

Jan 11 O.N.E.S

Jan 18 Low Gross/Low Net  
Additional optional game: Closet to the pin on #3. Those who wish to participate contribute 50¢ before play begins.

Jan 19 Dinner Dance

Jan 25 Fairways and Putts

Feb 1 Best ball Twosome  
Alternate Individual Game: Forget a Hole at Home

Feb 8 Criss-Cross

Feb 15 Flag Tournament

Feb 22 Low Gross/Low Net  
Additional optional game: Closet to the pin on #6. Those who wish to participate contribute 50¢ before play begins.

Mar 1 Odd and Even

Mar 8 Team Match Play for a Day  
Alternate individual game: Throw out Three Worst Holes-  
replace with par

Mar 15 Individual Low Putts  
Board Of Directors' Meeting

Mar 20 President's Cup

Mar 22 Low Gross/Low Net  
Additional optional game: Closet to the pin on #13. Those who wish to participate contribute 50¢ before play begins.  
General Meeting

Mar 29 Mutt and Jeff

Apr 5 Three Clubs and a Putter

Apr 12 3-3-3

Apr 19 Low Gross/Low Net  
Additional optional game: Closet to the pin on #16. Those who wish to participate contribute 50¢ before play begins.

Apr 26 Texas Scramble

**Guess Your Putts:** Individual event. Before play begins, each player must write on the scorecard her guess for her total number of putts. The winner will be the player whose guess is closest to her actual number of putts *without going over*.

**Two Best Balls of 3 or 4 Net:** Teams of 3 or 4. Count the best two net scores of 3 or 4 member teams. Each team will have one score per hole, the total of the 2 lowest net scores. Lowest team score wins.

**O.N.E.S:** Individual event. Total net scores on the holes that start with an O, a N, an E and a S. That is, holes 1, 6, 7, 8, 9, 11, 16, 17, and 18.

**Best ball Twosome:** Teams of 2. Count the best net score of two partners for each hole. Each pair will have one score per hole. Lowest score wins. The teams of 2 should be composed of ladies with similar handicaps.

**Criss/Cross:** Individual event. Before play, each player circles the holes she wants to count on 1 or 10, 2 or 11, 3 or 12, etc. Her total score for the tournament is the sum of the net scores on the circled holes.

**Flag Tournament:** Individual event. Each player plants her flag in the fairway at the ball position when her gross score reaches the course par plus her handicap. Of those who complete play and still have their flags, the one with the most strokes left (lowest net score) is the winner. If no one has a flag at the completion of play, the flag that was planted last determines the winner.

**Odd and Even:** Individual event. At the end of the round players add the net score of the odd holes on the front nine and the net scores of the even holes on the back nine. That is, the score for the tournament is the sum of the net scores on 1, 3, 5, 7, 9, 10, 12, 14, 16, and 18.

**Team Match Play for a Day:** Teams of 2 in a foursome. Lowest net of each team determines score for the hole. The team in the foursome with the lowest net score wins the hole and receives 1 pt., the losing team 0. If a tie, then both teams receive a 0. Highest score after 18 holes wins. The teams of 2 should be composed of ladies with similar handicaps.

**Mutt and Jeff:** Individual event. Each player totals her net scores on the par 3's and the par 5's. Lowest score wins.

**Texas Scramble:** Played like a step-aside scramble, except that no player steps aside. All four players hit the selected shot.