

April, May, Sept. & Oct. Tee Times: 8:33 - 10:39 a.m.

June, July, & Aug. Tee Times: 8:15 - 10:12 a.m.

All Shotguns being at 8:15 a.m.

**May 1 Opening Day Tournament** - 8:15 a.m. Shotgun and lunch. Best ball scramble. Mixed flight teams assigned by TC (Tournament Chair). This is a team event. TC will create four person teams; players will be from different flights. Every player hits a drive on every hole. Then the team decides which drive will be used. Everyone hits a ball from that spot. If your drive is used, you may take the 2nd shot. Follow this format until you get on the green. ALL players get to putt until the ball is holed. Each player's drive must be used for 3 holes. Record your team's gross score on the score sheet in the clubhouse. Leave one scorecard per team. One team wins. Don't post GHIN or Ringers.

**May 8 Trophy Tuesday** - Stroke Play. No shotgun, no lunch. Paired in flights by TC. Stroke play tournament. Individual effort. One winner per flight, low gross and low net. Prizes for 2nd low gross and 2nd low net in flights 2, 3 and 4. A player cannot win both low gross and low net with gross taking precedence over net. You must play 18 holes without picking up if you want to qualify for this tournament. When you enter scores into GHIN for this tournament, enter as Home under Type. Post GHIN and Ringers.

**May 9 SCWGA Tournament** at Longshore - This is not an LWGA event. Contact Lynn Cerrone for details to sign up for this tournament.

**May 15 O.N.E.S. Tournament** - Stroke play. Players choose tee times. Only your total scores for the nine holes that begin with the letters - O.N.E.S. (1, 6, 7, 8, 9, 11, 16, 17 and 18) count for this tournament. Deduct 50% of course handicap from your score. Low Net winner per flight. Prizes also for Second Low Net in 2nd, 3rd & 4th flights. When you enter scores into GHIN for this tournament, enter as Home under Type. Post GHIN and Ringers.

**George Buck Tournament** - Must be available to play in all rounds. Stroked scorecards will be provided. Top 16 players move on to match play rounds. 1st round by 5/29, 2nd round by 6/5, semifinals by 6/12, and finals by 6/19. Paired in flights by TC. This is a major tournament that extends over four weeks. You must satisfy eligibility requirements outlined on Page 7 in Member Handbook. When you enter scores into GHIN for this tournament, enter as Tournament under Type.

**May 22 George Buck Qualifying Round** - Stroke play. Paired by handicap. Use 100% of your handicap. Individual effort. One medalist for Low Net. In ties for medal, both players receive a prize. Match play after qualifying round. Top 16 Lowest Net scores qualify for the tournament. A tie among qualifiers will be broken by a Match of Cards. Draw sheets will be posted immediately after the Qualifying Round. Post GHIN and Ringers.

**May 23 - June 19 George Buck Tournament** - Match play. Use 100% of your handicap. Take strokes as indicated on your scorecard. Each qualifier must be available to play in each round; otherwise, she will automatically be disqualified. You are responsible to get your tee times for your rounds of golf. If you can't get a mutually agreeable tee time with your opponent, you may use an LWGA Tuesday tournament time for your competition, but you will be unable to play in that regular Tuesday tournament. Notify TC if using this option. Prizes awarded to winner and runner-up. Don't post GHIN or Ringers.

**May 29 Even Holes/Odd Holes Tournament** - Stroke play. Use 50% of your handicap. Individual effort. Players choose tee times. Before teeing off, each member chooses to score either the odd or even numbered holes, e.g., 1, 3, 5, etc. or, 2, 4, 6, etc. You must play all 18 holes, but you may pick up on the holes not chosen. You may "Take Putts," conceded by your opponents on the holes not chosen. Deduct 50% of your handicap from your score. There will be one Odd Low Net winner and one Even Low Net winner in 1st, 2nd, 3rd and 4th flights. If you pick up on a hole, you can post a score to GHIN using Equitable Stroke Control (see p. 6). Post Ringers only if you holed out on the hole.

