



11/1/25

RC Putters 2026 Day's Play Descriptions

Note: Handicap Groups A, B, & C are evaluated separately. You are only competing against players in your handicap group.

Date	Day's Play	GAME GUIDELINES
4/2	High Gross	Player with highest gross score wins.
4/9	Low Net	Player with lowest net score wins.
4/16	High Putts	Player with highest putt count for HOLES <u>1, 8, 9</u> wins.
4/23	Hate 'em	BEFORE teeing off, choose two holes you hate and circle them on your scorecard. To score your Day's Play, subtract the two holes from your gross and then subtract your handicap. Player with the lowest score wins.
4/30	Gross Score Minus Putts	Add your gross score minus putts. Player with lowest gross score wins.
5/7	Most 5's, 6's & 7's	Add up the # of holes with scores of 5, 6, & 7. Player with highest # of holes wins.
5/14	3 Clubs and a Putter	You can only play with 3 clubs plus your putter. Player with the lowest net score wins.
5/21	Total Score on Odd Holes	Add up total score on odd holes. Player with the lowest score wins.
5/28	Most Drives in Fairway	On your scorecard circle the holes that your drive landed in the fairway, Distance doesn't matter, as long as it's in the fairway. Add up the total holes circled. Player with highest total of drives wins.
6/4	Low Putts	Add total putts on HOLES 11, 14, 15. Player with lowest total putts wins.
6/11	High Net	Player with the highest net score wins.
6/18	Total Score on Even Holes	Add up total score on even holes. Player with the lowest score wins.
6/25	Most of a Kind	Add up number of holes with same score. Player with highest count of the same score wins.
7/2	Low Net plus Putts	Add up your net score plus your putts. Player with lowest total score wins.
7/9	Gross Score - Holes 3, 5, 8	Add up your scores on Par 5 (HOLE 3) and Par 3's (HOLES 5 & 8). Highest gross score wins.

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Date	Day's Play	GAME GUIDELINES
7/16	Lowest Total Score on Par 4's	Add up your scores on Par 4 <u>HOLE</u> S 13, 14, 16 for your Day's Play total. Lowest score wins.
7/23	Scramble/No Day's Play	
7/30	Guess Your Gross Score	BEFORE TEEING OFF, GUESS GROSS SCORE AND WRITE IT ON YOUR SCORE CARD. The player in each group with the closest guess to their actual gross score wins.
8/6	3 Club Monte	Select only 3 clubs to use the entire 9 holes. Player with lowest net score wins.
8/13	Bingo	Bingo card given to each player. Highest count of Bingos wins (5 squares in a row: horizontal, vertical or diagonal). Ties in each group will be won by the player with the most "X's".
8/20	Low Gross	Player with lowest gross score wins.
8/27	Trouble	Get "Trouble" point sheet for scoring. Each event listed on the sheet is to be counted ONE TIME ONLY PER ROUND (not per hole). Player in each group with lowest point total wins.
9/3	Most Double Bogeys	A double bogey is 2 over par. For example, if you shoot 6 on the 1st hole (par 4), you have a double bogey. Add up all double bogeys for Day's Play total. Player with most double Bogeys wins.
9/10	Guess Your Net Score	BEFORE TEEING OFF GUESS YOUR NET SCORE AND WRITE IT ON YOUR SCORE CARD. The player in each group with closest guess to their actual net score wins.
9/17	Reverse Your Gross Score	Reverse the numbers in your gross score. Player with lowest reversed gross score wins.
9/24	Throw Out 2 Worst Holes	Throw out two worst holes from your gross score. Lowest net score wins.