

PLAY DAY CALENDAR 2022

Play begins 8:30AM April-September, 9:00AM October.

Remember to sign up for each week **before noon on Wednesday** prior to play day.

All Players will play together for scrambles. On regular Play Days, we will have assigned tee times.

April 14: **Opening Day Scramble:** All play together for a 9am Shotgun Start. A fun day to kick off the season with overall winners and other prizes! More information coming soon! **Payout**

April 21: **Blind Partner:** Everyone plays their own ball. After play is over, draw a partner for total net lowest score. **Like Handicap Parings** **Payout**

April 28: **Stableford:** Keep your own score and record the points for each hole. Net Scoring. Points: Bogey-1, Par-2, Birdie-3, Eagle-4

May 5: **Cinco De Scramble:** Only 5 clubs are allowed...leave the remaining clubs at home! Teams will be announced/assigned upon check-in. Repeat: NO more than 5 CLUBS will be allowed per bag during this scramble. This INCLUDES your putter! Fiesta! **Payout**

May 12: **I Do Declare:** Before play begins, you declare if you are going to throw out the scores for odd or even holes.

May 19: **Real Golf:** Max handicap scoring.

May 24&26: **Member/Member**

June 2: **Stableford:** Keep your own score and record the points for each hole. Net Scoring. Points: Bogey-1, Par-2, Birdie-3, Eagle-4 **Payout**

June 9: **Nine Hole Invitational**

June 16: **Real Golf:** Max handicap scoring.

June 23: **Las Vegas Scramble:** Before play begins, each player is given a number (1-3 for threesome, 1-4 for foursome). This remains their number throughout the game. On each hole, after everyone has teed off, a dice is

rolled. The number rolled is matched to the player with that number. That player's drive will be used for the hole. Regular scramble format continues for the remainder of the hole. Repeat rolling the dice at each hole to determine which drive will be used. If a number is rolled that does not match to a player (i.e. 5 & 6), then use the best drive. **Payout**

June 30: **Trouble**: Each player will be able to throw out one hole from the front nine and one from the back nine.

July 7: **Blind Nine**: Play your own ball. After play is over, the pro (Keith or Doug) will throw out nine holes that will not count toward your score. Nine-hole players will play their round for low Net. **Payout**

July 14: **Scramble**: Step Aside: All players hit their tee shot. The best ball is chosen to be played and the person whose ball is chosen must step-aside and is not allowed to hit the next shot. Continue until the ball is in the hole.

July 21: **Cry Baby Do Over**: Each 18-hole player gets 5 "do-overs" and that number is the number of shots you can "re-do" during your round. You can only "re-do" a shot one time. Each 9-hole player gets 2 "do-overs" and that is the number of shots you can "re-do" during your round. You can only "re-do" a shot one time.

July 28: **Power of Two**

August 4: **Closest to the Pin on the par 3s**. **Payout**

August 11: **Go for the Gold**: Keep your own score, but for the team game points will be given as follows: use the lowest score on par 5's, use the 2 lowest scores on par 4's, use the 3 lowest scores on par 3's. The lowest count will win.

August 18: **Color in the Hole**: Each player is assigned a color for the round. Each player plays their own ball but the color in the cup is the Team score. Max scoring. **Payout**

August 25: **Get Tee'd Off**: Keep your own score, but mark number of putts separately. They will be subtracted at the end of play. Only balls on the green will count for the number of putts. Final score will not include putts.

September 1: **Real Golf:** Max handicap scoring.

September 7&8: **Member-Guest**

September 15: **Hate 'Em:** Before teeing off, each 18 hole player circles one par 3, one par 4, and one par 5 that she hates. Mark a PAR on your score card for these holes. No need to play holes that have already been marked. Before teeing off, each 9 hole player will circle any 2 holes she hates. Mark a PAR on the scorecard for the 2 holes that were chosen.

September 21&22: **Ladies Club Championship**

September 29: **Perfect Putt:** Keep track of all your putts. Individual game, each player must keep track of the number of putts per hole. Only balls on the green will count for the number of putts. Lowest Wins! **Payout**

October 6: **Real Golf:** Max handicap scoring.

October 13: **Pink Ribbon**

October 20: Men's Member Guest

October 27: **Spooky Golf:** 1200 Shotgun Start. **Payout** End of Year Meeting will follow.