



STONERIDGE MEN'S CLUB

2010 WEEKLY BREAKDOWN

**All Men's Club Events will begin at 2pm on Thursdays with Shotgun starts; unless otherwise listed below.*

3 Flights for 2010

Championship Flight – First Flight – Second Flight

Handicaps within each flight will vary week by week, Flights are not restricted to certain handicaps; Flights will be set up according to number of players; Flights will only apply to specific events i.e.; Club championships & Qualifying, along with Certain Individual games. (See below for weekly set up)

***April 1 – Skins Game 18 holes, 1pm Shotgun, Low Gross & Low Net payouts, 5 KP's; and a deuce pot.**

April 8 – Masters Match up – 1 pm Shotgun start.** Individual game; each Men's Club member will select a number score for 18 holes, that a player on the PGA Tour will shoot during his first round today. The score selected has to come from one of the final 9 pairings of the day. Be sure to look at the list in the pro shop of the final 9 pairings of the first round; then the pro shop will record it on the score board. At The completion of the Men's Club Shotgun, the pro shop will add together the Net Score of each men's club member, and combine it with the Gross PGA score they chose. *However the score chosen must have been shot within the final 9 pairings of the first round for the scores to be added together.***

Example: John Doe selects 68, a PGA Tour player from the Masters final 9 pairings of round one shoots a 68; then John Doe shoots a Net 75 in Men's Club, $68 + 75 = 143$.

The score of 143 would be John's Masters Match up score, 5 KP's; longest putt, NO deuce pot.

No "X outs" can be used in this game, if you hit 2 or 3 balls out of bounds, score a double par plus 2 for that hole. Example: If the hole is a par 4 you would score a 10. The Lowest combined scores win.

***April 15 – Beat the Pro** – The Stoneridge Golf Pro’s will shoot from the Blue Tees, counting their Gross score; Men’s Club will shoot from the White Tees, counting their Net score. The Net scores that beat the Lowest Pro Gross score will be paid out, **1pm Shotgun Start**. 5 KP’s; and a deuce pot

***April 22 – Skins Game 18 holes 2pm Shotgun, Low Gross & Low Net payouts, 5 KP’s; and a deuce pot.** No flights.

***April 29 – 2 man Best Ball; 2pm Shotgun Start** Choose your own teams, 10% of combined handicaps used; *Flights will depend on the number of teams playing. Low gross & low Net payouts. Each player has to use a minimum of 6 scores for the team. 5 KP’s; and a deuce pot.

– **Men’s Club Meeting To Follow at Events Center. Dinner will be served for all men’s Club Members, price on dinner TBA.**

***May 6 – “Deuces Wild “** – Low Net & Low Gross payouts, Flights will be determined after all players have signed in to play. *This is an Individual game, golf your own ball. For every Deuce that you make, you can replace any score on your scorecard with a 2. For example; if Bob gets a Net 7 on the first hole, but get s a Gross or Net 2 on the 15th hole he can replace that Net 7 with a Net 2 on #1 instead. Cutting 5 strokes of his score.*

Deuces can be Gross or Net; however a net 1 or net 0 is not wild. The lowest Net score you can take on a hole after earning a “Deuces Wild” is a 2. If you make a 3 on a par 3 and you have two bumps, you still keep your net 1, but you don’t earn a Deuces Wild; you have to make a 2 to replace another score with a 2. (Scores entered into GHIN computer after round will be the real scores, not deuces wild scores.) Lowest Deuces Wild Net score wins. 3 KP’s; **and a larger than normal DEUCE POT.**

***May 13 – 4 Man Team Competition,** – A, B, C, D player on each team, players will range from low handicap to high handicap. Pro Shop will randomly draw teams. **Game played will be 4 man Tango,** 1st hole only one ball will count as team score, 2nd hole two balls will count, 3rd hole three balls will count, and every 4th hole all four balls will count towards team score. Repeat this process through all 18 holes. Lowest Net score wins, 5 KP’s; NO deuce pot.

***May 20 – Switchblade; 2 Man Teams** – Choose your own partner. Each team will play **best ball on all the odd holes,** and **Combined Ball on the even holes.** The lowest Net Score Wins, 5 KP’s; and a deuce pot.

