



**Ladies' Golf League 2021
Weekly Event Definitions –
Revised 4-27-2021**

**May 11 – Individual Event – Points
Game**

Points: One point for tee shot landing in the Fairway. On par 3's drive must land on the green to earn a point. One point for a two putt. Two points for a one putt. Three points for a chip in with any club off the green. Post full score in computer.

May 18 – Individual Event - Easy Nine

Total gross score minus $\frac{1}{2}$ of your handicap for a total of 9 holes decides prize money. 9 hole players will use the 9 holes they play that day; front or back. 18 hole players will use the 9 "easiest rated" holes as shown on the scorecard. Post full score in computer.

May 25 – - Individual Event – Low Net, Low Gross, & Low Putts

Prizes awarded in all three categories. Post scores in computer.

June 1 – OFFICIAL LEAGUE WELCOME & LUNCH

Team Event - **4-Person Scramble** – Mixed 9 & 18 Hole Players. (A, B, C D players if possible) Shotgun start at 9:00 a.m. Each foursome will tee off, pick the best shot, and then play from the best shot on every hole. TWO DRIVES will be required from each player. Maximum two putts.

June 8– Individual Event - Three Little Pigs

This game allows you to get rid of your three worst scores from the round. The 6 holes that remain for nine-hole golfers and the 15 holes that remain for 18-hole golfers are totaled then deduct $\frac{1}{2}$ of your handicap to create the Three Little Pigs score...and the lowest score wins. Post full score in computer.

June 15 – Team Event - Consecutive Three

A, B, C, D players per team. Circle 3 consecutive holes per player, then the next 3 consecutive holes for the next player, etc. Use the score from the circled holes for the team's overall gross score. Post individual scores in computer.

June 22 – Individual Event - **F Minus P (Fairways Minus Putts)**

Each player receives 5 points for hitting the fairway (or hitting the green if par 3). Each player subtracts 1 point for every putt they take on a hole. If player does not hit the fairway, 0 points are awarded for the entire hole. A Player cannot get a negative score on a hole. The winner is the player with the most cumulative points at the end of the round. Post full score in computer.

June 29 - Partner Event – **Solheim**

Pro Shop will draw for partners and set up the pairings using the partners drawn. The two person teams then play the first 6 holes (3 for 9-holers) as a Scramble. The next 6 holes (or 3 holes), you choose the best NET ball of the two, and the last 6 holes (or 3 holes), you and your partner hit every other stroke with the opposite partner teeing off every other hole.

July 6 – Team Event - **Red, White and Blue** (three person teams with be assigned, A, B, C, D players)

Each player will be designated as “red, white, or blue” on the scorecard. Play each hole, then note the “red, white, or blue” color that has been marked on the bottom of the flagstick. Use the net score of the “red, white, or blue” player which matches the flagstick color for each hole. Surprise! You won’t know which player’s ball/score you’ll be using until you reach the flag. Post full score in computer.

July 13 – **To Be Determined Event**

July 20 – Individual Event – **Criers**

9 Hole Players – Substitute par for your two worst holes. Subtract full handicap for prizes. Post full score in computer. 18 Hole Players – Substitute par for your four worst holes. Subtract full handicap for prizes. Post full score in computer.

July 27 – Team Event – **Reverse Cha Cha Cha** (A B C D players)

Scoring is based on the best net score of 1 ball on the par 5’s, the best net scores of 2 balls on the par 4’s, and the best net scores of 3 balls on the par 3’s. Post full score in computer.

Aug 3 – **Non-league day due to tournament.**

August 10 – Partner Event - **Partner Best Ball**

Pro Shop will do a draw for partners and set up the pairings using the partners drawn. Each player will play her own ball for 9 or 18 holes. The best net ball of the two player partnership will be used to determine the score on each hole. Low net score in each flight wins. Post full score in computer.

August 17 - **League Championship Tournament (Flighted)**

You will be playing your own ball and competing against players who will be placed in flights. This event has 2 champions; a LOW GROSS & LOW NET within each flight. You must keep your gross score on the scorecard. The Pro Shop will figure out the final scores. If there is a tie for LOW GROSS – “A” Flight only – there will be a sudden death playoff to determine the champion for LOW GROSS. For all other flights, prize money is split equally among the tied golfers.

August 24 – **League Championship Make Up (if necessary)**

OR Individual Event - Three Blind Mice

In Three Blind Mice, three holes are randomly selected by Pro Shop for nine-hole players and 6 holes (3 from the front nine and 3 from the back nine) for 18-hole golfers. Nobody knows which have been selected until they are announced along with the prizes. At the end of the round, the scores on those holes are thrown out. The 6 holes for nine-hole golfers and 12 holes for 18-hole golfers that remain are added up to create the Three Blind Mice score, the lowest score wins. Post full score in computer.

Aug 31 - Individual Event - **Net Stableford** (this event is not flighted)

This is an individual game where you receive points for your net score. The player with the highest points wins. The point values are as follows:

Net Bogey 1, Net Par 2, Net Birdie 3, Net Eagle 4, Better than Eagle 5, (Post full score in computer)

Sept 7 - **FALL MEETING AND LUNCH** – Last Official League Day

4-Person Scramble – Mixed 9 & 18 Hole Players using A, B, C D players. SHOTGUN start at 9:00 a.m. Each foursome will tee off, pick the best shot, and then play from the best shot on every hole. TWO DRIVES will be required from each player. Maximum two putts.

Sept 14 – FALL MEETING FOR BOARD MEMBERS

NOTE: For Team Events there will be a blind draw in the event of a threesome.