

# ORMGA Wednesday Golf League

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**January – June, 2012**

<b>DATE &amp; COURSE</b>	<b>GAME &amp; FORMAT</b>	<b>CTTP HOLES</b>
January 4 Lion's	By the Nine's . . . Play as many holes as we can, but scoring will be for two nine-hole events. Teams starting on the front play the 1-9 event and teams off the back play the 10-18 event. Score two nets per hole.	None
January 11	The Winter Frolic Tournament	
January 18 Lion's	Flighted Individual. Low net for all flights. Payout by flight.	None
January 25 Tiger's	Cha, Cha, Cha 1 net, 2 nets, 3 nets and repeat	#6 and #11
February 1 Panther's	Cha, Cha, Whoa!! 3 nets, 2 nets, 1 gross and repeat	#2 and #11
February 8 Tiger's	Flighted Individual. Low net for all flights. Payout by flight.	None
February 15	The Stableford Tournament	
February 22 Panther's	Onesy Twosey One net on par 4s and 5s. Two nets on par 3s	#6 and #17
February 29 Panther's	Thirty-two Skidoo 3 nets on the odd-numbered holes and 2 nets on the even-numbered holes	CTTP on #11 is for 1/2 of CTPP money. Lowest total team net for holes 2, 4, 6, & 8 wins the other half.
March 7	The Member-Member Tournament	
March 14 Lion's	Let There be Light! 4 nets . . . We have lots of time.	Gold # 11 White #6
March 21 Tiger's	Flighted Individual. Low net for all flights. Payout by flight.	None
March 28 Panther's	Cha, Ha-Ha, Cha Count the two middle nets	#6 and #17

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April 4	Panther's	Acey Beedee One net from the A and C players and one from the B and D players.	#2 and #11
April 11	Tiger's	Golf ?? . . . Naturally Score 1 point for net par, 2 for natural par, 3 for net birdie, 4 for natural birdie, 5 for net eagle, 6 for natural eagle, and 7 for net double eagle or better.	#6 and #11
April 18		The Green Sweater Tournament	
April 25	Panther's	Four on the Floor Only 4 clubs allowed in your bag for this round. Choose which ones to bring and leave the rest at home. Two nets.	#6 and #17
May 2	Panther's	Highs and Lows, and two Wicked Curveballs. High and low net on each hole except 4 nets on holes #9 and #18.	#2 and #11
May 9	Lion's	One and One is Cool (or maybe cruel??) One net and one gross	CTTP money to team with low total net on the par 3s
May 16	Tiger's	One -Three-Two- Four-Five  One gross on the par 3s and 2 nets on the par 4s and 5s.	CTTP money to team with low total net for holes 4, 8, 12, and 16.
May 23	Panther's	The Devil Made Me Do It . . . 666: White tee players play 6 holes from the blues, 6 from the whites, and 6 from the golds. Gold tee players do 6 from the whites, 6 from the golds and 6 from the reds. You choose which ones, so make up your mind already! Two nets.	# 6 and #11
May 30	Panther's	Red Dot Special 2 nets. Must count net of player having the red dot on the score card	#2 and #17
June 6		The Scramble Tournament	

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June 13	Tiger's	Flighted Individual. Low net for all flights. Payout by flight.	None
June 20	Panther's	Shamble with a Birdie Twist Count only net birdies or better. Highest number wins. Must use a minimum of two drives from each player.	CTTP on #6 is for 1/2 of CTTP money. Lowest total team net on the par 5s wins the other half.
June 27	Panther's	John and Fred's Swan Song: It's a Cha, Cha, Cha, Cha. 4 nets, 3 nets, 2 nets, 1 net and repeat. Then one gross and 3 nets on # 9 and # 18. That's All Folks	#2, #6, #11, and #17

### ... And Something New

There will be a \$5 dollar set aside pot each week to award a player making an unusual or special gross par, as defined below. The maximum payout will be \$5. If more than one player makes a special par, the \$5 dollar pot will be split accordingly. If no player makes a special par, the pot will revert to, and be distributed as part of the game payouts for that week.

#### Special Pars

**Sandy** – a par on a hole where at least one shot was made from sand. All traps and bunkers, including waste bunkers, are OK.

**Barky** - a par on a hole where at least one shot struck a tree.

**Woodsy** – a par on a hole where at least one shot was made from within a wooded area along a hole.

**Washy** – a par on a hole where at least one shot was struck on a ball in the water of a water hazard or on a ball that had been in the water at one point (shot that skips or bounces out of the water)

**Arnie** – a par on a hole where no shots were taken in the fairway. Arnies apply only to par 4s and 5s. Fairway includes fringe around the greens, between the rough and the edge of the green.

**Wimpy** – a par on a hole where the tee shot failed to travel beyond the red tee markers. (Please note that a Whimpie foregoes the consequences of a Red Tee Violation.)