

WWGA EVENT SCHEDULE 2023

THURSDAYS (except where noted)	STARTING TIME See Note 1	EVENT	<u>Game Description</u> Unless otherwise noted: <ul style="list-style-type: none"> • Handicap strokes are used for scoring. • Games are for teams. 	<u>Brian's Game & Trophy Event Side Games</u> Unless otherwise noted: <ul style="list-style-type: none"> • Handicap strokes are used for scoring. • Games are for individuals.
April 27	10 AM Meeting (11 AM for first tee time)	WWGA Spring Meeting followed by a pre-season practice round	Optional pre-season practice round Game: Fewest putts (no handicap) Only putts on the green count. (Prizes will not be given out.)	None
May 4	9:30 AM	OPENING DAY Best Ball	For each hole use the best net score of one player in the group.	Odd Holes
May 11	9:30 AM	Team Stableford	Team with the most points wins. Points are awarded for each player as follows. Bogey = 1, Par = 2, Birdie = 3, Eagle = 4 Will use blind draw if team sizes are different.	Match play vs. par For each hole, each player compares adjusted hole score with par. Highest score wins. POINTS: Even = 0, Over par = -1, Under par = 1
May 18	9:30 AM	2 Best Balls	For each hole use the best score of two players in the group.	3-hole Throw-out - throw out worst 3 holes
May 25	9:30 AM	MEMORIAL TOURNAMENT	Trophy Event - see Note 4 below The trophy winner is the player with the lowest net score.	Even holes Side game: Odd holes
June 1	9:30 AM	Yellow Ball	Team selects the person who plays the yellow ball on the first hole. Then the player of the yellow ball rotates in order listed on the scorecard. For each hole, use the score of the player using the yellow ball and the best score of one other player. A team is disqualified if the yellow ball is not turned-in at the pro shop with the scorecard.	Par 3's and 5's only
June 8	9:30 AM	Skins	Individual event and no flights. Players compete with all the other players in the game for a prize on every hole, with the prize being a 'Skin.' Winner for each hole is the person with the low net using half handicap strokes. If there is any kind of tie for a hole, all players are considered to have tied (meaning no Skins winner on that hole). Each player that wins a skin will get a prize money (more skins equal more money).	Best front nine Half handicap
June 15	9:30 AM	PRESIDENTS TROPHY	Trophy Event - see Note 4 below The trophy winner is the player with the lowest net score.	Par 4's only Side game: Par 3's & 5's only
June 22	9:30 AM	Waltz 1, 2, 3	Use 1 best ball on the first hole, 2 on the second hole, and 3 on the third hole. Continue the waltz.	Even holes
June 29	8:45 AM	GUEST DAY 8 am - Light Breakfast 8:45 Shotgun Start followed by luncheon and prizes after golf	Shotgun Start. Game to be announced on Guest Day.	None

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July 6	9 AM	Red, White & Blue	Play in threesomes. Before teeing off, assign each person in your group a USA flag color - red, white, or blue. Record the score for the person whose turn it is to score.	Flag Tournament: Plant your flag when your score gets to "par plus handicap." Farthest flag wins.
July 13	9 AM	Mystery Ball	For each hole use scores of two players. One of the scores used must be for the player indicated at the next tee.	Best back nine. Half handicap
Tuesday, July 18	9 AM	CHAMPIONSHIP <u>Note:</u> Handicap on the first day (Round 1) will be used also for Round 2.	Trophy Event - see Note 4 below - Round 1 -Two-day event. -The Club Champion is the player who has the lowest gross score for two rounds. Flights for Round 2 (2nd day) are determined by Round 1 scores.	3-hole Throw-out Side game: Par 4's only
July 20	9 AM	CHAMPIONSHIP followed by Championship Luncheon	Trophy Event - see Note 4 below - Round 2 See above info under Round 1.	Match play versus par For each hole, each player compares hole score (after applying any handicap strokes) with par. Highest score wins. Even = 0 points, over par = -1 point, under par = 1 point (birdie, for example). Side game: Par 3's and 5's only
July 27	9 AM	Half & Half	Front nine: use 1 better ball Back nine: use 2 better balls	Fewest putts: Only putts on the green count.
August 3	9 AM	Triple Sixes	Holes 1-6: 1 better ball Holes 7-12: 2 better balls Holes 13-18: 3 better balls	Par 4's only
August 10	9 AM	Mystery Ball	For each hole use scores of two players. One of the scores used must be for the player indicated at the next tee.	Stableford Points: Par = 1, Birdie = 2, Eagle = 3, Bogey = 0, Double bogey or worse = -1
August 17	9 AM	Par, Birdie, Eagle	Team with the most points wins. Points: Par = 1, Birdie = 2, Eagle = 3	Best back nine Half handicap
August 24	9 AM	QUEEN BEE Round 1	Trophy Event - see Note 4 below - Round 1 -Two-day event. Scores are recorded on the first day; on the second day, any score lower than the first day will be recorded (similar to ringers). -The low net score wins (lowest score on each hole over two rounds, less handicap).	Odd holes Side game: Best front nine, half handicap
August 31	9 AM	QUEEN BEE Round 2	Trophy Event - see Note 4 below - Round 2 See above info under Round 1. <i>What holes could you improve on this week?</i>	3-hole throw-out Side game: Best back nine, half handicap
September 7	9:30 AM	1 Low Gross 1 Low Net	Score on each hole: Best low gross plus best low-net. Must use scores from different players.	Stableford Points: Par = 1, Birdie = 2, Eagle = 3, Bogey = 0, Double bogey or worse = -1

