

Games of the Week 2023-24

Scores are flighted when the game allows.

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

- Oct 31 **Guess your score** before teeing off, RECORD ON OFFICIAL SCORE CARD. - * Halloween Dress Up *
- Nov 07 **Eight best holes**-- What you've always wanted...lose that ugly hole.
- Nov 14 **Fewest putts & "Closest to the pin from Drive"** on hole #2.
- Nov 21 **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.
- Nov 28 **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 05 **LUCKY "4", "5" or "6"**. On the score card you will see A, B, C, or D, beside each name. This is your Flight. Record your score as usual, Flight A players circle every hole that scored 4 strokes - Flight B players circle every hole that scored 5 strokes - Flight C & D players circle every hole that scored 6 strokes. Player with the most "Lucky #" in their flight wins.
- Dec 12 **Low net & "Closest to pin from Second Shot"** on hole #5.
- Dec 19 Golf Today ... **Guess your score** before teeing off, RECORD ON THE OFFICIAL SCORE CARD.
- Dec 26 Golf Today ... Low Net
- Jan 02 **Fewest putts & "Closest to the pin from Drive"** on hole #8
- Jan 09 **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 16 **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 23 **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.
- Jan 30 **Guess your score** before teeing off, RECORD ON OFFICIAL SCORE CARD.
- Feb 06 First round of **Club Championship** ... Low gross & Low net
- Feb 13 Second round of **Club Championship** ... Low gross & Low net
- Feb 20 Third round of **Club Championship** ... Low gross & Low net
- Feb 27 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 use the shortest drive; roll 6 use longest drive. Pick up a dice at the starters shack. One team score is recorded on the official card.
- Mar 05 **Step Aside Team Scramble**. SHOT GUN START AT 8:00 AM
- Mar 12 **LUCKY "4", "5" or "6"**. On the score card you will see A, B, C, or D, beside each name. This is your Flight. Record your score as usual, Flight A players circle every hole that scored 4 strokes - Flight B players circle every hole that scored 5 strokes - Flight C & D players circle every hole that scored 6 strokes. Player with the most "Lucky #" in their flight wins.
- Mar 19 **Eight best holes**-- What you've always wanted...lose that ugly hole.
- Mar 26 **Texas Scramble**--Each player in the group tees off as normal. The best of these shots is then chosen to be used as the next shot. Each member then hits from this spot. This process continues until the hole is played out. Must use each persons drive at least once and no more than three.

General Meetings & Luncheons (Tuesdays)

November 07 Fall Welcome Back

December 05 Christmas Celebration

January 09 Winter Welcome Back

March 05 Annual Meeting and Awards