

# BWGC Weekly Calendar of Games and Events

*A chance for our close-knit community to come together to challenge ourselves, support one another, and enjoy each other's company.*

DATE	GAME	RULES	SIDE GAME
May 7 <i>Weather Permitting</i>	Opening Day Scramble	(4-person teams)	
May 14	Stableford - Individual GROSS/NET	<ul style="list-style-type: none"> <li>● Eagle: 4 Points</li> <li>● Birdie: 3 Points</li> <li>● Par: 2 Points</li> <li>● Bogey: 1 Point</li> <li>● Double bogey +: 0 Points</li> </ul>	
May 21	Friends/Member Scramble	Members are encouraged to invite a friend to come and play. 4-Person Teams	
May 28	Garden Party	Mulligans & Water Your Garden	
June 4	Match Play	2 Player Matches - NET <i>The cut-off day for sign-ups will be announced at the time of invitation</i>	
June 11	2 Person Best Ball	1 Best Ball of 2 NET	
June 18	Individual Gross/Net	Flighted (ABCD)      PLAY AT TRADITIONS	
June 25	2 Best Balls of 4 1 A/B & 1 C/D	Gross/Net	<b>Fewest Putts on Front 9</b>
July 2	2 Best Balls of 4 (non-flighted)	Gross/Net	

July 9	Individual Stroke Play	PLAY AT SAWMILL WOODS	Count Lost Balls
July 16	Bluebird Cup	6 Scramble, 6 Alternative, and 6 Individual	
July 23	Individual Gross/Net	Flighted (ABCD)	Most Net Pars on Par 5s
July 30	Three Club Tournament	Three Clubs plus Putter	Orange Tees
<b>President's Cup Continues</b>			
August 5 & 6	Club Championship	Two Days	
August 13	666 Trifecta <i>Kelly Nine</i>	Teams of Two (Pick your own partner)	
August 20	Match Play	2 - Person Teams	
August 27	1 Best Ball of 4 Mystery Teams	Net Scores	Most pars on Par 3's GROSS only
<b>Presidents Cup Championship Concludes</b>			
Sept 3	Odd/Even	Two Person Teams <b>Optional</b> free lift over the water on #2.	
Sept 10	Stableford	2 Person Teams - Best Ball	
Sept 17	Brenda Crosby Memorial Cancer Tournament	Theme Day Scramble	

Sept 24	Mystery Teams	Flighted (ABCD) Gross/Net	Closest to the pin on 2nd shot on Par 4's (5, 7, 13, & 14)
Oct 1	Best 2 Balls of 4		
Oct 8 Last Official Event	Shamble/Bramble	2-Person Best Ball	
Oct 15	Lucerne Optional	Gathering at the Lucerne Inn	
Oct 22	Ghost Holes		
Oct 29	End of Season Scramble	Weather Permitting (Draw Cards to determine Teams)	

## **May 7th Opening Day Scramble**

*(Teams of 4 - Team of three acceptable)*

*The weather may still be challenging, so we will see who shows up and put teams together for a member scramble.*

### **Standard rules for a traditional scramble:**

Every player on the team hits a tee shot. The team then decides which of those balls is in the best position for the next shot.

Once the best shot is selected, the team members whose balls weren't chosen pick them up and move them to the chosen spot.

- The position of the "best ball" should be marked with a tee or coin.
- Place your ball within one club-length of the marker, no closer to the hole.
- You must maintain the "lie" of the original ball. If the selected ball is in the rough, everyone must play from the rough. If it is in a bunker, everyone must play from the sand.

The process repeats for every shot until the ball is on the putting green. Each team member hits from the chosen spot, the best result is selected, and the team moves forward.

Once the team reaches the green:

- The chosen spot is marked.
- Place balls within one putter-head length (or sometimes 6 inches) of the mark.
- Once any team member putts in, the team's score for that hole is recorded, and the group moves to the next tee.

A scramble uses a "Team Score." Each hole is recorded as a single score (e.g., if the team takes 4 shots to hole out, the score is a 4).

