

Weekly Games Information

Definitions:

Game Manager:

The person that organizes the game, including the teams, the game played, the game buy-in and pay out (generally tries to pay 1/3 to 1/2 of the players).

Team Captain:

The person put in charge of the team by the Game Manager. Responsibilities include scoring, collecting the buy-in, and keeping pace. Team Captain is generally the person listed first on the score card but can be anyone on card.

Overview:

Weekly games are available to TT Players Club members, invited guests, and golfers wanting to tryout TT Players Club. The games provide golfers an opportunity to have friendly competition in an environment that is more relaxed than the monthly tournament. All golfers must have a current USGA index. There is a small buy-in, \$5 to \$10, for most games.

The games are run by volunteers. It is important that we respect the time and effort our volunteers donate by making their jobs as easy as possible. Showing up late or not at all, or showing up without reserving a spot with the pro shop, or not knowing your course handicap causes stress and work. We don't want our volunteers to feel like us players are a bunch of feral cats that need to be herded.

Additional volunteers are always needed. Please contact the club president if you can volunteer.

Rules to participate

1. Must sign up either via the Trysting Tree website - Players Club option, or call the pro shop to be added to the list. There are a limited number of tee times available to Players Club, so reserve your spot as soon as you can commit to the day. Some games will fill up days in advance. The pro shop may take away Players Club tee times not used. Note that your actual tee time may differ from what is shown on your reservation email from Trysting Tree.
2. Game Manager will generally create teams in advance when all the tee times are filled for the day. In this case, the teams will have actual tee times that players use to arrive at the course. The teams and tee times will be emailed to the players. If no email is provided, then advance tee times are not provided.
3. If teams are not created in advance, then the teams are built by the Game Manager right before the first tee time. All players must assume they are in the first group and arrive accordingly, 10 minutes before the first tee time at the practice green.
4. Players must arrive at the practice green near the club house at least 10 minutes before their tee time, which can be the first tee time for the game. Contact the Team Manager as soon as you arrive to obtain your team and tee time.
5. If you cannot make the game, then cancel your tee time no later than 6pm the day before the game.

6. All players must agree to be a Team Captain as needed.
7. Score cards must be brought to the patio as soon as the round is completed along with the total buy-in for the group. Be respectful to other players that may have been waiting for several tee times. Meet at the side of the last hole, finish any scoring, collect buy-in and designate a person to bring the card and money directly to the patio, or where the players are gathering.

Games and Days Played

The Game Manager determines the game to play for the day. Number of players, number of available tee times, and the handicap of the players are some of the parameters the Game Manager uses to determine the best game to play. The money buy-in is determined by the Game Manager, below are the amounts that are commonly used.

1. Monday is generally a net individual game. Pays front and back. The \$6 buy-in is optional. Notify the Team Manager if you are playing but not participating in the buy-in.
2. Wednesday is a team game with a \$6 buy-in. Pays front and back.
3. Thursday is our only 9-hole team game, with a \$5 buy-in.
4. Friday is a team game with a \$10 buy-in. Pays front and back. This is usually the game with the most participants.
5. Sunday is a team game with a \$10 buy-in. Pays front and back.

All games pay positions based on number of participants; the fewer participants the fewer positions paid.

Examples of Team games:

Each team (tee time) competes against all other teams.

Common games are:

- 4 net (all scores count)
- 3 net (best 3 scores out of 4)
- 2 net (best 2 scores out of 3) used when teams are organized into groups of 3.
- 1 gross, 2 net (best 3 scores out of 4, but one must be a gross score)
- Modified Stableford, the Game Manager will define the scoring. Common options are:
 - Net scores, 1 point for par, 3 for birdie, 5 for eagle.
 - Net scores, 1 point for bogie, 3 for par, 5 for birdie, 7 for eagle.
 - Combination net and gross scores,
 - Net, 1 point for par, 3 for birdie, 5 for eagle.
 - Gross, 2 points for par, 4 for birdie, 6 for eagle.

Individual game:

Each person against all other participants, generally a net only game.

Occasionally, the Game Manager will come up with a new and fun game.

If you have ideas to improve the games, then volunteer to be the Game Manager for the next game. You will be given the opportunity to improve the fun.