

May 26: Low Putts ó Team score. Name is self explanatory.

June 2: Surprise Holes -- Stephanie will draw cards to determine 4 holes after play is completed. Low team score wins.

June 9: Hit Fairways and Greens -- For every drive that lands on the fairway your team gets 5 points. For the par 3 holes you must land on the green to get the 5 points. Subtract all putts from points earned on each hole. Zero is the lowest score you can get on a single hole ó do not go into negative numbers.

June 16: Best Poker Hand -- Individual event, self explanatory.

June 23: Mutt and Jeff ó Combined low team score on the par 3s and par 5

June 30: Lunch Meeting ó Guest Day ó 9-hole Scramble

July 7: Predict Your Score ó individual event

NOTE: Tee times will be at 8:00am from July 7 through the end of the season

July 14: Cha Cha Cha -- On the first hole (cha), the low ball counts as the team score. On the second hole (cha cha), two low balls combined count as the team score. On the third hole (cha cha cha), three low balls combined count as the team score. On the fourth hole (cha), the low ball counts as the team score, etc.

July 21: Stableford ó Team score. Double Bogey = 1 point, Bogey = 2 points, Par = 3 Points, Birdie = 4 points, Eagle = 5 points. High point total wins.

July 28: Use only 3 (three) clubs plus a putter ó individual low score wins

Aug 4: Don't Count Putts ó Team score minus all putts. Keep regular score but also write down each players putts. Low team score wins.

Aug 11: Count only odd holes. Low team score.

Aug 18: Pink Ball ó Decide among your foursome in what order you will tee off. Write names in that order on your score card. Player 1 tees off with the pink ball on hole 1 and plays the entire hole. Her score is entered next to her name on the score card and also as Pinkie's score. Player 2 tees off with the pink ball on hole 2, Player 3 tees off with the pink ball on hole 3, Player 4 tees off with the pink ball on hole 4 then you start the rotation over with player 1 on hole 5, etc. The team with the lowest score for Pinkie, wins. Any team that loses the pink ball during the round is out of the money. If all the pink balls are lost, the team that kept theirs the longest, wins.

Aug 25: Lunch Meeting ó 9-hole Scramble