

2022

WOMEN'S LEAGUE – GAME OF THE WEEK

We hope everyone has fun out on the course this season and enjoys playing these games! And remember...in this league, the most important thing is “forming friendships” by having fun!

- May 10th:** **4 Man Scramble** – Draw names from the hat.
- May 17th:** **Low Putts** – Be sure to mark your putts clearly on the card; must be on green.
- May 24^{5h}:** **Beat the Owner** – Your net score against the Owner's score!!!
- May 31st:** **2 Person Low Net** – The players add up both their 9 hole net scores.
- June 7th:** **Best-Ball Twosome** – Each player plays her own golf ball throughout the round, and on each hole the low score, or “best ball”, of the two serves as the team score.
- June 14th:** **Stringball** – Each player is allocated one foot of string of her handicap. Each player can move the ball by measuring the distance moved and cutting that amount from the string. You can use the string to remove your ball from hazards, difficult lie or to hole out.
- June 21st:** **Throw out your 2 Worst Holes** – At the end of your round, throw out your 2 worst holes and then add your score.
- June 28th:** **3-3-3 Combo** – First 3 holes are best ball, next 3 holes are scramble, and the last 3 holes are alternate shot.
- July 5th:** **Bingo, Bango, Bongo** – The first player in the group to get the ball on the green gets a point (bingo). The player whose ball is closest to the pin once all the balls are on the green gets a point (bango). And, finally, the player in the group who is first to hole out gets a point (bongo).
- July 12th:** **Low net with a Twist** – The players with the lowest net 9 holes but with a twist. After the round, you come back in and pick a number 1 – 9 and whatever number you pick will not count on your scorecard.
- July 19th:** **Stableford** – 1 point for bogey, 2 for a par, 3 for a birdie, 4 for an eagle and 5 if you bag an albatross (fat chance). Anything worse than a bogey, pick up and stop wasting everyone else's time.
- July 26th:** **Mystery Holes** – There are 3 “mystery holes” that will be an automatic Par.
- August 2nd:::** **Three Blind Mice** - Three holes are selected randomly from the course. At the end of the round, the scores on those holes are thrown out. The 6 holes that remain are added up to create the Three Blind Mice score, the lowest score wins.

- August 9th:** **Split Sixes** – There is six points up for grabs at each hole. If someone wins outright they get 3 points. Second best score gets 2 points and the third 1 point. If one person won the hole and the other two halved it would be 3 – 1.5 – 1.5. Two players halving and beating the third would be 3 – 3 – 0.
- August 16th:** **Foursomes** – Two players form a team and hit alternate shots at each hole until they hole out. One player tees off at the even holes and one on the odd holes.
- August 23rd:** **Gruesomes** – After both players have driven, your opponent's choose which ball you should play.
- August 30th:** **Pink Ball** – In teams of three, each player plays their own ball and one plays the pink ball. The pink ball score plus the best of the other two count for each hole. Alternate who plays the pink ball.
- September 6th:** **Best at Something** – One point is awarded for any of these accomplishments:
 Fairway Hit Green in Regulation 1-putt Green
Points are also subtracted for:
 Out of Bounds Hitting into a Hazard 3-putt or more
- September 13th:** **Round Robin** – On holes 1 – 3, players 1 and 2 partner against 3 and 4.
 On holes 4 – 6, players 1 and 3 partner against 2 and 4.
 On holes 7 – 9, players 1 and 4 partner against 2 and 3.
 Each match is two points each. The goal is to win the three matches.
- September 20th:** **Back Nine Play** – Draw names from hat and play back nine.
- September 27th:** **League Shoot Out. League Luncheon to follow.**