

THURSDAY MEN'S LEAGUE – FULL SEASON

Thursday Afternoon 2:37 PM – 6:30 PM

Check in minimum 30 minutes before tee time. Pricing includes GST.

- Initiation Fee: \$100.00 per person
- 18 Holes: \$75.00 (includes golf, power cart, driving range and prizes)
- 9 Holes: \$37.50 (includes golf, driving range and prizes)
- 9 Holes Power Cart

Golf Canada Gold Membership (Handicap Card)

- \$60.00 Golf Canada Membership
- Mandatory for all league play
- Track your scores and game
- On course Incident Protection

Format

- All competitions 18 holes
- Varied competitions each week
- Weekly winners will be announced through email
- Prizes will be held in Jerry's following play

Booking (League Members)

- League members can book online 6 days in advance at 9:00 AM or 9:15 AM by calling the Pro Shop 403-938-4455
- Book online at www.darcyranchgolf.ca

Guest Play

- Guests can book 3 days in advance (Friday)
- Guests pay \$80.00 for 18 holes green fees with cart
- Guests pay \$42.50 for 9 holes (power cart not included, not eligible for prizes)

2024 EVENT SCHEDULE

Date	Format	Time
April 25	Tee Times	2:37 PM - 6:30 PM
May 4	Tee Times	2:37 PM - 6:30 PM
May 9	Tee Times	2:37 PM - 6:30 PM
May 16	Tee Times	2:37 PM - 6:30 PM
May 23	Tee Times	2:37 PM - 6:30 PM
May 30	Shotgun	2:30 PM - 6:30 PM
June 6	Tee Times	2:37 PM - 6:30 PM
June 13	Tee Times	2:37 PM - 6:30 PM
June 20	Tee Times	2:37 PM - 6:30 PM
June 27	Tee Times	2:37 PM - 6:30 PM
July 4	Shotgun	6:30 PM
July 11	Shotgun	6:30 PM
July 18	Tee Times	2:37 PM - 6:30 PM
July 25	Tee Times	2:37 PM - 6:30 PM
August 1	Tee Times	2:37 PM - 6:30 PM Club Championship
August 8	Tee Times	4:00 PM – 6:30 PM
August 15	Shotgun	6:30 PM
August 22	Tee Times	2:37 PM - 6:30 PM
August 29	Tee Times	2:37 PM - 6:30 PM
September 5	Tee Times	2:37 PM - 6:30 PM
September 12	Shotgun	6:30 PM
September 19	Shotgun	5:00 PM Windup

*Schedule is subject to change on a weekly basis.

Please be courteous and notify the Pro Shop before Saturday if you cannot make your tee time. Please Download the D'Arcy Ranch App