

2021 Battlement Mesa Ladies Golf Schedule and Explanation of Games

4/26 6:00 pm MEETING, SNACKS, AND RULES UPDATE

5/03 9:00 Scramble –On each hole, each team member drives, and the best drive is selected. Each team member then plays a second shot from where the selected drive lay, and the best second shot is then selected. This process is repeated until a ball is holed.

5/10 9:00 Low Net – Winners are the top Net (actual strokes less pops) golfers, and low gross

Black Marks – You receive one black mark for each ball hit in the water, hit in the sand, one for more than two putts on a hole.

5/17 9:00 Black Marks – You receive one black mark for each ball hit in the water, hit in the sand, one for more than two putts on a hole.

5/424 9:00 Criers—Players circle 1 worst hole to be thrown out.

6/07 8:00 Scramble –On each hole, each team member drives, and the best drive is selected. Each team member then plays a second shot from where the selected drive lay, and the best second shot is then selected. This process is repeated until a ball is holed.

6/14 8:00 Low Gross – Winners are the top Gross (actual strokes less pops) golfers.

6/21 8:00 1-2-3 Waltz - The one best NET (strokes minus pops) score is the team score on the 1st hole, the two best NET scores on the 2nd hole; the three best NET scores are the team scores on the 3rd hold. Repeat the procedure until 9 holes are completed.

Sack Game- Prior to beginning each hole all players pull a ball from the sack. Whoever chooses the colored ball posts that score for the team score. Continue rotating for 9 holes and posting the colored balls core.

6/28 8:00 Nutts – Total net score plus putts.

7/05 8:00 Scramble –On each hole, each team member drives, and the best drive is selected. Each team member then plays a second shot from where the selected drive lay, and the best second shot is then selected. This process is repeated until a ball is holed.

7/12 8:00 Sack Game- Prior to beginning each hole all players pull a ball from the sack. Whoever chooses the colored ball posts that score for the team score. Continue rotating for 9 holes and posting the colored balls core.

7/19 8:00 Odd Holes – Total up net score for ODD (1, 3, 7, 9) holes.

7/26 8:00 Low Putts – All strokes taken on the putting surface are counted. Winner is the player with the fewest total putts

- 8/02 7:30 Meeting
- 8:00 Scramble –On each hole, each team member drives, and the best drive is selected. Each team member then plays a second shot from where the selected drive lay, and the best second shot is then selected. This process is repeated until a ball is holed.
- 8/09 8:00 Birdie Bash- Most net birdies (or better) using 100% of handicap
Jinx Day---Change the 3 worst holes to par. Use 100% of handicap
- 8/16 8:00 Even Holes – Total net score for Even (2, 4, 6, 8) holes.
- 8/23 8:00 Circle 3 -4 -5 - Before play, circle one par 3, one par 4, and one par 5. Keep net score on these three holes
- 8/30 8:00 Jinx Day---Change the 3 worst holes to par. Use 100% of handicap
- 9/13 8:30 **MEETING**
- 9:00 Scramble –On each hole, each team member drives, and the best drive is selected. Each team member then plays a second shot from where the selected drive lay, and the best second shot is then selected. This process is repeated until a ball is holed.
- 9/20 10:00 Club Championship
- 9/25 10:00 Golf for the Cause
- 10/6 6:00 Meeting/ Award Banquet