NK'MIP LADIES GOLF CLUB Calendar of Events 2020—2021

MARCH:

MARCE	MARCH:					
Day	Time	Event				
25	10:00	Registration/Coffee Party				
APRIL:						
1	9:00	2 Low Nets & 2 Low Gross				
8	9:00	Least Puts				
15	9:00	Play your own game				
22	9:00	2 Low Net Shamble				
29	9:00	Par Points				
29		Spring meeting after Golf				
MAY:						
4-7		Closed for Aurora				
11	9:00	Fairview Interclub				
13	8:30	Reverse Waltz				
20	8:30	Play your own game				
26	9:00	Penticton Interclub				
27	8:30	Scramble				
30	1:00	Divorce Open				
JUNE:						
3	8:30	Criers				
9	8:30	Summerland Interclub				
10	8:30	Play your own game				
17	8:30	3 Low Net Shamble				
24	8:30	Least Putts				
4 4	0.30	Least Fulls				

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JULY:

1		Course Closed—BC Junior Championship
7	8:30	Osoyoos Interclub
8	8:30	Dice Game
15	8:30	Play Your Own Game
22	8:30	Chapman
29	8:30	Nk'Mip Interclub
29	8:30	2 Low Net Shamble

AUGUST:

5	8:30	Stableford—2 Lady team Best Net
12	8:30	Eclectic Day 1
19	8:30	Eclectic Day 2
22	1:30	Nk'Mip Mixer
26	8:30	2 Low Net Shamble

SEPTEMBER:

2	9:00	2 Low Nets on Par 3 s, 3 Low Nets on Par 4 s, 1 Low Net on Par 5 s
2	9:00	Twin Lakes Interclub
9	9:00	Dice Game
11	10:00	Swinging Skirts
16	9:00	Ladies Club Championship Day 1
17	9:00	Ladies Club Championship Day 2
23	9:00	Scramble
30	9:00	Captain versus Vice Captain

OCTOBER:

7	10:00	Fall AGM & Final Lunch
18		Tentative Closing Day

GOLF GAME DESCRIPTIONS

2 LOW NETS ON ODD; 3 LOW NETS ON EVEN: 2 low nets are used on odd numbered holes per foursome and 3 low nets on even numbered holes are used per foursome.

2 LOW NET SHAMBLE - Everyone drives, choose best ball and play your own ball in from there. 2 low nets per hole per foursome are used.

3 LOW NETS: 3 low nets are used per hole per foursome

3 LOW NET SHAMBLE - Everyone drives, choose best ball and play your own ball in from there. 3 low nets per hole per foursome are used.

LEAST PUTS: Play your own game and also record putts per hole. Total putts for final score.

STABLEFORD (2 LADY TEAM BEST NET): Play your own game. The best net score of the 2 players is used to obtain points. Net Bogie = 1, Net Par = 2, Net Birdie = 3, Net Eagle = 4.

CAPTAIN VS VICE-CAPTAIN: A fun rivalry game. Captain and Vice-Captain select their teams and advise of play format prior to competition.

CRIERS: Play your own game. Circle the worst 3 holes and change them to Par. Note: for handicap purposes, you must enter the original score in the computer.

CHAPMAN: 2 lady team event. Each person drives then crosses over to their partner's ball. Crossover pattern as follows— 1 x on Par 3 and 4's and 2x on Par 5's. After crossover(s) choose the ball you want to play alternating shots until ball is holed. If Partner A's ball is chosen, partner B takes the next shot.

CRISS/CROSS: Play your own game. Circle the best score between holes 1 & 10, 2 & 11 and so on for a 9 hole score. 1/2 the handicap will be used for scoring. Note: for handicap purposes, you must enter the original score in the computer.

DICE: Throw the dice. If you rol1 1, 2,3 or 4 use the score of that player. If you roll a 5 use the best player's score and if you roll a 6 use the worst player's score.

PAR POINTS: Play your own game. Points are awarded as follows: Net Bogey = 1, Net Par = 2, Net Birdie = 3, Net Eagle = 4 & Net Double Eagle = 5.

SCRAMBLE: Everyone drives then choose best ball and plays from there. Choose best ball again and continue to use best ball until ball is holed..

WALTZ: 1 low net is used on 1st hole, 2 low nets on 2nd, 3 low nets on the 3rd. Then the pattern repeats.

REVERSE WALTZ: 3 low nets are used on 1st hole, 2 low nets on 2nd, 1 low net on the 3rd. Then the pattern repeats.