WGA

2025-2026

SEASON AT A GLANCE



KEY

GREEN = Non- Golf Event RED = WGA Special Event ORANGE = Social Event PURPLE = Regular Play Event

OCTOBER 2025

- 1 Steering Committee Meeting ----- 3-5 pm Wine Room
- 7 Opening Day (one course/blocked TT) *4-6p Opening Day Happy Hour & Team League Kick Off (Ballroom)
- 14 Weekly golf game (one course/blocked TT)
 - *More challenging format early morning TT
 - *Less challenging format late morning TT
- 21 Weekly golf game (one course/blocked TT)
 - *Less challenging format early morning TT
 - *More challenging format late morning TT
- 28 <u>Weekly golf game</u> (one course/blocked TT)
 - *More challenging format early morning tee times
 - *Less challenging format late morning tee times

NOVEMBER 2025

- 4 Team League begins (one course/blocked TT)
- 11 Weekly golf game (one course/blocked TT)
 - *Less challenging format early morning TT
 - *More challenging format late morning TT
- 12 Steering Committee Meeting ----- 3-5 pm Wine Room
- 18 Solheim Cup Fall Event (SHOTGUN two courses two format options; *More challenging or *less challenging)
 - *Luncheon & General Meeting follows Golf (Ballroom)
- 25 Weekly golf game (one course/blocked TT)
 - *More challenging format early morning TT
 - *Less challenging format late morning TT

DECEMBER 2025

- 2 <u>Team League</u> (one course/blocked TT)
- 9 Presidents Cup (SHOTGUN two courses two format options; *More challenging or *less challenging)

*Luncheon follows golf (Ballroom) (recognition to PC Winners & Past/Current Presidents)

- 16 Weekly golf game (one course/blocked TT)
 - *Less challenging format early morning TT
 - *More challenging format later morning TT
- 23 Weekly golf game (one course/blocked TT)
 - *More challenging format early morning TT
 - *Less challenging format late morning TT
- 30 Weekly golf game (one course with blocked TT)
 - *Less challenging format early morning TT
 - *More challenging format late morning TT

JANUARY 2026

- 6 Team League (one course/blocked TT)
- 7 Steering Committee Meeting ----- 3-5pm Wine Room
- 13 Think Pink Charity Golf Tournament (2 courses/afternoon SHOTGUN) *Dinner & Awards follows golf (Ballroom)
- Weekly golf game (one course/blocked TT) 20
 - *More challenging format early morning TT
 - *Less challenging format late morning TT
- 27 Weekly golf game (one course/blocked TT)
 - *Less challenging format early morning TT
 - *More challenging format late morning TT

* Bingo from 4-6p in the Ballroom

FEBRUARY 2026

- 3 Team League (one course/blocked TT)
- 10 Weekly golf game (once course/blocked TT
 - *More challenging format early morning TT
 - *Less challenging format late morning TT
- 17 Weekly golf game (one course/blocked TT)
 - *Less challenging format early morning TT
 - * More challenging game format late morning TT
- Day 1: Member-Member Golf Tournament (2 courses/SHOTGUN) 24
 - *Morning shotgun followed by Luncheon & General Meeting (Ballroom)
- 25 Day 2: Member-Member Golf Tournament (2 courses/SHOTGUN)
 - *Morning shotgun followed by appetizers/drinks on patio

Flight winners, Shootout followed by Dinner, Awards & DJ (Ballroom)

MARCH 2026

- 3 Team League (one course/blocked TT)
- 4 Steering Committee Meeting ----- 3-5 pm Wine Room
- 10 Member-Guest Golf Tournament (2 courses/morning SHOTGUN) *Luncheon, Awards & DJ, following golf (Ballroom)
- 17 Weekly golf game (one course/blocked TT)
 - *More challenging format: early morning TT
 - *Less challenging format: late morning TT
- 24 Weekly golf game (one course/blocked TT)
 - *Less challenging format early morning TT

 - *More challenging format late morning TT
- 31 Weekly golf game (one course/blocked TT)
 - *More challenging format early morning TT
 - *Less challenging format late morning TT

APRIL 2026

- **Team League** (one course/blocked TT) 7 *4-6pm Team League Happy Hour, Awards & recap first season (Patio)
- 14 Closing Day: (2 courses/ morning SHOTGUN) *Luncheon following golf, General Meeting, Special Achievement Awards, & Induction of New Executive Board (Ballroom)
- 22 Steering Committee Meeting ----- 3-5 pm Wine Room