

Flights: Flights were based upon year-end scores from the 2010 season for existing teams and the best available information for our new teams.

A Flight

- 14 To Be Determined
- 15 Adrenaline
- 12 Ballmarkers
- 11 The Fairway Follies
- 6 Sandbag Babes
- 8 Drinkers & Sinkers

B Flight

- 1 Chip and Putt
- 5 Scheffel & Company
- 7 Broadway Babes
- 4 Bogey Queens
- 2 Iron Maidens
- 10 Bunker Babes

C Flight

- 3 Fairway Drivers
- 13 Big Tees/Little Tees
- 9 Dreamin' Eagles
- 17 Mulligan Mommas
- 16 Clubs, Cart & Captain
- 18 The "Fore" Girls
- 19 Whakit & Smakit

Weekly Games & Hostesses

<u>Date</u>	<u>Hostess</u>	<u>Game</u>
May 4	Team 1	Regular Golf/1 Mulligan per player
May 11	Team 2	Mystery Golf
May 18	Team 3	Odd Holes Out
May 25	Team 4	Middle of the Road
June 1	Team 5	Best 7 Holes
June 8	Team 6	Tijuana
June 15	Team 7	Blocked Shot
June 22	Team 8	Mystery Golf
June 29	Team 9	Even Holes Out
July 6	Team 10	Regular Golf
July 13	Rally for the Cure !!!NEED A VOLUNTEER TO HOST THIS!!!	
July 20	Team 11	7-8-9
July 27	Team 12	Par 4's
August 3	Team 13	Par 3's and Par 5's
August 10	Team 15	Playoffs & Regular Golf
August 17	Team 17	Playoffs & Mystery Golf
August 24	Banquet Hosted by Team 16 Clubs, Cart & Captain!!!	

Weekly Games:

7-8-9: use appropriate numbered iron on hole until ball is on the green

(ex. only 7 iron on hole 7, 8 on hole 8, 9 iron on 9, normal play on remaining holes)

Tijuana: alternate tee offs and then shots to hole until ball is in hole

Blocked Shot: each team is allowed to "Block" one shot hit by the opposing team making it not usable.

Even Holes Out: add score of odd numbered holes only – lowest score wins

Low Putts: count the number of putts, lowest wins, must be on green – fringe does not count

High Putts: count the number of putts, highest wins, must be on green – fringe does not count

Most Pars: count the number of pars made – most pars wins

Most Bogeys: count the number of bogeys made – most bogeys wins

Best 7 Holes: add only the lowest 7 holes

Par 4's: add score on par 4's only – lowest score wins

Par 3's and 5's: add score for par 3' and par 5's only – lowest score wins

Odd Hole Out: add score for even holes only – lowest score wins

High Score: Highest score wins

Middle of the Road: team with middle score wins. Stack scorecards lowest score to highest score, pull one from top then one from bottom, card left wins.

Mystery Golf: after play is finished, the hosting team will open a sealed envelope that holds the game for the night.

All ties will be resolved by scorecard playoff (start with hole #1)

Buh-Bye

The teams which did not have byes were randomly selected through a blind draw. If your team has a bye you have these options:

- 1) Stay home and catch up on laundry.** This is *not recommended* by the league commissioners. However, should you choose this option, you will be given the average score from your team at the time of the bye. There must be at least three scores in the system to find your average. Therefore, teams who have a bye in the early weeks of the season, will not have their score calculated until three weeks of play have occurred.
- 2) Have your team play alone and use your actual score for the night.** This also makes your team eligible for the weekly prize money.
- 3) Invite guests** to play that week so that non-members or members who don't play in the league get a chance to join in on the fun of Wednesday nights. Remember, all non-member guests must pay green fees. If you still played your regular team against a team of guests, you can use your actual score for the night. Otherwise, you'll get your average score as if you had stayed home, but this option is so much more fun than laundry.