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September 14	9:30 AM	Yellow Ball (potential aeration week - see Note 11)	Team selects the person who plays the yellow ball on the first hole. Then the player of the yellow ball rotates in order listed on the scorecard. For each hole, use the score of the player using the yellow ball and the best score of one other player. A team is disqualified if the yellow ball is not turned-in at the pro shop with the scorecard.	Total of 2 scores: your net score and low net score of another person selected by a blind draw.
September 21	9:30 AM	2 Best Balls	For each hole use the best score of two players in the group.	Par 3's and 5's
September 28	9:30 AM	CLOSING DAY Golf round followed by Fall Meeting & Awards	Each group is a team as decided by pro shop. Each player hits a tee shot on each hole. The team then collectively decides which of the balls is in the best position to play next. After the team decides which ball is best, they mark its position. Each player retrieves their ball and plays a shot from the new designated position. This procedure is repeated for each shot until a ball is holed. Handicaps are not used. Team with the lowest score wins. Pro Shop will not record score in GHIN (due to scramble format). NO PRIZES TODAY - JUST HAVE SOME FUN!	None

Some helpful notes are as follows. Please see the “WWGA Information Booklet 2023” for more details.

1. Please arrive at least 30 minutes before your tee time.
2. Players will be divided into flights by Pro Shop each week (when flights are needed for prizes).
3. For league play, May 4 through September 28, the Pro Shop will enter your score into GHIN.
4. **For all trophy events:**
 - Stroke play.
 - 90% handicap used.
 - Maximum handicap used is 44.
 - The field is organized by handicap index.
 - In the event of a tie, there will be a sudden death play-off with no runners up. Those who tie must remain to play or forfeit.
5. The Willowbrook CC Women's Club Championship is open to all Willowbrook women members. Non-WWGA members pay an entry fee of \$40 to compete for the Championship (make checks payable to “WWGA”).
6. Star of the Week: Winner is the player with the low net each week (gross score minus handicap). For low-net ties, all are winners.
7. Ringers: Your lowest score on each hole for 18 holes will be recorded for league play during the season; prizes will be given to the people with the final lowest gross score and lowest net score in each flight.
8. Birdies: Record birdies during league play on the sheet on the locker room bulletin board. (Birdies are attested via signing the scorecard given to Pro Shop.) Prizes are given out on Closing Day for birdies scored during league play.
9. Chip-Ins: Record chip-ins during league play on sheet on locker room bulletin board and have someone in your group attest to the chip-in. A chip-in counts any time you putt or chip a ball into the hole from off the green. Prizes are given out on Closing Day for chip-ins during league play.
10. Silly Sand: Optional fun game each week with a drawing for prize money on Closing Day. Pay 10 cents per shot in the sand (3 shots maximum per bunker); for all participants, a drawing will be held on Closing Day to share the income. Signup on sheet on bulletin board in locker room by the date specified.
11. During Thursday play just after course aeration, prizes will not be given out.
12. Brian offers an optional game most weeks of play. Game entry is \$2 payable before teeing off.