Echo Falls Ladies Club 2024 Schedule events in blue may not be recorded for GHIN

Date	EVENT	Side Games	Score Type	EXPLAINATION
Apr-4	Low Gross, Low Net 5pm shotgun start	1. Closest to the Pin 2. Longest Putt	individual	Low Gross, Low Net
Apr-11	Low Gross, Low Net 5pm shotgun start	2. Longest Futt	individual	Low Gross, Low Net
Apr-18	Low Gross, Low Net 5pm shotgun start	1. Closest to the Pin 2. Longest Putt	individual	Low Gross, Low Net
Apr-25	Low Gross, Low Net 5pm shotgun start		individual	Low Gross, Low Net
May-2	3 Little Pigs	Closest to the Pin Longest Putt	individual	Your 3 worst holes will be removed from your score for this round.
May-9	Low Gross, Low Net, Low Putts		individual	Winners for Low Gross, Low Net, Low Putts
May-16	2 person best ball	1. Closest to the Pin 2. Longest Putt	2 person team	2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole.
May-23	2 lowest scores		4 person team	The 2 lowest scores on each hole is used for the team net score.
May-31	Low Gross, Low Net, Low Putts	1. Closest to the Pin 2. Longest Putt	individual	Winners for Low Gross, Low Net, Low Putts
Jun-6	Scramble w/ string		4 person team	Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. The string - May be used to move the ball to a more favorable spot. The string must be cut off the equivalent length used to move the ball. When the string is used up that ball may not be moved by hand anymore.
Jun-13	Hidden Partners	Closest to the Pin Longest Putt	2 person team	After all teams have teed off. Names will be drawn to find out who your score will be paired with.
Jun-20	Baseball		individual	Each player is allowed one 'baseball throw' per hole. 'Throws' do NOT count as a stroke. For example, if your ball lands in a bunker or in an unplayable spot in the rough (like next to a tree) you may throw it out and not count the throw as a stroke. If you can physically can not retrieve your ball, you can not take a baseball throw instead it is a drop.
	Red, White, & Blue 18 hole Tournament (no league night 6/27 or 7/4)			
Jun-27	Sign up at the are show	. It's a \$20 buyin Co		
Jun-27 Jul-4	Sign up at the pro shop	ı. It's a \$20 buy in. Gı	uests are encour	& Blue 18 hole Tournament (no league night 6/27 or 7/4) aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. les must be played between June 22-July 7 to be eligible.
	Sign up at the pro shop Low Gross, Low Net, Low Putts	1. Closest to the Pin 2. Longest Putt	uests are encour	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop.
Jul-4	Low Gross, Low Net,	1. Closest to the Pin	uests are encour Your 18 hol	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. les must be played between June 22-July 7 to be eligible.
Jul-4 Jul-11	Low Gross, Low Net, Low Putts	1. Closest to the Pin	vests are encour Your 18 hol individual 4 person team	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that
Jul-4 Jul-11 Jul-18	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS	Closest to the Pin Longest Putt Longest to the Pin	vests are encour Your 18 hol individual 4 person team	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team
Jul-4 Jul-11 Jul-18 Jul-25	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS 2 person Best ball	Closest to the Pin Longest Putt Longest to the Pin	uests are encour Your 18 hol individual 4 person team 2 person team	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole.
Jul-4 Jul-11 Jul-18 Jul-25 Aug-1	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS 2 person Best ball 4 clubs Low Gross, Low Net,	1. Closest to the Pin 2. Longest Putt 1. Closest to the Pin 2. Longest Putt 1. Closest to the Pin 2. Longest to the Pin 3. Closest to the Pin 4. Closest to the Pin 5. Closest to the Pin 6. Closest to the Pin 7. Closest to the Pin 8. Closest to the Pin 9. Closes	uests are encour Your 18 hol individual 4 person team 2 person team individual	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole. Each player picks 4 clubs total to play with for the round (this includes the putter).