***May 27 – Round 1 of 4. Stoneridge Neighborhood Championship. 4 Teams: Team Greenside/Vineyards; Team Motor Coach; Team Forrest/ at large; Team Fairways/ at large.**

Match Play Format – just like Ryder Cup Singles; 1 point awarded to team for win, ½ point if a match is halved to each team. The Team with most points after 4 rounds is winning Neighborhood. Each team will go head to head with another team to determine the best neighborhood at Stoneridge. The Pro Shop will randomly draw pairings. There will be no payouts after 1st, 2nd, and 3rd rounds; ***Payouts will go to the winning team after all 4 rounds; the players who have the best Match Play record after 4 rounds earn the highest payouts.*** 5 KP's and a deuce pot.

***June 3 – Red, White, & Blue; you have to count two!! - 4 man teams, A, B, C, D players based on handicaps lowest to highest; randomly drawn by the pro shop.**

Each team will have to choose 6 holes they will tee off from the blue tees, 6 holes from the white tees, and 6 holes from the red tees. Please get with your team and decide which holes you want to tee off and at what color tee box, before your round begins; then report to the pro shop counter with your strategy to record it with the Pro shop staff. Two scores from the four players will be added together after each hole; to form one score for the team. ***Every player has to contribute a minimum of 5 scores out of 18 possible scores. Lowest Net Team score wins.*** 5 KP's; and a deuce pot

***June 10 - "Hog" - Individual game (but has team aspects within the Foursome.)**

In Hog, the "Hog" has two options: ***"hog" the hole by playing against the other three players; or pick one of the other three players as a partner for the hole, making it 2-on-2. The "Hog" always tees off last; giving the "Hog" the option to see the other 3 players tee off. *However the "Hog" must choose before he tees off if he is going to hog the hole, or choose a partner to hog it with.*** If the Hog chooses to hog the hole himself it is a best ball for that hole; If a partner is chosen to hog the hole with it becomes a 2 man combined ball, (Net scores added together against the other two players total).

At stake are points, If the "Hog" plays 1 against 3 and wins, he get 3 points; if he loses, the other three players get 1 point each. If the "Hog" chooses a partner and wins, both players get 1 point; if they lose, the other two players get 1 point each. Net scores determine the points, *if there is a tie on a hole no points are awarded and the points do not carry over.*

One player will be randomly assigned by the Pro Shop to be the ***"Hog" on the groups starting hole***, then ***each player will have his turn to be the "Hog", every 4th hole.*** *After concluding the groups 16th hole (which could be any hole because of the shotgun start) The Player who has the most points will be the ***"Big Hog"*** and will automatically take on the other 3 players on the groups 17th hole,; he cannot choose a partner to hog the hole with. The player with the least amount of points on the 18th and final hole will be the ***"Wilbur"*** of the group and will take on the other three players all by himself on the last hole; the "Hogs" who have the most points within each foursome will be paid out, 5 KP's; and a deuce pot.

***June 17** - Round 2 of 4, **Stoneridge Neighborhood Championship**, 4 Teams – Greenside/Vineyards; Team Motor Coach; Team Forrest / at large; Team Fairways/ at large.

Match Play Format – just like Ryder Cup Singles; 1 point awarded to team for win, ½ point if a match is halved to each team, the team with most points after 4 rounds is winning Neighborhood. Each team will go head to head with another team to determine the best neighborhood at Stoneridge. The Pro Shop will randomly draw pairings. There will be no payouts after 1st, 2nd, and 3rd rounds; Payouts will go the winning team after all 4 rounds; the players who have the best Match Play record after 4 rounds earn the highest payouts, 5 KP's and a deuce pot.

***June 24** – *President's Cup Day 1. Sweet 16 Men' Club Match play Championship Qualifying* – *See new formats for Presidents Cup & Directors Cup. The lowest eight players of the field of 16 will be filled after both rounds of Presidents Cup for all three flights. Individual game, straight golf play your best; **this is a Men's Club Championship Qualifying event**, 5 KP's and a deuce pot.

***July 1** - *President's Cup Day 2. Sweet 16 Men's Club Match play Championship Qualifying* – *See new formats for Presidents Cup & Directors Cup. The lowest 8 players of the field of 16 will be filled after both rounds of Presidents Cup for all three flights. Individual game, straight golf play your best; **this is a Men's Club Championship Qualifying event**, 5 KP's; and a deuce pot.

***July 8** – **Lone Wolf 4 man teams** – Blind Draw, 4 man Teams will be paired up randomly by the pro shop. A, B, C, D players; based on handicaps from lowest to highest.

Every player on the team has to be the "lone Wolf" a minimum of 4 times each; with two players being the "Lone Wolf" 5 times. (5+5+4+4= 18 holes) Each Team can choose during the round which players want to be the "lone wolf" on certain holes. When a player has been deemed the "lone wolf" his and only his score is counted towards the team score for that hole. The other three players will all Tee off then select the best drive of the three, and then play their own ball all the way into the hole. 5 KP's; and a deuce pot.

