2024 HWGA Event Schedule
(All dates/games are subject to change due to conflicts/weather)

| DATE | EVENT FORMAT/GAME | PAYOUT | SIDE GAME |
| :---: | :---: | :---: | :---: |

April 29 ${ }^{\text {th }}$ : Welcome Dinner 5:30-7:30 pm (Please RSVP/Register by April $22^{\text {nd }}$ )

| April 30 ${ }^{\text {th }}$ | 1 Best Ball of 3 Players* | Net Only | Closest to the Pin |
| :---: | :---: | :---: | :---: |
| May 7 $^{\text {th }}$ | Aces Wild* | Net Only | Most 1 Putts |
| May 14 $^{\text {th }}$ | David \& Goliath* | Gross/Net | Longest Putt |
| May 21 $^{\text {st }}$ | Medal Play* | Gross/Net | Most Fairways |
| May 28 $^{\text {th }}$ | Hillcrest Staff Scramble (Welcome Event) SG | Net Only | Closest to the Pin |


| June 4 ${ }^{\text {th }}$ | 3 Blind Mice* | Gross/Net | Most 1 Putts |
| :---: | :---: | :---: | :---: |
| June 11 $\boldsymbol{\text { th }}$ | Medal Play* | Gross/Net | Most Fairways |
| June $25^{\text {th }}$ | Pink Ball* | Net Only | Closest to the Pin |


| July $2^{\text {nd }}$ | Putt for Points* | Points Earned | Longest Putt |
| :---: | :---: | :---: | :---: |
| July $9^{\text {th }}$ | Chili Pepper Invitational |  |  |
| July 16 ${ }^{\text {th }}$ | Group Scramble* | Net Only | Closest to the Pin |
| July $23^{\text {rd }}$ | Medal Play* | Gross/Net | Lottery Place Payout |
| July $30{ }^{\text {th }}$ | HWGA Championship (Medal Play)* SG | Gross/Net | Closest to the Pin |


| August 6 $^{\text {th }}$ | Beat the Pro* | Gross/Net | Longest Putt |
| :---: | :---: | :---: | :---: |
| August 13 ${ }^{\text {th }}$ | Pick your Poison* | Gross/Net | Closest to the Pin |
| August 20 $0^{\text {th }}$ | Ribbon Day* | Net Only | Most 1 Putts |
| August 27 ${ }^{\text {th }}$ | 3 Clubs and a Putter* | Gross/Net | Lottery Place Payout |


| September $3^{\text {rd }}$ | Killer 9 Holes* | Gross/Net | Longest Putt |
| :---: | :---: | :---: | :---: |
| September $10^{\text {th }}$ | 2 Person Relay* | Net Only | Most 1 Putts |
| September $17^{\text {th }}$ | Animal/Character Game* | Gross/Net | Most Fairways |
| September $24{ }^{\text {th }}$ | Closing Scramble (Awards \& Luncheon) SG | Net Only | Closest to the Pin |

[^0]** Scramble Information: Minimum and Maximum Drive Requirements / Modified Rotation in place for unfilled Scramble teams**
Please visit our website to register for the 2024 HWGA Season Contact Brett Wolf (brett@golfhillcrest.com) or Jeff Jones (jeff@golfhillcrest.com)


[^0]:    * = Days that are applied to the Ringer Board

    SG = Shotgun Event for all players
    1 Best Ball of $\mathbf{3}$ - A best ball score out of 3 players will be used towards a Team Score. (Team game)
    2 Person Relay - Pick your own partner. One player's score counts on odd holes and the other for even holes. Decide before teeing off. (Team Game) 3 Blind Mice - Golf Shop will randomly select 3 holes to not count towards your final score (Individual Game)
    3 Clubs \& a Putter - Each player is only allowed to play with the 3 clubs of their choice and a putter. (Individual Game)
    Aces Wild- Subtract 1 from Net Score for everyone putt \& every fairway you hit off the tee box (Individual Game)
    Animal \& Character Game -Consequences for bad shots, too many putts, etc. Receive a character and keep until someone else earns it (Individual Game)
    Beat the Pro - 2 person teams combined score vs. the Pro \& HWGA Champion combined score. Bet on your team! (Team Game)
    David \& Goliath - Total score for longest 5 holes \& shortest 4 holes. Modified for 9 -hole groups (Individual Games)
    Hillcrest Staff/Group Scramble - Golf Shop Staff will be on various holes helping teams hit shots. The team will play from the best shot (Team Game)
    Killer 9 Holes - Playing the same 9 holes twice. Your best score per hole will go toward a 9-hole total score. (Individual Game)
    Medal Play - Each player will play their own ball and keep an individual score. Traditional Golf Format (Individual Game)
    Pick your Poison - Pick (2) Par 3s, (5) Par 4s, (2) Par 5s that you feel you will do well on. Modified for 9-hole groups (Individual Game)
    Pink Ball - Rotating Pink Ball will be counted for each hole. Other 3 players in the group will play a Best Ball while not playing the Pink Ball (Team Game)
    Putt for Points - ( 0 putts -4 pts.) ( 1 putt -3 pts.) ( 2 putts -2 pts.) ( 3 putts -1 pt.) ( 4 putts -0 pt.). Most points win. (Individual Game)
    Ribbon Day - Each player will be assigned a color in the group. If your color ribbon is on the bottom on the flagstick, then your score is counted (Team)