**June 5 Trophy Tuesday** - Stroke Play. 8:15 a.m. Shotgun and lunch. Mixed flights paired by TC. See May 8th for details.

**June 12 President's Cup Tournament** - Round 1 - Two person team stroke play. Best ball of twosome. Stroked scorecards will be provided. This is a major tournament consisting of two day, 36 hole stroke play. Create two person team. Use 100% of your handicap and best ball of twosome. You must satisfy eligibility requirements outlined on Page 7 in Member Handbook. Throughout tournament, use course handicaps from the Yellow

tees that are in effect the date of play. Maximum of 8 strokes between the playing partners; e.g., Player 1 - HDCP 20, Player 2 - HDCP 30; Player 2 - will play with HDCP of 28. Team must be available for all 36 holes. Take strokes as they fall on card. Prizes for First Place Low Gross winner and Runner-Up Low Gross winner, and First Place Low Net winner and Runner-Up Low Net winner. When you enter scores into GHIN for this tournament, enter as Tournament under Type. Non-Qualifiers may sign up to play after the Qualifiers. Post GHIN and Ringers.

*June 19* **President's Cup Tournament** - Round 2 - Two person team stroke play. Best ball of twosome. Stroked scorecards will be provided. See June 12 for description.

*June 26* **Play for Pink Tournament** - Stroke play, four person team event. Contributions collected for this tournament will benefit the Breast Cancer Emergency Aid Foundation. Sign-ups are open tee times - you do not have to create a team. Stroked scorecards will be provided. Alternating use of PINK BALL within team. Player 1 play PINK BALL on Hole 1; Player 2 plays PINK BALL on Hole 2; Player 3 plays PINK BALL on Hole 3; Player 4 plays PINK BALL on Hole 4; Player 1 plays PINK BALL on Hole 5; and so on. PINK BALL must come back to the clubhouse for team to WIN. If your team loses the PINK BALL the team is disqualified. Record score of the PINK BALL for the 18 Holes and submit on score sheet in the clubhouse. One team is winner of the PINK BALL Gross score, and one team is winner of the PINK BALL Net score. Take your strokes where they fall on the scorecard when it is your turn to play the PINK BALL to figure out Net Score. Record Gross Score and Net Score for PINK BALL per hole. Post GHIN and Ringers.

*July 3* **Stroke Play Tournament** - Players choose tee times. Individual effort. One winner per flight, low gross and low net. Prizes for 2nd Low Gross and 2nd Low Net per flight. A player cannot win both low gross and low net; gross takes precedence over net. You must play 18 holes without picking up if you want to qualify for this tournament. When you enter scores into GHIN for this tournament, enter as Home under Type. Post GHIN and Ringers.

*July 10* **Member/Guest Tournament** - 8:15 a.m. Shotgun followed by lunch. Member should invite a guest to the tournament. Members can request to be paired with another member and guest. Carts mandatory. Stroked scorecards will be provided. Everyone plays their own ball. Recorded score is the best ball of the foursome. Three scores from each player must be used. Prizes for low gross and three best low net. When you enter scores into GHIN for this tournament, enter as Home under Type. Post GHIN and Ringers.

*July 17* **Trophy Tuesday** - Stroke Play. No Shotgun. No lunch. Paired in flights by TC. See May 8th for details.

*July 24* **Club Championship** - Qualifying Round - Stroke play. Paired in flights by TC. Top 8 per flight continue in tournament. Individual effort. When you enter scores into GHIN for this tournament, enter as Tournament under Type. Post GHIN and Ringers.

*July 25* **Club Championship** - Round 2 - Match Play. Paired in flights by TC. Match play uses a scoring system in which a player, or team, earns a point for each hole in which they have bested their opponents. Don't post GHIN and Ringers.

*July 27* **Club Championship** - Round 3 - Match Play. Paired in flights by TC. See July 25th for details.

*July 28* **Club Championship** - Final Round - Match Play. Paired in flights by TC. See July 25th for details.

*July 31* **Stroke Play Tournament** - Mixed flights paired by TC. See July 3rd for details.

