

Play Day Tournament Descriptions

Best Ball Tournament – Each player plays her own ball for the entire hole. Each group will use the best net score from a player in the foursome for each hole. The group with the lowest nine-hole score will win.

Closest to the Line – A line will be drawn on the fairway of a selected hole. The person with their drive closest to this line will be our winner.

Closest to Pin – The player that is closest to the pin, with their drive, on a selected green.

Crier's Golf – Each player takes the two highest scored holes and adjusts to par for those two holes. The adjusted net scores will determine tournament winners.

Halloween Express – Each golfer is given an orange golf ball to play with. If the player loses the orange golf ball, the player is eliminated from the tournament. Winners are determined based upon net scores from those not eliminated from the tournament.

Member/Member and Member/Guest – Sign up with a partner and the Pro Shop will select another twosome for your group. Member/Member is a best ball event, flighted and with handicap; all golfers use their normal tees. Member/Guest is best ball with the winner determined by gross score; all golfers use the red tees.

Mystery Hole – The Pro Shop subtracts the score from a hole of their choice when play is finished. Winners will be based upon the adjusted net scores.

Scramble with Step Aside– Each player tees off. The best ball is then played by each of the players except the person who hit the original best ball. Repeat. NOTE: A tee shot is used by each player at least twice. If you only have three golfers, each golfer rotates hitting as the fourth golfer. All golfers tee off from the red tee box.

Sob Sister – Convert to par your worst par 3 hole, worst par 4 hole and worst par 5 hole. Your score is then re-tabulated. Winners will be based upon the adjusted net scores. Note that your actual gross score will be entered into GHIN, not your re-tabulated score.

Tax Day Tournament – Best score with handicap.

The Dice Game – Each player is assigned a number, one through four, for the duration of the round. Each golfer plays her own ball and records her score. After everyone completes each hole, roll the die to determine the team score as follows: 1–use player #1's net score; 2–use player #2's net score; 3–use player #3's net score; 4–use player #4's net score; 5–use the best net score; 6–use the worst net score. If less than 4 players are in the group and a number is rolled for a missing player(s), reroll the die until the missing number(s) are not rolled.

Three Blind Mice – Everyone plays her own game. Once your scorecard is turned in, three holes are chosen randomly and everyone's scores on those three holes are eliminated. Adjusted gross and net scores will be re-calculated. Winners will be based upon adjusted net scores.

Three clubs and a Putter Tournament – You can only bring ANY 3 clubs and a putter in your golf bag for this tournament. Winners will be based upon net scores.

Reminder – You must have a handicap to participate in all tournaments.