**Because this is a scramble, we will not post our scores to Golf Genius. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.**

## **May 14 Stableford - Individual GROSS/NET**

### **“Stableford” (Individual)**

Instead of counting total strokes, you play for points. Players focus on earning points rather than total strokes. Each new hole brings new life and the chance to score points!

- Eagle: 4 Points
- Birdie: 3 Points
- Par: 2 Points
- Bogey: 1 Point
- Double bogey or More: 0 Points

Each group must designate a player to enter all scores into Golf Genius. The software will automatically calculate results. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **May 21 Friends/Member Scramble**

If you are inviting a guest, please email Rob directly ([robjarvis@pga.com](mailto:robjarvis@pga.com)) by Tuesday noon on May 19th.

Members are encouraged to invite a friend to come and play. Format will be a 4-Person Team Scramble.

### **Standard rules for a traditional scramble:**

Every player on the team hits a tee shot. The team then decides which of those balls is in the best position for the next shot.

Once the best shot is selected, the team members whose balls weren't chosen pick them up and move them to the chosen spot.

- The position of the "best ball" should be marked with a tee or coin.
- Place your ball within one club-length of the marker, no closer to the hole.
- You must maintain the "lie" of the original ball. If the selected ball is in the rough, everyone must play from the rough. If it is in a bunker, everyone must play from the sand.

The process repeats for every shot until the ball is on the putting green. Each team member hits from the chosen spot, the best result is selected, and the team moves forward.

Once the team reaches the green:

- The chosen spot is marked.
- Place balls within one putter-head length (or sometimes 6 inches) of the mark.
- Once any team member putts in, the team's score for that hole is recorded, and the group moves to the next tee.

A scramble uses a "Team Score." Each hole is recorded as a single score (e.g., if the team takes 4 shots to hole out, the score is a 4).

Each group must designate a player to enter all scores into Golf Genius. The software will automatically calculate results. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **May 28 Garden Party (Mulligans & Water Your Garden)**

This game will be played in teams of 4

The general rule for most Maine gardeners is to wait until **Memorial Day (late May)** or even **early June** to start their gardens. This event is designed to celebrate the start of planting season and support Bangor Municipal Golf Course's ongoing commitment to its Audubon Cooperative Sanctuary Program by creating another garden for butterflies and pollinators to enjoy. Towards this end, members are encouraged to donate a plant for our friendly gardener extraordinaire (Jean Sweetser) to place somewhere on the course. Jean will provide a list of appropriate plants to choose from. Members are also invited to celebrate the start of the gardening season by donning attire that symbolizes flowers, plants, and Spring!

**NOTE: A sign-up sheet will be available for those who wish to help Jean plant on Saturday, May 30th, at 10:00 am.**

**Garden Party** is typically a team format in which players can "prune" their scores with special advantages.

**The "Pruning" Rules.** The theme of a "Garden Party" usually centers around cleaning up your mistakes. Before the start of the round, each player will draw a card to determine the number of mulligans they can use at any time during the round.

Cards 2-10 1 Mulligan

Face Card 2 Mulligans

Ace 3 Mulligans

**Watering your garden.** A player can "hire" someone on their team to water their garden by asking them to hit their ball over the water on #2.

**Scoring: Best two Team Scores (Gross)**

Because Mulligans are being used and not everyone will be playing their own ball over #2, we will not post our scores in Golf Genius. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

### **June 4 Match Play 2 Player Matches (NET)**

Match play shifts the focus from one's total score to the number of holes won. It's gritty, tactical, and a bit more social than stroke play.

Scoring: In match play, each hole is a separate contest. You aren't adding up your total shots for the day.

- Win a hole: You score the lowest on that hole. You are now "1 up."
- Lose a hole: Your opponent scores lower. You are now "1 down."
- Tie a hole: If you both get the same score, the hole is halved. The overall match score stays the same.

In match play, the standard penalty for most rule breaches (like hitting the wrong ball) is **Loss of Hole**. It's harsh, but it keeps the game moving.

