst scores are added together on each hole. Keep individual scores for handicap purposes.
- Dec 08 **Choose 4 clubs**...your putter and 3 more. Leave the rest at home
- Dec 15 **Low net & "Closest to pin from Second Shot"** on hole #5.
- Dec 22 **Golf Today ... Guess your score** before teeing off, RECORD ON THE OFFICIAL SCORE CARD.
- Dec 29 **Golf Today ... Low Net**
- Jan 05 **Fewest putts & "Closest to the pin from Drive"** on hole #8
- Jan 12 **Stableford**-- this is a team effort...points are given for Bogeys, Pars, and Birdies. Pro Shop will look after the scoring...record individual scores on the score card.
- Jan 19 **Tee to Green**-- Count and record strokes from the tee until you are on the green. Putt and record total score on card for handicap purposes.
- Jan 26 **Longest Drive on hole #4**. On the score card you will see A, B, C, or D, beside each name. This is your Flight. Please watch for the correct marker for your Flight...record name if you are longer than previous name.
- Feb 02 First round of **Club Championship** ... Low gross & Low net
- Feb 09 Second round of **Club Championship** ... Low gross & Low net
- Feb 16 Third round of **Club Championship** ... Low gross & Low net
- Feb 23 Alternate day for Club Championship due to weather if needed. **Las Vegas Scramble**—person on team is numbered 1, 2, 3 or 4, by any way that team determines (Examples ...oldest to youngest; flip a coin; rock, paper, scissors....). Print your number beside your name on score card. **After** each person drives, a dice is rolled to determined whose drive you will use. Each person then picks up ball and goes to that location. Continue to hole using regular scramble method. If you roll 5 or 6 your team may choose which drive to use. There will be one die on each tee box. One team score is recorded on the official card.
- Mar 02 **The Waltz** ... On the first hole count one net score, second hole count 2 net scores, third hole count 3 net scores. Continue this pattern through 9 holes. The Pro Shop will calculate the scores. All you do is record your actual score on the scorecard.
- Mar 09 **Step Aside Team Scramble**. SHOT GUN START AT 8:00 AM
- Mar 16 **Choose 4 clubs**...your putter and 3 more. Leave the rest at home
- Mar 23 **Eight best holes**-- What you've always wanted...lose that ugly hole.
- Mar 30 **Highest Score**-- this is a team score...circle the highest score on each hole. Added together this is your team score for the day. Keep individual score for handicap purposes.

General Meetings & Luncheons (Tuesdays)

November 10 Fall Welcome Back
December 08 Christmas Celebration

January 12 Winter Welcome Back
March 09 Annual Meeting and Awards