****No X outs can be used as scores by the lone wolf; if the lone wolf hits it out of bounds 2 times on any hole and then picks up for example; you need to score it as double par plus 2 strokes (par 5 you would write down a 12). If there are any team scorecards turned in with X outs on them, that team will be disqualified.**

***July 15** – Round 3 of 4. **Stoneridge Neighborhood Championship. 4 Teams:** Team Greenside/Vineyards; Team Motor Coach; Team Forrest/ at large; Team Fairways/ at large.

Match Play Format – just like Ryder Cup Singles; 1 point awarded to team for win, ½ point if a match is halved to each team. The Team with most points after 4 rounds is winning Neighborhood. Each team will go head to head with another team to determine the best neighborhood at Stoneridge. The Pro Shop will randomly draw pairings. There will be no payouts after 1st, 2nd, and 3rd rounds; Payouts *will go the winning team **after all 4 rounds**; the players who have the best Match Play record after 4 rounds earn the highest payouts*, 5 KP's and a deuce pot.

***July 22** – Directors Cup Round 1- **Sweet 16 Men's Club Match play Championship Qualifying, 2pm shotgun start.** *The lowest eight, single round scores within each flight, after both days of the Directors Cup advance to the Match Play Championship.*

You must play both rounds to receive payouts for Directors Cup only: 5 KP's and a deuce pot.

You do not have to play both days of the Directors Cup to have your 18 hole score on either day count towards the **Men's Club Championship.**

***July 29** - Directors Cup Round 2 - **Sweet 16 Men's Club Match play Championship Qualifying, 2pm shotgun start;** *The lowest eight, single round scores within each flight, after both days of the Directors Cup advance to the Match Play Championship;* they will face the other eight players who qualified from the President's Cup; 5 KP's and a deuce pot.

You Must play both rounds to receive payout for Directors Cup;

You do not have to play both rounds to have your 18 hole score count towards the Men's Club Championship.

***August 5** - **1st Annual Stoneridge Men's Club Sweet 16 Match Play Club Championship –**

**Each player who qualifies for the Match Play Championship will pay one tournament fee of \$20.00 as they check in at the pro shop before their round. Only one fee for the entire Sweet 16, those who advance past the first round do not have to pay again.

-**First Round 2pm Shotgun start.** – Please find your Flight's bracket (*Championship, 1st, or 2nd flights*) to locate your opponent, & starting hole location, 5 KP's; and a deuce pot.

The First & Second rounds will be Shotgun starts.

-*Those not in the Match Play Championship will play a skins game; check in at the pro shop counter.*

***August 12** - Second Round **of Men's Club Match Play Championship.** – Find your bracket to see who your second round opponent is, and starting hole; all KP's and deuce pot are in play for everyone.

2pm Shotgun start for everyone.

-*Those not playing in the Men's Club Championship will be playing- **2 man team 6-6-6; choose your own partners. Six holes of scramble,** (each player tees off then select the best drive all players drop from that spot continuing the process until a ball is holed);, **six holes of best ball** (each player plays his own ball from tee to green, and then the best score of the group is selected and used as the teams score for that hole) , & **six holes of Shamble** (each player tees off, then the best drive is selected, then both players hit from that spot, but play their own ball after that point, the lowest score for the team is recorded.) Check your scorecards to make sure you are playing the correct game for the corresponding hole. *Lowest team net score wins, 5 KP's; and a deuce pot.**

***August 19 – Semi-Finals** of the Men's Club Match Play Championship. All Semi-Final matches will start off the first tee, one following the other. KP's and the Longest Putt are in play for everyone; **All Semi-Finalists please report to the #1 Tee box 10 minutes before 2:00pm, to get order of play off the first tee.**

-Those who are not in the Semi-Finals will be playing Low Net plus putts; keep track of your putts on each hole and total them when finished, add that to your net score. 5 KP's; long putt, NO deuce pot.
2pm Shotgun Start

****August 21st – Saturday Men's Club Match Play Championship, Final Round – ****

All players who are in the final matches for their flights please report to the #1 tee 10 minutes before 3pm, to go over rules and start play. The Tournament Director will be walking along and keeping score of all three final matches. No KP's or deuce pot. **2pm starting time; all of #1 Tee.**

*Please tell your friends, Spouses, and other members to also be at the #1 tee to following along play; the beverage cart will be following play for all those who need beverages, or snacks.

