

## Weekly Games and Events 2024

May Games for Fun

May 7

**Best Ball Scramble at 9:30** - Kick off celebration with Continental Breakfast supplied by your SLGA board.

May 14

**A Penny Here, A Penny There** - Each player is given 18 pennies. If you 3 putt you give each of the other players a penny. At the end of the round your prize is the pennies you have collected.

May 21

**Blind Partners**- Partners are drawn after the last group has tee off. Player does not know her partner until finish playing. Winners are the 2 teams with the lowest net scores.

May 28

**Divine 5** - Best nets of your group as follows: 2 best on par 3's, 2 best of par 4's, 1 best on par 5's.

June 4

**Aces Wild** - Net score minus 1 for each 1 putt.

June 11

**ONES** - Net score on holes starting with the letters in ONES ( 1, 6, 7, 8, 9)

June 18

**Dice Game** - Assign players in your group the numbers 1, 2, 3, and 4. At end on each hole roll one die and use that player's net score. If you roll a 5 use the highest net score.

If you roll a six use the lowest net score.

June 25

**Mutt and Jeff** - Use the total net score on par 3's and 5's.

July 2

**Blind Holes** - After all players have left the first tee the Pro Shop will select 4 holes.

The net on those holes will be the winner.

July 9

**HOWDY PARTNER** - Find a partner and Play in the Tournament. No regular play.

July 16

**Cancer Awareness Day** - Pink Ball - After a hole, each player reaches into a bag for a ball. Use the net score of the player drawing the pink ball for the team score.

Players are encouraged to wear PINK.

July 23

**Putt for Points** - 3 putt = 0 points, 2 putts = 1 point, 1 putt = 2 points.

July 30

**3 Blind Mice** - Each player chooses 3 holes before teeing off Those 3 holes are not counted in the total score Net scores on the other 6 holes count.

August 6

**Club Championship** - Best 2 of three 9 hole Rounds.

August 13

**Club Championship** - Best 2 of three 9 hole Rounds.

August 2

**Club Championship** - Best 2 of three 9 hole Rounds.

August 27

**Joker's Wild** - Assign each player one of the card suits: hearts, diamonds, clubs, spades, After playing a hole choose a card. Use the net score of the player who has that suit. If a joker is drawn, use the best net score.

Sept. 3

**Nutts** - Net score plus total putts.

Sept. 10

**Odds and Evens** - Take 2 best scores on odd holes and 1 best score on even holes.

Sept. 17

**Low Net with a Twist** - After playing the round, each player will come back in and draw a playing card ( 1-9). Whatever number is drawn that hole/s score will be subtracted from the player's net score.

Sept. 24

**String Scramble** - Each team will receive a 6 ft. piece of string. Play a Scramble. Team may move ball using the string. Then cut off that piece of string. When string is used up the team is on its own. Team with lowest score wins.