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record match-play scores on a paper card (circle the winner for each hole). The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

### **June 11 2 Person Best Ball - NET (Also known as BETTER BALL)**

This format will be played in Teams of two using handicaps to keep the field level.

In women's golf, **One Best Ball of Two** (often called a **2-Person Best Ball**) is a favorite because it allows you to play your own game while still having a "safety net" partner. Everyone plays their own ball from tee to green.

- **Player A** scores a 5.
- **Player B** scores a 7.
- **Team Score** for that hole is **5**.

Each player should record their actual gross scores in Golf Genius and keep the team score on a paper card. Golf Genius will determine the official winners of each hole. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

### **June 18th Bangor Course not Available - Play @ Traditions in Holden**

- Individual Play: You play your own ball for the entire 18 holes, following standard USGA stroke-play rules.
- Post your individual scores in GHIN (if interested)
- Prizes are awarded for each flight in Gross and Net categories.

Each group must designate a player to enter all Gross scores onto a paper card. The first player listed on the card is responsible for placing it in the designated basket in the Pro Shop.

### **June 25th Two Best Balls (1 A/B & 1 CD) Gross/Net**

This format will be played in Teams of 4. One best score from an A/B player and one best score from a C/D player will count for the round.

#### **The Scoring Format (1 AB / 1 CD)**

The field is usually divided into "Flights" based on handicaps (A being the lowest, D the highest).

- **The Pairs:** The "AB" pair consists of the two lower-handicap players, and the "CD" pair consists of the two higher-handicap players.
- **The Score:** On every hole, you take the **one best ball** from the AB pair and the **one best ball** from the CD pair. You then add those two scores together for the team total.
- **Gross vs. Net: Gross:** The actual strokes taken. **Net:** The strokes taken minus the player's handicap strokes allowed for that specific hole.

### **Side Game: Fewest Putts on Front 9**

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card and **keep track of putts on the Front 9**. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

### **July 2nd, 2 Best Balls of 4 (“Two Best Balls”) GROSS/NET**

The **2-Best-Balls-of-4** format (often called "Two Best Balls") is a classic team game. It strikes a great balance by allowing everyone to play their own ball while providing a "safety net"—even if two players have a disastrous hole, the team can still card a great score.

Every player in the foursome plays their own ball from the tee until it is holed out. At the end of the hole, you compare all four scores.

- The two lowest scores are added together to form the team's score for that hole (this will be populated in Golf Genius).

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **July 9th Bangor Course not Available - Play @ Sawmill Woods in Clifton**

- Individual Play: You play your own ball for the entire 18 holes, following standard USGA stroke-play rules.
- Record your individual score on a Score Card
- Indicate the number of lost balls for each player on the score card after their name
- Prizes (TBD) with a Twist

### **SideGame: Keep track of the number of lost balls**

Each group must designate a player to enter all Gross scores onto a paper card. The first player listed on the card is responsible for placing it in the designated basket in the Pro Shop.

## **July 16th Bluebird Cup**

Leadership will identify the theme for the day and assign players to teams

Format: (6 Scramble, 6 Alternative, and 6 Individual)

Holes 1-6 Scramble: Both players tee off. You choose the best shot, and both play from there - repeat until the ball is in the hole.

Holes 7-12 Alternate Shot: One player tees off on the odd holes, the other on the even. You alternate hitting the same ball until it's in the hole.

Holes 13-18 Best Ball: Both players play their own ball entirely. The team records the lower of the two scores.

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **July 23 Individual Flighted (ABCD) Gross/Net**

- Individual Play: You play your own ball for the entire 18 holes, following standard USGA stroke-play rules.
- Record your individual score in Golf Genius
- Prizes are awarded for each flight in Gross and Net categories.

### **Side Game: Most NET Pars (or better) on Par 5's - Golf Genius**

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **July 31 Three Club Tournament (plus putter) = 4**

For this event, all players will play from the Orange Tees

A **Three Club Tournament** forces players to be creative with their shot-making and club selection. The standard rules for a women's tournament are as follows:

### **1. The Club Limit**

The core rule is that you may select only **three clubs** from your bag for the entire round.

