



### Outline of Games for the STWGA 2024

June 6: Opening Day: Texas Scramble in the 'Boat

All players tee off and the best drive is chosen. A minimum of 4 tee shots must be used by each player – that's the Texas way! Continue after tee shot by picking the best shot for every stroke.

Scoring: Lowest total team gross score wins.

June 13: Cha Cha Cha: 1,2,3 best net balls

Each player plays their own ball for the round.

Scoring: On the first hole, the one single, low net score counts as the team score. On the second hole, the two low balls combined count as the team score. On the third hole, the three low balls combined count as the team score. The rotation starts over on the fourth hole.

Scoring: The lowest net team score wins.

June 20: Criss Cross (Players with similar handicaps play together)

Player counts only 9 holes for this event (but all 18 holes can be entered for handicap scoring purposes). Players count their lowest score between each hole on the front nine and corresponding hole on the back nine to make their best nine-hole score. For example, the lowest score on 1&10, 2&11, 3&12, etc. (Note: no special consideration for the par of the hole, so if #1 is a par 3 and #10 is a par 5, you better score well on #1). Scoring: Individual prizes are awarded for the best 2 gross and best 2 net scores.

June 27: Member/Member: Six Times Three

Pick another member to play with (note this as you register) for two-member teams. The first 6 holes are played alternate shot. At each hole, determine which player tees off, then alternate shots. The second 6 holes are played best ball. Each player plays their own ball for these 6 holes, and the best score is counted for each hole. The last 6 holes are played as a true scramble with both players teeing off and the best shot for each stroke.

Scoring: All of the above will be net scores based on handicap of the two players.



- July 11: 3 Blind Mice (Players with similar handicaps play together)
- Players play their own ball for the whole round. Pro picks three holes to throw out at the end of the round.  
Scoring: Individual prizes are awarded for the best 2 gross and best 2 net winners
- July 18: Count Your Putts
- Each player plays their own ball for the round. Total the putts for each hole.  
Scoring: Lowest team total putts for the full round wins.
- July 25: Member / Guest Invitational
- 2-person best ball gross and net (same ball may be used for both scores)  
Scoring: Prizes awarded to 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> best teams, gross and net
- August 1: Pink Ball
- Each player plays their own ball for the full round.  
Scoring: Each foursome has one bright pink ball that rotates among players. Player 1 uses it on the first hole, Player 2 on the second hole, and so on. Take two net scores on each hole...but whoever has the pink ball on each hole must contribute one of the two scores. The lowest net team score wins.
- August 8: Throw Out the Trash (Players with similar handicaps play together)
- Each player plays their own ball for this event. Player is able to toss out one par 3, two par 4s, and one par 5 at the end of the game.  
Scoring: Individual prizes are awarded for the best 2 gross and best 2 net scores.
- August 15: This Day is a TEN!
- Each player plays their own ball for the full round. The only holes that count are those holes that begin with a "T" an "E" or an "N." (2, 3, 8, 10, 11, 12, 13, 18). Best net 2 scores for these holes count towards the total team score.  
Scoring: Lowest total team score wins.



August 22: STWGA Club Champion

August 29: 2 Net Best Ball of 4 Stableford

Each player plays their own ball for the full round. Using your net score, each player counts a bogie as 1 point, par as 2 points, birdie as 3 points, and eagle as 5 points.

Scoring: Use the two highest ball points per hole; the highest score for the team wins.

September 5: Mystery Teams (Players with similar handicaps play together)

Each player plays their own ball for the full round. Players are grouped in foursomes by similar handicaps for playing the round. The pro shop has grouped players by A,B,C,D to create scoring foursomes, but the scoring foursomes are not known until after the round.

Scoring: Best 2 net scores of each team counted. Lowest net total scoring team wins.

September 12: Build to Eighteen

Each player plays their own ball for the round. Teams keep one best ball on the front nine holes; two best balls on holes 10-16; three best balls on the 17<sup>th</sup> hole, and all four balls on the 18<sup>th</sup> hole.

Scoring: Lowest total team score wins.