

Sundriver's League

- ◆ April 30 KickOff 3 person scramble
- ◆ May 7 Fewest Putts
- ◆ May 14 Throwaway
(take out the worse hole then subtract handicap)
- ◆ May 21 Mixer 2-Person Best Ball Blind Draw
(Radom draw by computer)
- ◆ May 28 Chicago Points
(Net Points 1-Bogey 2-Par, 3-Birdie, 4-Eagle)
- ◆ June 4 Low Gross/Net
- ◆ June 11 Throwaway
(take out the worse hole then subtract handicap)
- ◆ June 18 Mixer 1 net Best Ball
(3 / 4 person teams use the best net score per hole)
- ◆ June 25 Odd and Even
(2 person blind draw, one player score on the even hole and the other the odd holes)

- ◆ July 9 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 16*** ***Guest Day (scramble)***
- ◆ July 23 Low Net & Gross
- ◆ July 30 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 6 Mixer Beat the Pro (net scores)
- ◆ August 13 2-Person Best Ball Blind Draw
(High with Low handicap pick by computer)
- ◆ ***August 20*** ***3 or 4 Person Scramble & Banquet***

All games are with handicap unless gross score is stated