

Sundriver's League

- ◆ May 1 KickOff 3 person scramble
- ◆ May 8 Fewest Putts
- ◆ May 15 Throwaway
(take out the worse hole then subtract handicap)
- ◆ May 22 Mixer 2-Person Best Ball Blind Draw
(Radom draw by computer)
- ◆ May 29 Chicago Points
(Net Points 1-Bogey 2-Par, 3-Birdie, 4-Eagle)
- ◆ June 5 Low Gross/Net
- ◆ June 12 Throwaway
(take out the worse hole then subtract handicap)
- ◆ June 19 Mixer 1 net Best Ball
(3 / 4 person teams use the best net score per hole)
- ◆ June 26 Odd and Even
(2 person blind draw, one player score on the even hole and the other the odd holes)
- ◆ July 10 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 17* ***Guest Day (scramble)***
- ◆ July 24 Low Net & Gross
- ◆ July 31 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 7 Mixer Beat the Pro (net scores)
- ◆ August 14 2-Person Best Ball Blind Draw
(High with Low handicap pick by computer)
- ◆ *August 21* ***3 or 4 Person Scramble & Banquet***

All games are with handicap unless gross score is stated