***August 26 – - Final Round, Stoneridge Neighborhood Championship. 4 Teams:** Team Greenside/Vineyards; Team Motor Coach; Team Forrest/ at large; Team Fairways/ at large.

Match Play Format – just like Ryder Cup Singles; 1 point awarded to team for win, ½ point if a match if halved to each team. The Team with most points after 4 rounds is winning Neighborhood. Each team will go head to head with another team to determine the best neighborhood at Stoneridge. The Pro Shop will randomly draw pairings. There will be no payouts after 1st, 2nd, and 3rd rounds; Payouts will go the winning team after all 4 rounds; the players who have the best Match Play record after 4 rounds earn the highest payouts. 5 KP's and a deuce pot.

September 2nd – “In the Bucket” – This game is a best-ball **4-man Team game** in which every *fourth hole*, one player is left "in the bucket" - his score must count as the team score.

Each player tees off and plays his own ball; the lowest score is recorded as the teams score on that hole. The player whose score was selected is now “eliminated”; the process will continue with the other three players who are eligible; the lowest of the three will be chosen and that player will also be “eliminated”. This process will continue on the third hole, between the final two players who are eligible, then one player will be left “In the Bucket”, and his score no matter what it is will count as the teams score for every fourth hole. Players will continue to play even as they are eliminated, 5 KP's; and a deuce pot.

***Each player MUST tee off in correct order, lowest to highest score on previous hole.**

*If there is a tie for the low score on a hole, whichever player teed off first will break the tie, and his score will be taken.

***September 9 - "42"** – This is a Blind draw 4 man team game; *A, B, C, D players based on low handicap to high handicap, 2 balls count toward team score for each hole.*

The A player partners up with the **D player** & the **B player** pairs up with **C player**. All four players tee off, then the best drive is selected from among the four; all players then play their own balls all the way into the hole from the best drive; at the end of the hole each team will add together the A & D players, for one score; then add together B & C players, for one score. Then combine both **NET** scores together for one score on that hole.

Example – 4 & 3 = **7** / 5 & 5 = **10** so the team score would be **17** for that hole, 5 KP's; and a deuce pot.

***September 16 – "Disaster"** – Individual game; disaster is a point's game in which the winner at the end of the round is the player that has collected the **fewest number of points**.

That's because points are "awarded" for bad shots. Hit a ball out of bounds, that's two points.

****However, you can have "bad" points subtracted from your total also; 3 points for a Gross Birdie, 2 points for a Net Birdie, 2 points for a Gross par, and 1 point for a Net par.****

Lowest Net score in each flight wins; 5 KP's, and a deuce pot.

Point system is as follows:

- Water ball - 1 point, or hitting into a hazard, Red line – 1 point.
- Out of bounds - 2 points
- In a bunker - 1 point
- Failing to get ball out of bunker - 2 points
- 3-putt - 1 point
- 4-putt - 2 points
- Hitting from one bunker into another - 2 points
- Whiff (or not advancing the ball more than 1 yard) – 3 points

***September 23 – Greensomes;** 2 Man Teams choose your own partner; partners tee off, then one ball is selected and each player alternates shots until the ball is holed. If Bob and Tom are partners, and Bob's drive is selected, then Tom will hit the second shot, Bob the third and so forth. If both players hit their tee shots out of bounds, both will alternate tee shots until one is in play. This process repeats itself on each hole. Lowest 5 Net scores will be paid out; 5 KP's – NO deuce pot.

September 25 – (Saturday) *Men's Club Fall Finale & KP Shootout.*

Shotgun start @ 10am, with KP Shootout to follow on #18. Open to Men's Club members and their families, 5 KP's, longest putt.

***September 30th – 4 man Teams. Team Best Ball**, all players play their own ball, the lowest score of the team counts as the Team score for that hole. Each player on a team must contribute at least 3 scores. A, B, C, D players based on handicaps lowest to highest; players randomly draw by the pro shop. Lowest Net Team Score wins, 5 KP's; and a deuce pot.

***October 7 – Straight Golf** – Low net and Low Gross; 5 KP's, and a deuce pot.

Men's' club end of season.

WE WILL HAVE A PICK UP SKIN'S GAME EVERY TUESDAY MORNING AT 9:00AM. (April, May, September, October) And at 8:00 AM in June, July, August. ANY INTERESTED PERSON WITH AN ESTABLISHED CURRENT HANDICAP IS WELCOME. \$10 ENTRY FEE.