## 5/21

GROSS/NET
Players enter their gross score for every hole. GG will determine flighted gross and net winners.

BLIND 9/PAYBALLS
Players enter their gross score for every hole. Rich will randomly draw any nine holes. The holes drawn will be identified on the flight sheet. GG will subtract $50 \%$ handicap from the total gross score of the selected nine holes to determine flighted gross and net winners, as well as payballs.

## GROSS/NET/PUTTS

Players enter their gross score for every hole. GG will determine flighted gross and net winners. Enter putts on a separate line on your paper score card. Be sure to turn in this card to be included in the putts game.

## SWEET SIXTEEN

Players enter gross score for every hole. GG will discard two high scores (total strokes) per nine holes, total the remaining 16 scores and subtract full handicap.

## LONE RANGER

Players enter their gross score for every hole. Four person teams. On each hole, one member of the team is designated the Lone Ranger and plays the hole solo. GG will take the Lone Ranger's score and combine it with the best score of the other three players.

## SPRING COMPETITION

## ONES/PAYBALLS

Players enter gross score for every hole. GG will use the total score from holes beginning with $O, N, E$ and $S(1,6,7,8,9,11,16,17,18)$ and subtract $50 \%$ of player's handicap for net score. It will also determine payballs.

PICK YOUR PARTNER TEAM GAME - 2 PERSON BEST BALL
Players select their own partners and sign up together on the weekly sign-up. Rich will pair players who do not have partners. Partner's combined handicaps will determine which flight they are in. The number of flights will be determined evenly by the number of participants. Players enter their gross score for every hole. GG will determine the best net ball score for each hole for each partner team.

## LUCKY DAY 2024

Players enter gross score for every hole. GG will throw out worst hole per each nine (strokes over par, not total strokes). For example, it will toss out a 6 on a par 3 vs a 7 on a par 5 . It will then total remaining 16 scores and subtract full handicap.

## 6/11

THREE PEAT/PUTTS
Players enter gross score for every hole. GG will determine the three best gross scores on the Par $3 \mathrm{~s}, 4 \mathrm{~s}$ and 5 s and subtract $50 \%$ of player's handicap for net score. Enter putts on a separate line on your paper score card. Be sure to turn in this card to be included in the putts game.

## 6/18 MATCH PLAY COMPETITION

PLAY WITH STAFF (PRO) - GROSS/NET/KP
Players enter their gross score for every hole. Four person team, one SC staff member and three SCWGA members, vs other like teams. GG assembles teams and calculates winners.

## 7/16

7/22

NASSAU
Players enter their gross score for every hole. GG will determine winners for low gross and net on front nine AND back nine by flight.

## CHICAGO

Players enter their gross score for every hole. Players start with a negative score based on handicap. Start low, go high. Stableford scoring by hole gross: Eagle = 8, Birdie = 4, Par = 2, Bogey $=1$, Higher $=0$. GG will determine high score game winners by flight.

## HARDEST HOLES

Players enter their gross score for every hole. GG will determine winners by flight for the nine hardest ranked holes using $\mathbf{5 0 \%}$ of player's handicap.

GROSS/NET/PUTTS
Players enter gross score for every hole. GG will determine flighted gross and net winners. Enter putts on a separate line on your paper score card. Be sure to turn in this card to be Included in the putts game.

## GUEST DAY

## EVEN HOLES/KP

Players enter gross score for every hole. GG will total the gross score for all the even numbered holes and calculate the net score using $50 \%$ of the players' handicap. Flighted KP On one of the Par 3's.

8/13 T \& F
Player enters gross score for every hole. GG will count all holes beginning with $T$ and $F$ (holes $2,3,4,5,10,12,13,14,15$ ) and subtract $50 \%$ of players' handicap.

8/21 PLAY WITH MEN'S CLUB (TBD)

## 8/26-27 CLUB CHAMPIONSHIP

## 9/3 QUOTA

Players enter gross score for every hole. Players will be given a quota based on their handicap. Points by gross score: Eagle +4, Par + 2, Bogey + 1, Higher + O. Winner by points over quota.

## 9/10 4 PERSON TEAM/2 BEST BALLS

Players enter gross score for every hole. Rich will put teams together evenly based on Handicaps. GG will take two best net scores on each hole to determine winners by flight.

9/16 GROSS/NET
Players enter gross score for every hole. GG will calculate winners by flight.

## 9/24 FOUR ROSES

Players enter gross score for every hole. GG will count all Par 4's (holes 1,3,5,7,9,10, 12,13,15,17).

## 10/1 FALL COMPETITION

10/8 MUTT \& JEFF
Players enter gross score for every hole. GG will count all Par 3's and Par 5's (holes 2, 4,6,8,11,14,16,18).

## 10/15 GROSS/NET/PAYBALLS

Players enter gross score for every hole. GG will calculate flighted gross and net winners, as well as payballs.

## 10/22 CLOSING EVENT - 4 PERSON TEAM SCRAMBLE (9 HOLES)

## 10/29 SWEET SIXTEEN (NO CASH PAYOUTS)

Players enter gross score for every hole. GG will discard two high scores (total strokes) per nine holes, total remaining 16 scores and subtract full handicap.