- The putter will **not count** as one of your three clubs. Once you tee off on the first hole, you cannot swap clubs for different ones later in the round.

### **2. Standard Gameplay**

- **Scoring:** The game is played as **Stroke Play** (total gross and net score)
- **No Sharing:** You cannot borrow a club from a partner or competitor, even if they have a club in their bag that you didn't pick.

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room. Those who want to post their own scores in GHIN may do so.

## **August 5th and 6th Club Championship**

## **August 13th 666 Trifecta Two-person Teams**

### ***Pick Your Own Partner***

### ***Playing Kelly 9***

This format breaks the course into three distinct 6-hole challenges. Every player plays their own ball into the hole for all 18 holes. You simply change how you calculate the team score every six holes.

#### ***Holes 1-6 Modified Scramble***

Both players tee off. You pick the best drive of the two. From that spot, you both play your own ball for the rest of the hole. The best score of the two counts for the team.

#### ***Holes 7-12 Better Ball***

Both Players play their own ball. Only the partner with the lowest net score counts for the team.

#### ***Holes 13-18 Aggregate***

Both players play their own ball, and both scores are added together. If Player A gets a net 4 and Player B gets a net 5, the team score is 9.

According to USGA rules, you cannot post your scores to GHIN because you didn't play your own ball from the tee. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **August 20 Match Play NET 2 Person Teams - Random Draw**

In match play, you are playing against a single opponent. Instead of counting every stroke over 18 holes, you compete to win each hole individually. Matches will be drawn randomly by Golf Genius.

### **Scoring:**

Win a Hole - you are 1-up

Tie a Hole - known as halving the hole. The overall match score remains exactly the same.

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **August 27 Mystery Teams - 1 Best Ball of 4 (ABCD) (NET)**

Unlike a standard tournament, where you pick or are assigned to your partner, the pairings are a surprise.

- **The Pool:** Everyone plays the round individually.
- **The Draw:** After everyone has started their play, Golf Genius will randomly pair players onto “mystery teams.”
- **Players will not** know who their partner is until **after** they have finished playing. This keeps everyone motivated to post their best possible score.

In a **1 Best Ball of 4** (also commonly known as Four-Ball), your mystery team will consist of four players, but only one score—the lowest among the group—counts for each hole.

### **Side Game: Most Pars on Par 3's Gross Only**

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **September 3rd Odd/Even (Two Person Teams)**

This format splits responsibility by hole number.

On odd-numbered holes (1,3,5,...), Player A's net score counts. On even-numbered holes (2,4,6,...), Player B's net score counts. Both players play full holes for GHIN, but only one score per hole counts for the team on each hole.

- Players 1 and 3 listed on the card are ODD
- Players 2 and 4 listed on the card are EVEN

This game feels like a partnership, but each player still has to finish their own GHIN score.

*Coin flip for a free lift over the water on #2. Heads, you get a free lift over the water on your second shot. Tails, you do not get a free lift over the water on your second shot.*

*OPT In: You hit your first ball to the end of the fairway just before the water (1 stroke), you win a free carry over the water (stroke 2), you place the ball in the drop zone (you are now hitting 3)*

*OPT OUT: Standard Play*

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

### **September 10 Stableford 2-Person Teams Best Ball (NET)**

Instead of counting total strokes, you play for points. Players focus on earning points rather than total strokes. Each new hole brings new life and the chance to score points!

- Eagle: 4 Points
- Birdie: 3 Points
- Par: 2 Points
- Bogey: 1 Point
- Double bogey or More: 0 Points

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

### **September 17 Brenda Crosby Memorial Cancer Tournament THEME DAY SCRAMBLE**

## **September 24 - Mystery Teams - Flighted Four Person Teams (1 Gross and 1 Net Winner)**

A Gross/Net tournament format that creates balanced teams and generates excitement after the round. The "mystery" aspect means you don't know who is on your team until the round has begun.

The team score will be the 1 best Gross score and the 1 best Net score from each hole. This must be from 2 different players. The combined total will be the team's score for that hole. Players need only enter their gross score in Golf Genius. The software will calculate all of the results.

