

SIR BRANCH 93 GOLF CLUB

Date:1/27/26

2026 SCHEDULE OF SIR 93 GOLF TOURNAMENTS

DATE	DAY	COURSE	TIME	Reserved #	RIDE*	WALK*	COMMENT
3/4	Wed	Bartley Cavanaugh	8:03	28	\$57	\$38	
3/11	Wed	Teal Bend	8:10	28	\$62	N/A	RB incl
3/19	Thurs	Timber Creek	10:00	20	\$77	N/A	RB incl
3/25	Wed	Mather	8:06	28	\$58	\$38	2 Man Low Net
4/1	Wed	Alistar Mackenzie	9:15	24	\$61	\$42	
4/8	Wed	Bing Maloney	8:00	28	\$56	\$37	
4/15	Wed	Ancil Hoffman	8:28	24	\$65	\$50	RB incl
4/22	Wed	River Oaks	8:30	24	\$59	N/A	RB incl
4/29	Wed	Cherry Island	8:06	24	\$60	\$40	RB incl with cart
5/6	Wed	Empire Ranch	8:00	24	\$60	N/A	
5/13	Wed	Arcade Creek	8:12	24	\$58	\$40	
5/20	Wed	The Reserve	9:00	28	\$63	N/A	RB incl
5/28	Thurs	Wildhawk	8:04	24	\$61	N/A	
6/3	Wed	Bing Maloney	8:00	28	\$56	\$37	
6/10	Wed	Teal Bend	8:00	28	\$62	N/A	RB incl, CC 1A
6/17	Wed	Wildhorse	8:00	24	\$57	N/A	RB Incl, Shotgun
6/24	Wed	Alistar Mackenzie	8:39	24	\$61	\$42	CC 2A
7/1	Wed	Ancil Hoffman	8:04	24	\$65	\$50	RB incl, CC 3A
7/9	Thurs	Wildhawk	8:04	24	\$61	N/A	
7/15	Wed	Bart Cavanaugh	8:03	28	\$57	\$38	
7/22	Wed	Morgan Creek	8:00	24	\$61	N/A	RB incl, 2 Man Scramble
8/19	Wed	River Oaks	8:30	24	\$59	N/A	RB incl
8/26	Wed	Mather	8:06	28	\$58	\$38	
9/2	Wed	Cherry Island	8:06	24	\$60	\$40	RB incl with cart, 2 Man Low Net
9/9	Wed	The Reserve	9:00	28	\$63	N/A	RB incl
9/17	Thurs	Wildhawk	8:04	24	\$61	N/A	
9/23	Wed	Empire Ranch	8:00	24	\$60	N/A	
10/1	Thurs	Ancil Hoffman	8:04	24	\$65	\$50	RB incl, CC 3B
10/7	Wed	Diamond Oaks	9:00	24	\$60	N/A	RB incl
10/14	Wed	Bing Maloney	8:00	28	\$56	\$37	
10/21	Wed	Teal Bend	8:00	28	\$62	N/A	RB incl, CC 1B
10/28	Wed	Mather	8:06	28	\$58	\$38	
11/4	Wed	Alistar Mackenzie	8:03	24	\$61	\$42	CC 2B
11/11	Wed	Bartley Cavanaugh	9:24	28	\$57	\$38	
		*Includes \$5 Prize Fund					CC-Club Championship

Reminder - You as a player are responsible for checking with the course if there is inclement weather.

Do not call any committee members regarding play for these situations. If we receive information in advance, we will attempt to inform you by email or phone.