Jul-4 Jul-11 Jul-18 Jul-25 Aug-1 Aug-8	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS 2 person Best ball 4 clubs Low Gross, Low Net, Low Putts	1. Closest to the Pin 2. Longest Putt 1. Closest to the Pin 2. Longest Putt 1. Closest to the Pin 2. Longest to the Pin 3. Closest to the Pin 4. Closest to the Pin 5. Closest to the Pin 6. Closest to the Pin 7. Closest to the Pin 8. Closest to the Pin 9. Closes	individual 2 person team individual individual	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole. Each player picks 4 clubs total to play with for the round (this includes the putter). Winners for Low Gross, Low Net, Low Putts All players tee off. The best tee shot is chosen. Each player moves their ball to that location for their
Jul-4 Jul-11 Jul-18 Jul-25 Aug-1 Aug-8 Aug-15	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS 2 person Best ball 4 clubs Low Gross, Low Net, Low Putts Shamble Low Gross, Low Net,	1. Closest to the Pin 2. Longest Putt	uests are encour Your 18 hol individual 4 person team 2 person team individual individual 4 person team	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole. Each player picks 4 clubs total to play with for the round (this includes the putter). Winners for Low Gross, Low Net, Low Putts All players tee off. The best tee shot is chosen. Each player moves their ball to that location for their second shot and then continues to play their own shots the remainer of the hole.
Jul-4 Jul-11 Jul-18 Jul-25 Aug-1 Aug-8 Aug-15 Aug-22	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS 2 person Best ball 4 clubs Low Gross, Low Net, Low Putts Shamble Low Gross, Low Net, Low Putts	1. Closest to the Pin 2. Longest Putt	uests are encour Your 18 hol individual 4 person team 2 person team individual 4 person team individual	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole. Each player picks 4 clubs total to play with for the round (this includes the putter). Winners for Low Gross, Low Net, Low Putts All players tee off. The best tee shot is chosen. Each player moves their ball to that location for their second shot and then continues to play their own shots the remainer of the hole. Winners for Low Gross, Low Net, Low Putts On the first hole (Cha), the one lowest score is used as the team score. On the second hole (Cha-Cha), the two lowest net scores are combined to create the net team score, and on the third hole (Cha-Cha-Cha) combine the three lowest net scores to create the team score. On the fourth hole, the rotation
Jul-4 Jul-11 Jul-18 Jul-25 Aug-1 Aug-8 Aug-15 Aug-22 Aug-29	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS 2 person Best ball 4 clubs Low Gross, Low Net, Low Putts Shamble Low Gross, Low Net, Low Putts Cha-Cha-Cha	1. Closest to the Pin 2. Longest Putt	individual 4 person team 2 person team individual 4 person team individual 4 person team 4 person team 4 person team	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shop. es must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole. Each player picks 4 clubs total to play with for the round (this includes the putter). Winners for Low Gross, Low Net, Low Putts All players tee off. The best tee shot is chosen. Each player moves their ball to that location for their second shot and then continues to play their own shots the remainer of the hole. Winners for Low Gross, Low Net, Low Putts On the first hole (Cha), the one lowest score is used as the team score. On the second hole (Cha-Cha), the two lowest net scores are combined to create the net team score, and on the third hole (Cha-Cha-Cha) combine the three lowest net scores to create the team score. On the fourth hole, the rotation begins again.
Jul-4 Jul-11 Jul-18 Jul-25 Aug-1 Aug-8 Aug-15 Aug-22 Aug-29 Sep-5	Low Gross, Low Net, Low Putts Scramble - BLIND DRAW FOR PARTNERS 2 person Best ball 4 clubs Low Gross, Low Net, Low Putts Shamble Low Gross, Low Net, Low Putts Cha-Cha-Cha All Par 3s	1. Closest to the Pin 2. Longest Putt	individual 4 person team 2 person team individual 4 person team individual 4 person team individual 4 person team individual 2 person team 2 person team	aged to join (male/female). Make your own tee time and turn your 18 hole score card in at the pro shopes must be played between June 22-July 7 to be eligible. Winners for Low Gross, Low Net, Low Putts Enter your name in at the proshop with a partner. Pairs will be pulled out of a hat to create teams. Scramble format- Each player tees off and the team's best shot is chosen. Each player then hits her own ball from this chosen lie. For the next shot, the best ball is again chosen and each player hits from that lie. This continues until the ball is holed out. 2-person teams where each player on the team plays his or her own golf ball throughout the round. After each hole the player with the lowest score on the hole (or "best ball") out of the 2-person team serves as the team's score. The higher scoring player's score is thrown out for that particular hole. Each player picks 4 clubs total to play with for the round (this includes the putter). Winners for Low Gross, Low Net, Low Putts All players tee off. The best tee shot is chosen. Each player moves their ball to that location for their second shot and then continues to play their own shots the remainer of the hole. Winners for Low Gross, Low Net, Low Putts On the first hole (Cha), the one lowest score is used as the team score. On the second hole (Cha-Cha), the two lowest net scores are combined to create the net team score, and on the third hole (Cha-Cha), the two lowest net scores are combined to create the net team score. On the fourth hole, the rotation begins again. On par 3s, tee off on the red tees. On par 4s and 5s, tee off from the 150 marker.