

GAME OF THE WEEK 2016-17

Scores are flighted when the game allows.

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

- Nov. 1 First day of league play – Low net
8 One low gross/One low net
15 Eight best holes (What you've always wanted – lose that ugly hole!!)
22 Fewest putts. Prize money also for "Closest to the Pin" off the tee on #2.
29 Guess your gross before teeing off (Record on official score card.)
- Dec. 6 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.)
13 Four clubs only – including putter (Empty your bag!!)
20 Low net. Prize money also for "Closest to the Pin – Second Shot" on #5.
27 Best poker hand (Five scores from your nine holes to produce your best poker hand.)
- Jan. 3 Fewest putts. Prize money also for "Longest Drive on Fairway" on #4.
10 Tombstone (Course par plus 2/3 of your handicap is your Tombstone score. Once you reach this score, you put your flag in place. Winners are those players who make it the furthest around the course before their strokes run out.) Continue with your round for handicap purposes.
17 Guess your gross before teeing off (Record on official score card.)
24 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.)
31 Team scramble
- Feb. 7 First Club Championship Round – Low gross/Low net
14 Second Club Championship Round – Low gross/Low net
21 Third Club Championship Round – Low gross/Low net
28 Rain out day (if needed) Low net
- Mar. 7 Gladstone Gallup. (Each group will be given a colored ball. The colored ball is used on hole #1 by the first player; on hole #2 the second player uses the colored ball, etc. Circle these scores. Record your own score for handicap purposes. If the colored ball is lost, "the team" is eliminated from the game. Each member continues to play her own game for handicap purposes.)
14 Four clubs only – including putter (Empty your bag!!)
21 Eight best holes (What you've always wanted – lose that ugly hole!!)
28 Fewest putts. Prize money also for "Closest to the Pin" off the tee on #8.
- Apr. 4 Whack 'n Hack – explained on December 6
11 Tee to green – explained on January 24
18 Best poker hand – explained on December 27
25 Diamond/Hearts/Clubs/Spades (The first player on the card is Diamond; the second player on the card is Hearts, etc. After putting out, a card will be drawn from the envelope located on the green; that "suit" determines the team score for that hole. Circle this score.) Individual scores are kept for handicap purposes.