

# HCLGA PLAYDAY 2025

Remember to sign up for each week by the end of Tuesday. A reminder email will go out each week with details.

Playdays will utilize ABCD pairings and game play is net scoring unless otherwise noted.

Playday format and start times will be posted with each event. **Signup sheet will allow you to sign up for 9- or 18-holes** depending on your availability.

- **Scramble**

- Golfers play as team based on game format
- 18 holes only
- One score recorded per team per hole
- Winners announced for 1<sup>st</sup> and 2<sup>nd</sup> place teams

- **Real Golf**

- Golfers play their own ball throughout entire round based on game format
- 9- or 18-hole options available
- Scoring:
  - Players will record both gross and net scoring per hole
  - Team score calculated based on game format
- Winners announced for:
  - 1<sup>st</sup> and 2<sup>nd</sup> Front 9
    - Winners will be calculated including 9- and 18- hole players
  - 1<sup>st</sup> and 2<sup>nd</sup> Back 9
    - Winners will be calculated for 18- hole players only
- Optional Skins game offered with \$5 buy in for both 9- and 18-hole players
- Scorecards will be turned in to be recorded in GHIN

# Playday Calendar

March 27th: **Spring Fling, Scramble 18-hole, Payout**: All play together for a 9am Shotgun start. Team scoring: playday instructions provided on-site. A fun day to kick off the season with overall winners and other prizes!

April 3rd: **Dirty Dozen, Real Golf 9- and 18-hole, Payout, Optional Skins**: 8:30 Shotgun for 18 holes / Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: count 6 holes per side as your game score and circle on scorecard. Declare if using a hole's score prior to teeing off on the next hole.

April 10th: **Strike 3, Real Golf 9- and 18-hole**: Master's Week Tee Times starting at 7:30 (LGA has 1 hour block for tee times/sign up by April 3rd). Everyone plays their own ball. Individual scoring: each player strikes 3 holes on each 9, at the end of the round.

April 17th: **Stableford, Real Golf 9- and 18-hole, Optional Skins**: 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: Stableford point schedule provided on scorecard.

April 24th: **Step Aside, Scramble 18-hole, Payout**: All play together for a 9:00 Shotgun start. Team scoring: Step Aside player format – must use 3 putts per player.

May 1st: **Lone Ranger, Real Golf 9- and 18-hole, Payout, Optional Skins**: 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Team scoring: Lone Ranger player format – on each hole, one player on the team is designated as the Lone Ranger. The team hole score is the sum of the Lone Ranger's hole score plus the best hole score of the remaining players on the team. The Lone Ranger is rotated based on the scorecard ABCD order on every hole so each player on the team takes a turn being the Lone Ranger.

May 15<sup>th</sup>: **Stableford, Real Golf 9- and 18-hole, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: Stableford point schedule provided on scorecard.

May 22<sup>nd</sup>: **Secret Holes, Real Golf 9- and 18-hole, Payout, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: Pro Shop picks 5 scoring holes to use on front and 5 scoring holes to use on back for game score winners.

May 29: **Las Vegas, Scramble 18-hole, Payout:** All play together for an 8:30 Shotgun start. Team scoring: Las Vegas player format – player will roll a 6-sided die to determine which drive to use for the hole after everyone tees off. Number 1- 4 represent the players' designated numbers. Rolling a 5 or 6 on the die requires additional roll until 1- 4 is rolled.

June 12<sup>th</sup>: **Perfect Putts, Real Golf 9- and 18-hole, Payout, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: lowest putt total from on the green on front 9 and back 9.

June 19<sup>th</sup>: **Playday, Real Golf 9- and 18-hole:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: real golf for those not participating in the LOC.

June 26<sup>th</sup>: **Shamble, Scramble 18-hole, Payout:** All play together for an 8:30 Shotgun start. Team scoring: select the one best drive among the team and then the team plays their own ball from that position into the hole. (In the Shamble, from the second shot to holing out, everyone plays their own ball. So, you have a mix of features from the scramble and from stroke play.) **Must use 3 drives of each team member.**

July 3<sup>rd</sup>: **Hate 'em, Real Golf 9- and 18-hole, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: pick one par 3, 4, 5 on each side not to score for game prior to play. Still play all holes for a complete round.

July 10<sup>th</sup>: **3-2-1 Best Net, Real Golf 9- and 18-hole, Payout, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays

their own ball. Team scoring: count 3 scores on Par 3's, 2 scores on Par 4's, and 1 score on Par 5's per side.

July 17<sup>th</sup>: **Sadie Hawkins, 2-man Best Ball 18-hole, Payout:** All Play together for a 9:00 Shotgun start. Ladies invite your male partner, no spouses/significant others.

July 31<sup>st</sup>: **Step Aside, Scramble 18-hole, Payout:** All play together for an 8:30 Shotgun start. Team scoring: Step Aside player format – must use 3 drives per player.

August 7<sup>th</sup>: **I Do Declare, Real Golf 9- and 18-hole, Payout, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: each player declares odd/even holes to count for game on each side before play (everyone must count play on 9 and 18).

August 14<sup>th</sup>: **Beat the Heat, Par 3's 18-hole, Payout:** All play together for 9:00 Shotgun start. Individual scoring: real golf.

August 21<sup>st</sup>: **High – Low, Real Golf 9- and 18-hole, Payout, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Team scoring: team takes the high and low score for each hole.

August 28<sup>th</sup>: **Ocho De Scramble, Scramble 18-hole, Payout:** All play together for an 8:30 Shotgun start. Team scoring: each team member can only use 5 clubs for the round and 3 drives must be used for each player.

September 4<sup>th</sup>: **Stableford, Real Golf 9- and 18-hole, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: Stableford point schedule provided on scorecard.

September 11<sup>th</sup>: **1-2-3 ChaChaCha, Real Golf 9- and 18-hole, Payout, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Team scoring: on hole 1 the best score is used, hole 2 the two best scores are used, hole 3 the 3 best scores are used and then it repeats (hole 4 the best score is used).

September 25<sup>th</sup>: **Mulligan Scramble, Scramble 18-hole, Payout:** All play together for an 8:30 Shotgun start. Team scoring: each team gets 3 mulligans, can only use 1 mulligan per hole.

October 2<sup>nd</sup>: **Blind Partner, Real Golf 9- and 18-hole, Payout, Optional Skins:** 9:00 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Team scoring: blind draw after play for partner on front and another draw for back.

October 16<sup>th</sup>: **Hate 'em, Real Golf 9- and 18-hole, Payout, Optional Skins:** 9:00 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: pick one par 3, 4, 5 on each side not to score for the game prior to play. Still play all holes for a complete round.

October 30<sup>th</sup>: **Spooky Golf, Scramble 18-hole, Payout:** All play together for a 10:00 Shotgun start. Team scoring: playday instructions provided on-site.

November 6<sup>th</sup>: **Stableford, Real Golf 9- and 18-hole, Optional Skins:** 8:30 Shotgun for 18 holes/Tee Times for 9 holes. Everyone plays their own ball. Individual scoring: Stableford point schedule provided on scorecard.