

Beaconette Games Schedule 2019

MARCH	APRIL	MAY
7th Beaconette Cup-Low Net 14 th Unity Day-Scramble 21st Throw out Two Worst Holes 28th Odd & Even Holes	4th Beaconette Cup-Low Net 11th Hate 'Em 18 th The Waltz 25th Net Score-Team	2nd Beaconette Cup- Low Net 9 th Even Holes 16 th Low Net/High Net 23 rd All Fours 30 th Oddball
JUNE	JULY	AUGUST
6 th Beaconettes Cup-Low Net 13 th Blind Holes 20 th Red/White/Yellow Flags 27 th Three Best Net Ball-Foursome	4 th July 4 th (Play?) 11 th Beaconette Cup-Low Net 18 th Captain's Choice 25 th 4 Ball Scratch	1 st Beaconette Cup-Low Net 8th One Best Net Ball-Team 15th 4 Clubs and a Putter 22nd Low Net/High Net 29th Step Aside Scramble
SEPTEMBER	OCTOBER	NOVEMBER
5th BEACONETTE CUP-Low Net 12 th Colored Net Ball Mix 19t Have a Friend To Play Day 26th Throw Out Two Worst Holes	3 rd Beaconette Cup-Low Net 10th Even Holes 17th All Fours 24 th Odd & Even Holes 31st Halloween Fun (Team Costumes??)	7th Beaconette Cup-Low Net 14th Greenies 21st Turkey Shoot-Waltz 28th Happy Thanksgiving

Awards Luncheon.....December 5th at 11:30

Open Golf every Thursday for Beaconettes at 1:00.....December 2019 through February 2020

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Beaconette Cup: Best Net Ball: Individual

Throw Out Two Worst Balls: This is an individual player game.

Each Player is allowed to throw out her two worst NET scored holes after completing her round. For posting purposes those scores remain. The lowest net score WITHOUT those holes is the winner.

Odd and Even Holes: Team Play

Count 1 Best Net Ball on the Odd Holes and 2 Best Net Balls on Even Holes.

Hate 'Em..... Three or Four player format:

Before teeing off, each player must circle 3 holes on her score card that she hates the most. Record your actual score on that holes but when totaling, those holes become "Pars". Low net total wins.

The Waltz – Team Play

Count 1 Best Net Ball on Hole #1 (10), 2 Best Net Balls on hole #2 (11), 3 Best Net Balls on Hole #3 (12) and repeat that pattern for the remaining 6 Holes; Low Net Team Wins.

Net Score – Team

Lowest Net Score for round for team wins.

Even Holes: Three or Four Player Format

Only the Net score on the Even Holes will count in this game. Keep your actual score for posting. Team with the lowest total score on Even holes wins.

Mystery Holes: This is a team format

Before teeing off the pro will secretly pick three holes as our Mystery Holes. Teams will not know what holes were chosen until after round. The Holes chosen will become "Pars". Low Net Team wins.

All Fours:

Play all nine holes, but only the par 4's will count.

Oddball: Three or Four player Format

Each player will eventually be the ODDBALL at least once. The ODDBALL is chosen as to which hole she will play and that net score is the score for that hole. ODDBALL score is recorded on bottom of the scorecard. Low team net score wins.

Blind Holes: Three or Four player format

Each player in the group records their individual net score for 9 holes. When cards are turned in, the Pro will throw out two holes of the 9 which he has selected before the start of the game, but not known to the players. Low net team wins.

Red/White/Yellow Flags: Four player format

"3" best net balls on holes with "red" flags..... "2" best net balls on holes with "white" flags.... "1" best net ball on holes with "yellow" flags. Lowest Net wins.

Three Best Net Balls: Foursome

Please record all your scores. However, the three best net balls for the foursome will determine the winners.

Captain's Choice: Three or Four player format

Everyone tees off. Captain will choose best ball. Other players pick up and move to shot of choice. All hit next shot from there. This process is repeated until someone makes the putt. Continue this format for all nine holes.

Four Ball Scratch: Three or Four player format

The lowest "GROSS" score on each hole is the only score that will be counted on that hole. The team with lowest "GROSS" score for nine holes wins.

One Best Net Ball: Team

Count one best "NET" ball on each hole. Low "net" score wins.

Four Clubs and a Putter: Individual

Each player is limited to any 4 clubs plus a putter. All remaining clubs must stay in your car or home. Low net score wins.

Low Net/High Net: Individual

The score is based on low net ball and high net ball. At the end of the round, drop your lowest and highest scoring holes.

Step Aside Scramble: Three or Four player format

Everyone tees off. Choose the best ball. Pick up and move to that spot. The players ball that the team has chosen must step aside for the next shot. Repeat process until on the green. Everyone Putts.

Colored Net Ball: Team

Score is based on 1 colored ball score for each hole and 1 net best ball of other players. Each player alternates playing the colored ball on each hole. There will be two scores for each hole. The colored ball score and 1 net player score.

Throw Out Two Worst Balls: Individual

Each Player is allowed to throw out her two worst net balls after completing her round. For posting those scores remain. Lowest net score without those two holes wins.

Even Holes: Three or Four player format

Only the net score on the even holes will count in this game. Keep your actual score for posting. Team with the lowest total score on the even holes wins.

All Fours – GROSS Score Only

Play all nine holes, but only the lowest "Gross" score on par 4's will count. Team lowest "Gross" score for those holes wins.

Odd & Even Holes: Team

Count 1 best Net Ball on Odd Holes and 2 best Net balls on even holes.

Halloween Fun – Team Costumes (Optional)

Two Best Net Ball of Team.

Greenies: Three or Four player format

Everyone play's from the "Green" Tees. Lowest Net score wins.

Turkey Shoot: Team Waltz

Count 1 best net ball on 1st hole, 2 best net balls on 2nd hole, 3 best net ball on 3rd hole. Repeat pattern for remaining 6 holes. Low Net Team wins.