- Individual Play: You play your own ball for the entire 18 holes, following standard USGA stroke-play rules.
- Once play begins, teams of four (with a player from each flight) will be randomly drawn by Golf Genius Software and put onto virtual teams.
- The Mystery - You may be playing in a foursome with your friends, but your actual "scoring partners" for the tournament could be playing three holes behind you.

### **Side Game: Closest to the pin on the second shot, Holes 5, 7, 13, & 14 (Par 4's)**

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **October 1 Best Two Balls of Four (Four Ball or Two Best Balls)** **GROSS and Net**

"Best Two Balls of Four" (also known as **Four-Ball or Two-Best-Ball**) is a popular team format. It strikes a great balance by allowing individual play while keeping the team score competitive.

In a group of four players, everyone plays their **own ball** from the tee until it's holed out. At the end of each hole, the two lowest scores among the four players will be the team total.

This sum is the team's score for that hole.

- **Example:**
  - Player A: 4
  - Player B: 5
  - Player C: 4
  - Player D: 6
  - **Team Score:** 4+4=8

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

### **October 8 Best Ball - Two Person Shamble/Bramble**

A **Shamble** (sometimes called a **Bramble**) is often considered the "best of both worlds". It combines the stress-free nature of a Scramble off the tee with the individual challenge of regular stroke play for the rest of the hole.

#### **1. The Tee Shot**

- **Everyone Tees Off:** Both players hit their drives from the tee box.
- **Select the Best Drive:** The pair decides which drive is the best based on position, distance, or angle to the green.
- **The Drop:** Both players move their balls to that "best" spot. From there, they both get to play their second shot from the fairway (or the best available lie).
- **Playing to the Hole:** Once both players have placed their ball at the "best drive" location, the team aspect ends. Each player plays **their own ball** for the remainder of the hole until they have holed out. Unlike a Scramble, you do not keep picking the best shot after the drive. If you hit your second shot into a bunker, you must play it out of the bunker yourself. Since both players finish the hole individually, the lowest individual score among the team members is the team's score for that hole.

Because this is a scramble, we will not post our scores to Golf Genius. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **October 15 Lucerne - Afternoon Play (4 card draw)**

Rules to be shared with those who show up at the time of play!

## **October 22nd: "Ghost Holes."**

Play all 18 holes. The Pro Shop picks three random holes before the round starts, but does not tell the players which ones they are. At the end of the round, the Pro reveals 3 secret holes that are discarded (everyone's scores for those three "blind" holes are thrown out). Lowest 15-hole total wins. Final scores are a total surprise to players.

Each group must designate a player to enter all Gross scores into Golf Genius. The software will automatically calculate results. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.

## **October 29 End of Season Scramble**

In a typical golf scramble, the main goals are team building and quick play. Since attendance often drops off in the fall, the president and vice president will select teams from those who show up to play.

Standard rules for a traditional scramble:

Every player on the team (usually a group of 2, 3, or 4) hits a tee shot. The team then decides which of those balls is in the best position for the next shot.

Once the best shot is selected, the team members whose balls weren't chosen pick them up and move them to that spot.

- The position of the "best ball" should be marked with a tee or coin.
- Place your ball within one club-length of the marker, no closer to the hole.
- You must maintain the "lie" of the original ball. If the selected ball is in the rough, everyone must play from the rough. If it is in a bunker, everyone must play from the sand.

The process repeats for every shot until the ball is on the putting green. Each team member hits from the chosen spot, the best result is selected, and the team moves forward.

Once the team reaches the green:

- The chosen spot is marked.
- Place balls within one putter-head length (or sometimes 6 inches) of the mark.
- Once any team member putts in, the team's score for that hole is recorded, and the group moves to the next tee.

A scramble uses a "Team Score." Each hole is recorded as a single score (e.g., if the team takes 4 shots to hole out, the score is a 4).

Because this is a scramble, we will not post our scores to Golf Genius. Record scores on a paper card. The first player listed on the card is responsible for placing it in the designated basket in the ladies' room.