

Week of	Game of the Week	Description of Game
4/25	Reverse Score	Reverse the numbers (a 51 becomes a 15). Lowest score wins. Tie breaker will be best score on #1 handicap hole, #2 handicap hole, etc.
5/2	Guess Your Score	Before teeing off the first hole, each player predict and record what your score will be. Closest to the number guessed without going over wins.
5/9	Blind Draw	Keep your own score as normal. Afterward names will be pulled for 2 person teams. HIGHEST combined score wins.
5/16	Most Fairways	Keep track of the number of fairways hit with tee shot (must stay in fairway). Tie breaker will be lowest score on first par 5, then the second par 5. For par 3's, a tee shot on the green counts as a fairway.
5/23	Closest to Pin	Closest to the pin on a par 4, based on handicap: 1-15 (in 2 shots); 16-30 (in 3 shots); 31 & higher (in 4 shots). One prize for closest of all three flights.
5/30	Low Gross	Lowest gross (actual) score wins. Tie breaker determined by lowest score on #1 handicap hole, #2 handicap hole, etc.
6/6	Low Putts Networking Night	Lowest number of putts wins. Tie breaker will be best score on #1 handicap hole, #2 handicap hole etc. AFTER GOLF – Meet at your "19 th Hole" for NETWORKING NIGHT. Appetizers to be PAID for by Cleveland chapter of LPGA Amateur Golf Association , up to \$7.00 per person attending. Bring Business cards to share.
6/13	Hate 'Em	Before starting your round circle one hole not to include in your score. Lowest 8-hole score wins. Tie breaker will be best score on #1 handicap hole, #2 handicap hole, etc.
6/20	Low Net	Total score minus ½ your handicap. Low score in each flight wins. Flight 1- handicaps 1-10; Flight 2- handicaps 11-20; Flight 3- handicaps 21-30; Flight 4- handicaps 31+

6/27	Most Pars	Each golfer adds their pars for a total. Highest number of pars wins. Tie breaker is the lowest score.
7/4	Closest to Pin on Par 3	Closest to pin with your tee shot. Must be on the green.
7/11	Play the Odds	At the end, add up the scores on just the odd-numbered holes. (If you are playing the front nine you will have 5 scores to add, the back nine will have 4 scores to add). Lowest gross score wins. (if you're playing the front nine you'll have 5 scores to add together, the back nine only 4). Lowest score wins. Tie breaker will be the best score on #1 handicap hole, #2 handicap etc.
7/18	Longest Putt	Longest putt on a pre-selected hole. Can be any putt from putting surface.
7/25	Cross the Tees	Subtract the score of any hole that begins with a 'T' (front nine – two, three; back nine – ten, twelve, thirteen); lowest gross score wins. Tie breaker will be the best score on #1 handicap hole, #2 handicap etc.
8/1	Most Fairways	Keep track of the number of fairways hit with tee shot (must stay in fairway). Tie breaker will be lowest score on first par 5, then the second par 5. For par 3's, a tee shot on the green counts as a fairway.
8/8	Tee to Green	Keep score normally including # of putts on each hole. At the end, subtract # of putts from total, giving you a "tee to green" score. Then subtract $\frac{1}{2}$ your handicap. Lowest score wins.
8/15	Longest Drive	Longest drive on a pre-selected hole (must be in fairway).
8/22	Most Bogey's	Each golfer adds their bogey's for a total. Highest number of bogey's wins. Tie breaker is the highest score.

8/29	Even It Out	Add up scores on just the even-numbered holes. (if you're playing the front nine you'll have 4 scores to add together, the back nine will have 5). Highest score wins. Tie breaker is best score on #1 handicap hole, #2 handicap hole etc.
9/5	Course Choice	Each course as a whole chooses which game they would like to play. (Course Directors, keep in mind the number of gift cards you have left, and be sure to inform everyone what game is being played a few weeks in advance.
9/12	Course Choice	Same as above.