

THURSDAY NIGHT LADIES GOLF 2021 SCHEDULE:

<u>Date</u>	<u>Game (tentative)</u>
April 15	Radar
April 22	Trouble
April 29	Team Pink Ball
May 6	Least Putts
May 13	Best Six
May 20	Golf Yahtzee
May 27	Partner Scramble
June 3	Radar Putts
June 10	Trouble
June 17	Substitute Par
June 24	Lonestar Team Game
July 1	Canada Day Game TBA
July 8	Secret Partners
July 15	No Ladies Night due to BC Men's Amateur
July 22	Radar
July 29	Las Vegas Partner Game
August 5	Hidden Holes
August 12	Least Putts
August 19	Crier's Competition
August 26	1-2-3 Best Ball Team Game
September 2	Consecutive Three
September 9	Golf Yahtzee
September 16	Chapman Partner Game

Game Descriptions

Best Six: Drop your highest par 3, par 4, and par 5 scores.

Chapman: Both players tee off every hole. On the second shot, crossover and hit your partner's drive, then select which ball to play. There will be only 1 ball played after the 2nd shot, alternating players, until the hole is completed. A player may not hit 2 shots in sequence. Record the score. Penalty shots do NOT affect order of play.

Consecutive Three: Prior to teeing off, each player circles three consecutive holes on their scorecard. The scores of these three holes will be deducted from their score.

Crier's Competition: Each player substitutes the par score for their worst three holes.

Golf Yahtzee: Prior to teeing off, each player will be given a Golf Yahtzee scorecard to be filled in and handed in after your round. Player with the highest score wins.

Hidden Holes: Record all scores on your scorecard. While we are golfing, the pro shop staff will determine which six holes will count for today's round.

Las Vegas Partner Game: The players scores are paired rather than combined in order to determine a team score. If player A gets a 4 and player B gets a 5, the team score is 45, the lowest number goes first. If one player scores 10 or more, the team's score uses the high number first. So, a 4 and a 10 is 104 instead of 410.

Least Putts: Keep track of all putts made from the putting green.

Lonestar: Prior to the start of tee off, each player must select one hole # which they will score individually. The remaining ladies will play that same hole as a scramble. On a player's selected hole, add the team score and the single player's scores together. All other holes are played as a team scramble.

1-2-3 Best Ball Team Game: Played by teams of four. At the end of the first hole, the lowest score among the four is recorded on the scorecard. At the end of the second hole, the lowest two scores are recorded. At the end of the third hole, the lowest three scores are recorded. This pattern (1-2-3) repeats through the round.

Partner Scramble: Both players tee off every hole, then select the better ball. Each player hits their next shot from within one club length, no nearer the hole, of the selected location. You must remain in the same "cut" of grass. If you choose a ball in a bunker or penalty area, the one club length applies, but the balls must be hit from the bunker or penalty area. Continue this format until the ball is in the hole. Record the score.

Pink Ball: Each group will have a pink ball. Golfers rotate as the pink ball player: Golfer A on hole #1, B on #2, C on #3, D on #4, back to A on #5, and so on. The pink ball's score, on each hole, is added to the lowest score of the other three players. This combined score is recorded on the team scorecard. If the pink ball gets lost just continue the play with another ball.

Radar: Score 1 point for hitting the fairway on all par fours and all par fives, and 1 point for hitting the green on all par threes with your tee shot.

Radar Putts: On each hole, you earn 5 points if your tee shot is on the fairway or green, 3 points if your tee shot misses the fairway or green. Subtract the number of putts it takes you to sink your ball. Record this number for the hole. Yes, it may be a negative number!

Secret Partners: Upon completion of the round, names will be drawn to partner up players. Both their scores will be added together.

Substitute Par: Substitute your worst par three score, your worst par four score, and your worst par five score with par scores.

Team Scramble: Each player in the group tees off. The group then decides which ball to play from for the next shot. All players, except the person whose shot was chosen, hit the next shot. Play continues until the ball is on the green, then all players putt.

Trouble: Points are accumulated each time a bit of trouble is encountered on the course. One point for each tree or stump hit, one point for each sand bunker shot, one point for each hazard shot, one point for each shot coming to rest on the cart path, and two points for each ball going into water. Don't you love golf?