

Sundriver's League

- ◆ April 27 KickOff 3 person scramble
- ◆ May 4 Fewest Putts
- ◆ May 11 Throwaway
(take out the worse hole then subtract handicap)
- ◆ May 18 Mixer 2-Person Best Ball Blind Draw
(Radom draw by computer)
- ◆ May 25 Chicago Points
(Net Points 1-Bogey 2-Par, 3-Birdie, 4-Eagle)
- ◆ June 1 Low Gross/Net
- ◆ June 8 Throwaway
(take out the worse hole then subtract handicap)
- ◆ June 15 Mixer 1 net Best Ball
(3 / 4 person teams use the best net score per hole)
- ◆ June 22 Odd and Even
(2 person blind draw, one player score on the even hole and the other the odd holes)
- ◆ June 29 Chicago Points 2 of 4
(Use the best two points earners per hole the team with the most points wins = Net Points 1-Bogey 2-Par, 3-Birdie, 4-Eagle)
- ◆ July 13 Low Net & Gross
- ◆ ***July 20*** ***Guest Day (scramble)***
- ◆ July 27 Card Game
(each player will be a suit, there will be a card on each tee box to show who you score on the previous hole)
- ◆ August 3 Mixer Beat the Pro (net scores)
- ◆ August 10 2-Person Best Ball Blind Draw
(High with Low handicap pick by computer)
- ◆ ***August 17*** ***3 or 4 Person Scramble & Banquet***

All games are with handicap unless gross score is stated