*Aug 7* **Trophy Tuesday** - Stroke Play. 8:15 a.m. Shotgun and lunch. Mixed flights paired by TC. See May 8th for details.

*Aug 14* **Orange-Yellow-White Tournament** - Best Ball scramble team event. Foursomes or threesomes. Team score, no handicap. Players choose tee times. On the first hole, the team plays from ORANGE tees, on the second hole from YELLOW tees, and on the third hole from WHITE tees. Continue alternating tees - Orange - Yellow - White - throughout the round. All players hit their tee shots; the team selects the best drive and marks it. All players hit their second shot from this spot. Select the best second shot and mark it. Continue this format until ball is holed. Must use three drives from each team member. There is only one score for the team. Prizes awarded to the two lowest scoring teams. Don't post GHIN or Ringers.

*Aug 21*     **Stroke Play Tournament** - Players choose tee times.  
See July 3rd for details.

*Aug 28*     **The Caryl Beatus Member/Member Tournament** - 8:15 a.m. Shotgun. Alternate shot scramble. Players choose tee times. Members create two person teams - players must be from different flights. This is an alternate shot tournament for all 18 holes. Player's handicaps not used in this tournament. Before you begin play, decide which player will tee off first, (Player A); then 2nd shot is taken (Player B); continue to hit alternate shots until ball is holed. If Player A sinks the putt, then Player B tees off on the next hole. Post your team's Gross score on score sheet in clubhouse. Prizes will be awarded to 1st Place Gross in 1st, 2nd, 3rd and 4th flights. Don't post GHIN or Ringers.

*Sept 4*     **Trophy Tuesday** - 8:15 a.m. Shotgun and lunch.  
See May 8th for details.

*Sept 11*     **Fall Cup** - Round 1. Stroke Play.  
Stroke scorecards will be provided. TC assigns tee times and pairings by flight. This is a major tournament. You must be available to play two days, September 11th and September 18th. Total of two days cumulative score will result in one Low Gross winner and one Low Net winner. Anyone with an index over a 38.1 must play to a 38.1. When you enter scores into GHIN for this tournament, enter as Tournament under Type. Post GHIN and Ringers.

*Sept 18*     **Fall Cup** - Round 2. Stroke Play.  
See description for Sept. 11th.

*Sept 25*     **Five of Clubs Tournament** - Stroke Play.  
Stroke scorecards will be provided. Players choose tee times. Each player selects only 5 Clubs for this fun tournament. Your putter counts as a club. Full handicap used. Prizes given to 1st and 2nd Low Gross winners and 1st and 2nd Low Net winners. A player cannot win both Low Gross and Low Net. Gross takes precedence over Net. You must play all 18 holes without picking up if you want to qualify for this tournament. Don't post GHIN. Post Ringers.

*Oct 2*     **"Hate 'Em" Tournament** - Stroke Play.  
Players choose tee times. Before teeing off, circle three holes you hate the most. Record your actual score on each circled hole for posting your score in GHIN, but on the tournament sheet, you will give yourself a PAR for your three, "Hate 'Em" holes, and subtract the difference from your tournament score. Post GHIN and Ringers

*Oct 9*     **Trophy Tuesday** - Stroke Play. No Shotgun. No Lunch.  
Mixed flights paired by TC. See May 8th for details.

*Oct 16*     **Stroke Play Tournament** - Players choose tee times.  
See July 3rd for details

*Oct 23*     **Closing Day Scramble and Closing Banquet** - Best ball scramble.  
This is a team event. Players choose teams and tee times. Every player hits a drive on every hole. Then, the team decides which drive will be used. Everyone hits their second shot from that spot. If your drive is used, you may take the 2nd shot. Follow this format until you get on the green. All players get to putt until the ball is holed. Each player's drive must be used for 3 holes. Record your team's gross score on the score sheet in the clubhouse. Leave one scorecard per team. One team wins. Don't post GHIN or Ringers.

