

Information for DEGC members that want to play on the weekend

The information below describes how a member can obtain tee times and / or participate in the weekend money games. All games are optional and subject to change as we work through tweaks and changes. Any changes will be noted and communicated by the pro shop when needed.

Tee time options:

- The members have been allocated reserved tee times between 7:00 am - 8:30 am
- The reserved tee times are primarily used for random drawing of players for pairings. We encourage all members to participate in this random draw reservation timeframe.
- Please call the pro shop (266-0110) to sign up to play in the member's game. You will be asked if you want an early tee time draw or late tee time draw. Early tee time draw will put a player in one of the earlier tee times that we have available. Late tee time draw will put a player in one of the last tee times we have available.
- After the cutoff time for signing up there will be a random draw to assign players into groups. You will be randomly paired with three other club members unless you are requesting to play with a guest or playing a match. The random draw concept is to encourage camaraderie and get to know other members in the club. You have until Thursday evening** to call the pro shop (266-0110) to sign up for a tee time.
- If you wish to play with a pre-determined group of your own or particular fellow member please schedule a tee time between 6am-7am or 8:30am-10am to be eligible to play in the Money games.
- Beginning Friday mornings you can call the pro shop at 266-0110 during business hours or the DEGC member line (348-8567) if pro shop is closed to get your tee time and players in your group.
- Please note if you wish to play in the weekend money games you must tee off between 6:00 am and 10:00 am

** Tee time call in cutoff day is subject to change based on pro shop direction

Money Games:

There are 5 money games available to our members. The money will be collected by the clubhouse when you check in for your round. The games available are:

1. **Closest to the Pin** (\$1) – This game makes up two closest to the pins holes. One hole on front nine and one hole on the back nine. Players can play from either white, blue or gold tees
2. **Sweeps** (\$2) – Our weekend sweeps games pays both A and B players with low gross and low net scores. Ties will be broken in gross division by lowest HDCP and low net division by highest HDCP.
3. **100% Handicap Skins game** (\$4) – This is a premium HDCP skins game and can be played from Blue, White or Gold tees.
 - a. **Example #1** - If there are two or more (gross or net) scores that are the same and the lowest for that hole then that hole is thrown out.
 - b. **Example:** On a par 4 there are 2 gross scores of 3 on the hole. The two scores cancel each other out. On the net side one of the players gets a stroke which nets out a 2 on the hole. Nobody else has the lowest score of 2 so player wins a skin.
 - c. **Total of all skins in field will be divided by total purse. Example: If there is a total of 5 skins in field and purse is 50.00 then each skin will be worth 10.00 ea.**
4. **Scratch Skins Game** (\$4) – This game can only be played from the Blue or White tees. This game is an all birdies pool game. This means that ALL birdies and eagles will pay!!
Skins are awarded as follows:
 - a. Single par on hole with no other players scoring same will be awarded *1 skin*.
 - b. Single bird on hole will be awarded *2 skins*.
 - c. More than one bird on same hole will be awarded *1 skin per bird*.
 - d. Eagle on hole will be awarded *3 skins*. More than one eagle will still pay *3 skins*.
 - e. **Total of all skins in field will be divided by total purse. Example: If there is a total of 5 skins in field and purse is 50.00 then each skin will be worth 10.00 ea.**
5. **2-man Best Ball 100% HDCP** (\$2) –
 - a. **Members** who have called in to get in the “Member’s game” will be assigned a best ball partner. Your partner assignment will be based on the group assignments that were made when pairing were done.

- i. **Example:** Group 1 has been assigned Joe L, Dave N. Gary R and Gary S. in that order. Best ball team #1 will be Joe L. and Dave N. and Best Ball team #2 will be Gary R. and Gary S.
- b. For those players that don't have a Best Ball partner (groups with only three players) you can still sign up and you will be assigned a blind draw player as your partner.
- c. For those members that choose to play in their own groups (not by calling in for random draw groups) you can pick your own best ball partner within your group.

These games are for the enjoyment of the members and their guests with a valid GHIN HDCP. If your guest participates in any of the games and win something then their winnings will be given to the member to be given to the guest. The only game a guest cannot play in would be the sweeps game which is members only.

If your guest doesn't have a valid GHIN HDCP they can still participate in the CTP and Scratch Skins Games.

We ask that guests are limited to a maximum of 6 plays per guest during the season in hopes that the guest will join as a member.

Procedures

1. When you have completed your round please verify your scorecard is correct, sign, attest and drop your scorecard off at GHIN computer desk. Please make sure all scorecards have your first initial and full last name. Eg. E. Mills, S. Olesiuk and what tees you played from.
2. Post your score.
3. All information will be tabulated and results will be emailed out to the membership with winners of all games.
4. Sweeps will be applied in pro shop credit on each winners account.
5. All other games will be cash payout and normally available in proshop by the next Tuesday evening.