

# PLAYERS EARLY BIRD LADIES GOLF LEAGUE TIP SHEET (Updated 2013)

## CLUB CHAMPIONSHIP

You must have played 12 games during our golf season to be eligible. Three dates are set-aside for 9-hole Club Championship. To qualify you must play at least two of the three scheduled games. Low gross scores will determine the Champ.

## FOUR DIVISIONS

- “A” – Handicaps 0 - 33
- “B” – Handicaps 34 - 42
- “C” – Handicaps 43 - 49
- “D” – Handicaps 50+

## EQUITABLE STROKE CONTROL

This term is used for calculating Handicaps only. At present the Sports Coordinators do it for you.

<u>Handicap</u>	<u>Limit</u>
9 or less	maximum of 2 over par
10-19	maximum score of 7
20-29	maximum score of 8
30-39	maximum score of 9
40 and over	maximum score of 10

## **MOST IMPROVED:**

The winner is the player whose handicap has decreased by the greatest points in the year.

## **BIRDIE TREE:**

A birdie is one under par on any hole. **Players should circle each birdie on their card.** Birdies get posted to our Birdie Tree by your Sports Coordinators. Anyone with a birdie receives a birdie pin at the banquet.

**AN EAGLE:** An eagle is 2 under par. An eagle pin will be presented at the banquet.

**WEEKLY GAMES:** All games are nine holes.

**SUBTRACT YOUR WORST HOLE:** Your score will be from your best 8 holes.

**HIGH HIDDEN HOLE:** The hole is determined by your Sports Coordinators. The highest gross score on that hole is the winner.

**CLOSEST TO THE PIN ON THE GREEN:** The Sports Coordinators pick one hole. A marker goes with the first group out and the person hitting closest to the pin signs the card and places the marker by her ball. If anyone hits closer than the last person on the card, she moves the marker and signs her name. It continues but only if you hit closer. Last group out should bring the marker back to the Pro Shop.

**TOTAL LOW SCORE ON EVEN HOLES:** It is lowest gross score for the even holes.

**MOST 7'S IN A GAME:** The winner would be the player who has the most 7's in 9 holes of play.

**MOST PUTTS:** Putts to be marked on the card. Most putts win this.

**LONGEST DRIVE ON THE FAIRWAY:** The first group out for the day takes the marker with them, and when reaching the chosen hole, the person hitting the longest ball on the fairway from the tee, signs the marker and places it beside her ball. Next group, if anyone hits closer to the hole she moves the marker and signs her name. It continues but only if you hit further. Last group out should bring the marker back to the Pro Shop.

**LOW HIDDEN HOLE:** Your Sports Coordinator determines the hidden hole. The lowest gross score on that hole is the winner.

**CLOSEST TO THE LINE:** The first group out for the day takes the marker with them, and when reaching the chosen hole, the person hitting their ball from the tee closest to the line, signs the marker and places it beside her ball. Next group, if anyone hits closer to the line

she moves the marker and signs her name. It continues but only if you hit closer. Last group out should bring the marker back to the Pro Shop.

**BEST POKER HAND:** Best poker hand in the first 5 holes in a scheduled 9-hole game.

**HIDDEN PARTNER:** Play your own game. Names will be drawn and matched up by Sports coordinators.

**LEAST PUTTS: Putts to be marked on the card.** Least putts win this. Each player's gross score should be entered. Ex: Hole #1 par 4, you get a score of 8 with 3 putts you would enter 8<sup>3</sup>.

**LOW NET:** Best low net score is a regular game after the Equitable Stroke is taken off.

**MOST 4'S IN A GAME:** The winner would be the player who has the most 4's in 9 holes of play.

**HIGH GROSS:** Highest score, counting all strokes.

**PUTTER AND 3 CLUBS:** Bring only your favorite 3 clubs and putter.

**MOST PARS:** The most par's in 9 holes of play is the winner.

**ODD HOLES:** It is highest gross score for the odd holes.

**ALTERNATE SHOT:** Pick a partner and choose a hole to start at for the shot-gun start. Both players tee off for the hole they start at, go to the best ball and then alternate shots after that until the end of the game. E.g. If player #1 putts out, then player # 2 will tee off on the next hole.

### SCORING

- Please count **all** strokes on every hole. Our league does not have a 10 stroke per hole limit.
- Please print each player's **full name** on the scorecard.
- Have two players in the group keep score each week and compare scores at end of the game to avoid any discrepancies.
- Only one card per group needs to be turned in – signed, attested and dated with the tee-off time shown.
- When guests play, their full name should be printed, "Guest" marked beside the name, and an indication as to whose guest they are. Each guest cannot play more than three games in a season.

**ONE PENALTY STROKE** If your ball is lost or out of bounds, you must add a penalty stroke to your score and play a provisional ball from where you played your last shot.

**ONE PENALTY STROKE** If your ball is under a tree or in some other bad situation and you decide you cannot play it, add a penalty stroke. Then go back to where you played the last shot and play, or measure two club lengths from where your ball landed, drop the ball and play from there.

**ONE PENALTY STROKE** If your ball goes in the water, you must add a penalty stroke to your score and play your next shot from the drop area in front of the water.

**TWO PENALTY STROKES:** If your ball is on the green when you play and the ball, which your ball hits, is also on the green, you are penalized two strokes.

**WHIFF:** When a player takes a stroke and misses, it is to be counted as a stroke.

**GIMMIES:** There are no "gimmies" in our league.

**PRACTICE SWINGS:** No more than two practice swings per shot.

***MOST IMPORTANT: PRACTISE GOOD GOLF ETIQUETTE AND HAVE FUN!!***

If you are unable to golf, and have a scheduled tee time, please advise the Pro Shop ASAP (697-4976).