



9 AM SHOTGUN START

- May 19 - Low Gross/Net – Pairings are mixed flights
May 26 - 2-Person Best Ball (pick your own partner)
- June 2 - Low Gross/Net – Pairings made by flight. Club meeting in Grill at 8:30am.
June 9 - Low Gross/Net – Pairings are mixed flights
June 16 - Member/Member Tournament – pick your own partner (6/6/6: Best Ball/Alternate Shot/Scramble)
June 23 - Ghost Holes **Guest Day** – member plays with guest or another member (members only pairings will be made by proshop)
- June 24-25 - Women’s Golf Getaway (Highlands/Circling Raven)**
June 30 - 2-Person Scramble (pick your own partner)
- July 7 - Low Gross/Net – Pairings are mixed flights. Club meeting in Grill at 8:00am.
July 14 - Best Ball **Guest Day** - member plays with guest or another member (members only pairings will be made by proshop)
July 21 - 2-Person Chapman (pick your own partner)
July 28 - Beat the Pro
- August 4 - Low Gross/Net – Pairings made by flight - Club meeting in Grill at 8:00am
August 10-11 - NPGA: Twin Lakes Village GC and Avondale Golf Club
August 11 - Low Gross/Net – Pairings are mixed flights
August 18 - First Day of Club Championship, Pairings made by flight. (Must have played five rounds with Highlands Ladies 18-Hole League to qualify to play in championship.)
August 25 - Final Day of Club Championship, Overall Low Net & Gross. (**Tee times begin @ 7:30 am for final day of championship.**)
- September 1 - Low Gross/Net – Pairings made by flight – Club meeting at Grill at 8:00am
September 8 - **Guest Day** 2-Person Best Ball – - member plays with guest or another member (members only pairings will be made by proshop)
September 15 - Fun Day/Fall Meeting & Lunch/KP Shootout
September 22 - Low Gross/Net – Pairings are mixed flights
September 29 - Low Gross/Net - Pairings are mixed flights

Game Definitions

GHOST HOLES: Players complete their round as usual. Scores will be determined by the “ghost holes” chosen by the pro shop. They must include two par Fives, three par Threes, and four par Fours. Half of your handicap will be deducted for your net score. Players with the lowest gross and net scores win.

DICE SCRAMBLE: Teams will be made up of an A, B, C, & D player and will be assigned a number 1 through 4. They will all be given a die for use during the game. After each member tees off, roll the die and use the drive of the member whose number was rolled. (Numbers not assigned to a team member are wild.) The die is used for the drive only, continue playing the hole using conventional scramble rules. Team/s with the lowest scores win.

TWO PERSON CHAPMAN: Both golfers on the team hit drives, and each plays the other’s ball for their second shot. The best of the second shots is selected, and players play alternate shots from there into the hole.

TWO PERSON NET BEST BALL: Two golfers play their own ball on each hole, and the best net score is the score counted.

2 PERSON SCRAMBLE: Each player tees off, and the best drive is selected. Both team members then play the second shot from that location (within one club length in any lie – remaining in the same lie, and within 6” on the green). Play continues in this manner until the hole is completed.

ALTERNATE SHOT: Players alternate shots, beginning with the tee shot. The player who did not make the shot earning a penalty takes penalty shots.