### Scoring Definitions

**Stroke Play** - also known as medal play, is a scoring system that involves counting the total number of strokes taken on each hole during a given round, or series of rounds. The winner is the player who has taken the fewest strokes over the course of the round, or rounds.

**Match Play** - is a scoring system for golf in which a player, or team, wins the hole in which they have bested their opponents; this is as opposed to stroke play, in which the total number of strokes is counted over one or more rounds of 18 holes. Match play scoring consists of individual holes won, halved or lost. On each hole, the most that can be gained is one point. Golfers play as normal, counting the strokes taken on a given hole. The golfer with the lowest score on a given hole receives one point. If the golfers tie, then the hole is halved.

For example, in an 18-hole match, the first hole is a par - 4 and Player A scores a 3, (birdie) and Player B scores a 4, (par); Player A is now 1 - up with 17 to play. In the same match on the second hole, a par - 5, Player A takes 8 strokes and Player B takes 5, (par); Player B wins the hole and the match is now "all square" with 16 to play. On the third hole, a par - 3, both players take 3 strokes and the match is all square with 15 holes to play. Once a player is "up" more holes than there are holes remaining to play the match is over. For example, if after 12 holes Player A is 7 - up with six left to play, Player A is said to have won the match "7 and 6".

#### Match Play Score Card Example

- Note your net score you compare it to the net score of your opponent.
- If your score is lower, you won the hole and are now "1 up" - note +1.
- If your opponent won the hole, you are "1 down" — note -1.
- If you had the same score (halved the hole), note "AS" for all square.
- Continue to add or subtract one for the following holes, or keep the same score when the hole is halved.

HOLE	1	2	3	4	5	6	7	8	9	OUT
Blue tees	368	193	309	362	333	137	388	329	473	2892
White tees	354	175	286	349	306	124	377	321	445	2737
Gold tees	322	160	270	294	292	118	318	310	429	2513
PAR	4	3	4	4	4	3	4	4	5	35
Handicap	6	4	14	8	10	12	2	16	18	
More - 60	6	5	5	7	6	4	6	6	7	
Net	4	4	4	5	5	3	4	4	6	
WANT - 100	4	3	4	4	5	4	5	5	5	
	AS	-1	-1	-2	-2	-1	AS	+1	AS	
Rod tees	312	150	260	284	282	108	308	300	419	2423
PAR	4	3	4	4	4	3	4	4	5	35
Handicap	2	16	12	8	10	18	1	8	14	

**Holes Not Played - How to Post a GHIN Score** - There are situations when you may not be able to finish a round due to weather or other reasons. But you can post for a full round. When playing 9-holes, you must have completed 7 holes in order to post a score. When playing 18-holes, you must have completed 13 holes in order to post a score. For the missed holes, you can record a score of par plus any handicap strokes normally received for the holes not played in accordance with the Rules of Golf.

**Match of Cards** - is a method to determine the winner on the basis of the best score for the last nine holes. If the tying players have the same score for the last nine, determine the winner on the basis of the last six holes, last three holes and finally the 18th hole.

**How to “Stroke Your Card” from Your Handicap Index**

1. Starting from your handicap index, determine your course handicap.
2. In a corner of the score box underneath each hole, put a little dot for each stroke of handicap you have, starting with the toughest hole (marked “1”). Continue until you get to 18.
3. If you still have strokes left on your handicap, start over by “1” and add a second dot. Repeat this process until you have used up all your handicap.

The number of dots in every box represent the number of strokes you can deduct from your gross score to get your net score on each particular hole.

HOLE	1	2	3	4	5	6	7	8	9	OUT
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Gold tees	322	160	270	294	282	118	318	310	429	2513
PAR	4	3	4	4	4	3	4	4	5	35
Handicap	6	4	14	8	10	12	2	16	18	
Net Gross	6	5	5	7	6	4	6	6	7	52
Net	4	4	4	5	5	3	4	4	6	39
Red tees	312	150	260	284	282	108	308	300	419	2423
PAR	4	3	4	4	4	3	4	4	5	35
Handicap	2	16	12	8	10	18	1	6	14	