

WILDFLOWER GAMES as of February 27, 2026

Date (Tuesdays)	Game	Individual or Team
March 3	Bakers Dozen 11:00 am	Individual
March 10	Cha, Cha, Cha 10:30 am	Team
March 17	Low Net 10:30 am	Individual
March 24	Low Putts 10:30 am	Team
March 31	Trifecta 10:30 am	Individual
April 7	Two Best Ball Net Foursome 9:30 am	Team
April 14	Strike 3 9:30 am	Individual
April 21	Jack & Jill With WildOats (Lunch) 9:30 am	Team
April 28	<u>Wildflowers Short Clinic with Joe Mullen 10:00 am</u> <u>& Greg Greksa/ Lunch TBD</u>	
May 5	Low Gross & Low Net 9:00 am	Team
May 12	WWG Fertilization Day, NO PLAY	Individual
May 19	Wildwood Green Ladies' Invitational 9:00 am	
May 26	WWG No play, Course Maintenance	
June 2	Two Best Ball Net Twosome 9:00 am	2 Person Team
June 9	Low Putts 9:00 am	Individual
June 16	No Play -Aerification	
June 23	Baker's Dozen 9:00 am	Individual
June 30	Alternate Shot 9:00 am	Team (2 players)
July 7	Fairways & Putts 9:00 am	Individual
July 14	Two Best Ball Net Twosome 9:00 am	2 person Team
July 21	Captain's Choice 9:00 am	Team
July 28	Beat the pro (Threesomes Only) 9:00 am	Individual
August 4	Trifecta 9:00 am	Individual
August 11	Odd/Even 9:00 am	Individual
August 18	WWG Event, No Play	
August 26	Team putts 9:00 am	Team
Sept 1	Two Best Ball Net Foursome 9:30 am	Team
Sept 8	WWG, No Play Maintenance	
Sept 15	Member/Member(Lunch) 9:30 am	Team (2 player)
Sept 22	Low Net 9:30 am	Individual
Sept 29	Captain's Choice (Shamble) 9:30 am	Team
Oct 6	FORE 10:00 am	Individual
Oct 13	Jack & Jill with WildOats (Lunch) 10:00 am	Team
Oct 20	Strike 3 10:00 am	Individual
Oct 27	Orange vs Black team game 10:00 am	Team
Nov 10	End of Year Party (Lunch) 10:30 am	FUN!

Notes:

- All play on Tuesdays and Thursdays will start 2 hours after the course opening time.
- Tuesday play is organized by the Wildflowers BOD and Wildwood Green Golf Club.
 - A valid handicap index is required for all players on Tuesday. Players working to establish a handicap index are encouraged to play on Thursday.
 - Wildflower members may bring a guest to play with the group. The *guest must have a handicap index*. Guests may play twice with the group before officially joining.
 - For team games, the Pro Shop will select all teams based on handicap indexes.
 - For individual games, the Pro Shop to set up the groups. The groups will be sent out the evening before the competition.
 - All players on Tuesdays are required to participate in the full 18-hole competition.
 - There are 6 Tuesdays when we don't play this year due to other course commitments. During these weeks, we will request an additional tee time on Thursday to accommodate more players, host another event, or ask the Pro Shop to investigate playing at another course for us.
- Thursday Chair: organizes and distributes pairings for play.
 - The Wildflowers have three tee times to accommodate 12 players every Thursday except for the following dates:
 - June 18, 25, and July 2– NC State Wolfpack Camp, no play
 - There are no organized games on Thursday, just open play.

Game Descriptions

Game	Team or Individual	Description
Two Best Ball Net Foursome	4/Team	Count the two best net scores for the team on each hole.
Cha Cha Cha	4/Team	4 players per team. Count the best net score on par 5's; 2 net scores for par 4's; 3 net scores for par 3's.
Baker's Dozen	Individual	Each player counts their 13 best net holes.
Low putts	4/Team	Count all the putts for each player on every hole. The team with the lowest number of putts wins.
Low putts	Individual	Each player counts all their putts. The player with the lowest number of putts wins.
Trifecta	Individual	In each flight, there are 3 winners: one for low gross, one for low net, and one for low putts. A player can only win one prize.
Stableford	4/Team	Each player is awarded points for their score on each hole as follows: Net Eagle = 4 pts. Net Birdie = 3 pts. Net Par = 2 pts. Net Bogey = 1 pt. The team with the most points wins.
Odd/Even	Individual	At the end of the round, the group will be told whether odd or even holes are counted. Each player adds the net scores for the odd or even holes. The lowest score wins.
Jack and Jill	4/Team	A scramble/captain's choice game with 2 men and 2 women on each team.
Sweet Sixteen	Individual	Each player discards their worst hole on the front 9 and their worst hole on the back 9.
Fairways and putts	Individual	A points game where points are awarded as follows: <ul style="list-style-type: none"> • If a player's drive on a par 4 or 5 is on the fairway, the player receives 5 pts. • For each putt, the player subtracts one point. The player with the most points wins. (Easiest way to score is to simply count fairways hit and all putts. At the end of the round, multiply fairways hit by 5 and then subtract the total number of putts.)
Captain's choice	4/Team	All players drive off the tee. The team captain selects the best drive and all the players hit a shot from that location. Play continues with all players hitting each shot from the selected location.
Alternate shot	2/Team	Both players hit off the tee. The players select one drive to continue play. The player who did not hit the selected drive hits the next shot. Players continue to alternate who hits each shot until the ball is holed out.
Strike 3	Individual	Each player subtracts the scores for 3 holes from their total score for a 15 hole score. The player with the lowest score wins.
Beat the Pro	Individual	The Pro plays 18 holes and records his/her gross score. If a player's net score is lower than the Pro's gross score, the player will share in the pot.
Match Play	Individual	A head-to-head, hole-by-hole competition between two players. For detailed rules: https://www.usga.org/content/usga/home-page/rules-hub/topics/match-play.html .
Member/Member	2/Team	Players can pick their own partner this year. Each team records the best net score on each hole. The lowest score wins.
Fore	Individual	Each player counts their net score on all par 4's. The lowest score wins.
Orange & Black	2/Team	The group is divided into two teams by handicap. Each team is assigned a color, orange or black. Teams can dress in the appropriate color. The game is TBD at this time.

Game	Team or Individual	Description
Low Gross & Low Net	4/Team	The low gross and low net score for each team will be counted. Different player's scores must be used for low gross and low net.
Shamble	4/Team	All players drive off the tee. The best tee shot is selected. Every player plays their own ball from the selected tee shot. The best two net scores are counted.