



## 2019 Women's Club Schedule

March 2	Spring Luncheon/First Five, Last Four	July 2	Criers
March 5	First Five, Last Four	July 6	Anniversary
March 9	Three Blind Mice	July 9	Anniversary
March 12	Three Blind Mice	July 13	Nutts
March 16	Better 9	July 16	Nutts
March 19	Better 9	July 20	Beat the Pro/Mid-Nine
March 23	Mutt and Jeff	July 23	Beat the Pro/Mid-Nine
March 26	Mutt and Jeff	July 27	Low Net and Putts* (4th leg)
March 30	Substitute Par	July 30	Low Net and Putts* (4th leg), shotgun
April 2	Substitute Par	August 3	Hodge Podge
April 6	T's and F's	August 6	Hodge Podge
April 9	T's and F's	August 10	Selective 9
April 13	Hidden Holes	August 13	Selective 9
April 16	Hidden Holes	August 17	Best 9
April 20	Odd or Even	August 20, 22	Club Championship
April 23	Odd or Even	August 24	Crossover
April 27	Low Net and Putts* (1st leg)	August 27	Low Net**/Crossover, shotgun & toast
April 30	Low Net and Putts* (1st leg)	August 31	T's and S's
May 4	3's & 4's on Front, 5's on Back	September 3	T's and S's
May 7	3's & 4's on Front, 5's on Back	September 7	1 Odd, 1 Even
May 11	President's	September 10	1 Odd, 1 Even
May 14	President's	September 14	Memorial
May 18	Points	September 17	Memorial
May 21	Points	September 21	Eliminate Par 3's
May 25	Low Net and Putts* (2nd leg)	September 24	Eliminate Par 3's
May 28	Low Net and Putts* (2nd leg), shotgun	September 28	O.N.E.S.
June 1	Match Play/Four Score	October 1	O.N.E.S.
June 4	Match Play/Four Score	October 5	Kickers
June 8	No CCWGA ( <i>Capitol City Amateur</i> )	October 8	Kickers
June 11	Hidden Partners	October 12	Name Your Nine
June 15	Hidden Partners	October 15	Name Your Nine
June 18	Summer Smash	October 19	Throw Out 3 Holes
June 22	Low Net and Putts* (3rd leg)	October 22	Throw Out 3 Holes
June 25	Low Net and Putts* (3rd leg)	October 26	Fun Day
June 29	Criers	October 29	Fun Day
		November 2	Fall Luncheon

\* Captain's Cup Qualifier

\*\* Captain's Cup Final

General membership meeting after shotgun starts

8:00 Start Time

## Competition Definitions

<u>1 Odd, 1 Even</u>	Throw out 1 odd hole and 1 even hole, less full handicap
<u>3's &amp; 4's on Front, 5's on Back:</u>	Count Par 3's and Par 4's on the front and Par 5's on the back, less 1/2 handicap.
<u>Aces Wild:</u>	Count total strokes minus all one putt greens, less full handicap.
<u>Beat the Pro:</u>	Determine strokes after handicap vs. Pros gross score.
<u>Best 9:</u>	Select best nine holes on the card, less 1/2 handicap.
<u>Best 17:</u>	Throw out one hole, less full handicap.
<u>Better 9:</u>	Choose first or second nine holes, whichever is best, less 1/2 handicap.
<u>Criers:</u>	Throw out three worst holes and revert score to par, less full handicap.
<u>Crossover:</u>	Count best score from corresponding holes on each nine. For example, use best score from 1 or 10, 2 or 11, 3 or 12, etc., less 1/2 handicap.
<u>Eliminate Par 3's:</u>	Count only Par 4's and Par 5's, less 1/2 handicap.
<u>Fairways:</u>	Count strokes not taken on putting green, less 1/2 handicap.
<u>First Five, Last Four:</u>	Count first five holes on the front and last four holes on the back, less 1/2 handicap.
<u>Four Score:</u>	Count the Par 4's only (all 10 holes), less 1/2 handicap.
<u>Hidden Holes:</u>	Pro selects nine holes to count, revealed after round complete, less 1/2 handicap.
<u>Hodge Podge:</u>	Select 3 best holes on front, 3 best holes on back plus 3 worst holes of 18, less 1/2 handicap.
<u>Hidden Partners:</u>	Blind draw determines partners, twosome with lowest combined net wins.
<u>Kickers:</u>	Throw out four worst holes, less 1/2 handicap.
<u>Match vs. Par:</u>	Determine strokes after handicap. Score plus for win, zero for tie and minus for a loss.
<u>Mid Nine:</u>	Count holes 5 through 13, less 1/2 handicap.
<u>Mutt and Jeff:</u>	Count five longest and four shortest holes, less 1/2 handicap.
<u>Name Your Nine:</u>	Choose and circle nine holes before round begins, less 1/2 handicap.
<u>Low Net:</u>	Count total strokes, less full handicap.
<u>Nutts:</u>	Count net score plus putts.
<u>Odd or Even:</u>	Count the odd or even holes, determined by chairman before round begins, less 1/2 handicap.
<u>O.N.E.S.:</u>	Count holes starting with O.N.E.S., less 1/2 handicap.
<u>Points:</u>	Determine strokes (after handicap), Bogey = 1 point; Par = 2 points; Birdie = 3 points; Eagle = 4 points; Double Eagle = 10 points and hole-in-one = 25 points.
<u>Putts:</u>	Count strokes taken on putting green.
<u>Selective 9:</u>	Count lowest of 3 Par 3's, 4 Par 4's and 2 Par 5's, less 1/2 handicap.
<u>Substitute Par:</u>	Substitute par for one most over par hole on each nine, less full handicap.
<u>T's and F's:</u>	Count holes starting with "T" and "F", less 1/2 handicap.
<u>T's and S's:</u>	Count holes starting with "T" and "S", less 1/2 handicap.
<u>Three Blind Mice:</u>	Pro picks three holes to throw out, revealed after round is complete, less full handicap.
<u>Throw Out 3 Holes:</u>	Throw out three highest holes, less full handicap.