

# SMGG 2010 TOURNAMENTS

- January 9**      **Criss Cross** – Corresponding scores from front nine and back nine hole scores are compared and lowest used for a 9 hole total score.
- January 30**      **Mystery Tournament**
- February 13**      **Blind Nine** – Nine holes will be randomly selecting to be used in determining a final score from eighteen holes.
- March 13**      **2 Player Scramble** – Choose best shot following every stroke to play next stroke. On drive, only, player's ball picked does not hit.
- April 10**      **2 Player Best Ball** – At the completion of the hole, the lowest score among all team members serves as the team score.
- May 8**      **Pinehurst** – Teammates switch balls after their tee shots., select the one best ball after their second shots, then play alternate shot until the ball is holed.
- May 29**      **Mystery Tournament**
- June 12**      **2 Player Alternate Shot** – twp players on a team alternate hitting shots, playing the same ball
- July 10**      **BEAT THE PRO** – Eric will play to a scratch (zero) handicap. Players will post their net score against Eric's gross score.
- July 31**      **Mystery Tournament**
- August 14**      **2 Player Best Ball** - At the completion of the hole, the lowest score among all team members serves as the team score.
- September 4, 11, 18**      **SMGG CLUB CHAMPION SHIP** – Best two net eighteen hole scores out of three scores.
- September 28**      **OPEN OLD HICKORY SHAFT CLUBS** – vintage 1930' clubs and balls will be used. Period dress encouraged.
- November 20**      **Goofy Golf** – Use your imagination.

1. First Saturday of the month will be pick your partners and stroke play.
2. Third Saturday of the month will be stroke play with optional skins.
3. Fourth and Fifth Saturdays will be stroke play.