



2017 LADIES LEAGUE

All you need to know about the 2017 season!

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Choosing between the FUN & COMPETITIVE Divisions

When registering for this season, you will once again need to decide whether you would like to play as FUN or COMPETITIVE player. You may not switch between divisions

Although there are two categories, both divisions will still have the following benefits:

- Course Competitions: For closest to the pins, longest drives, closest to the ropes etc each category will be allotted one pin. Therefore there will be one Competitive marker and one Fun division marker. This means that if you are in the fun zone, you will only be competing with those from the fun division.
- Stats: Both categories will have their handicaps and stats posted, but will be separated and rankings will be based on category
- Group Play: You can choose what category you would like to be in regardless of the other members of your group. Both fun and Competitive players can play in the same group.

THE FUN DIVISION

- The Fun division is for golfers who would rather have a great time than focus on their score. This is not a serious and competitive division.
- The goal of the fun division is to...
 - o reduce the amount of frustration you may encounter on the course
 - o reduce your focus on your final score and more on your overall game
 - o increase your enjoyment of the game of golf
- Fun players will follow a new set of fun rules. These include but are not limited to...
 - o Ladies will play from the forward tees (reds)
 - o Rule: Play the Ball as you seem fit
 - If a player does not feel comfortable playing a ball where it lies than she may drop it in a spot that she does feel comfortable (but no closer to the hole)
 - Ie: If you hit it behind a tree and you really don't want to hit from that location than move it on the fairway where you feel more comfortable
 - *We feel that this rule may help beginners and other golfers develop more confidence in their swing as they have the opportunity to swing from more consistent lies.*

- Rule LF2: Maximum score per hole is 9
 - If a player has not reached the green in seven shots, they must then pick up their ball and place it next to the green. From here the player is asked to chip onto the green and putt out to finish the hole.
 - *We all know that we can have a hole that really frustrates us and this rule may help reduce that frustration while on the course.*
- Rule LF3: One Mulligan
 - You will be allowed one mulligan per round and that mulligan may only be used off the tee

THE COMPETITIVE CATEGORY

- Our goal is to...
 - Let your competitive edge guide your game
 - Let you play your game and challenge you to be better

- Players in this category will alternate between the white and red tees throughout the year
 - Rule 1: USGA RULES GOVERN ALL LEAGUE PLAY
 - Rule 2: SUMMER RULES APPLY
 - Players are to play the ball as it lies regardless of the position of the ball
 - Balls that are unplayable must be deemed unplayable and players may drop that ball one club length from the original position, no closer to the hole and take a 1 stroke penalty
 - Rule 3: Maximum score per hole is 9
 - If a player has not reached the green in seven shots, they must then pick up their ball and place it next to the green. From here the player is asked to chip onto the green and putt out to finish the hole.
 - *We all know that we can have a hole that really frustrates us and this rule may help reduce that frustration while on the course.*

- Players in this category will alternate tee decks as per the league schedule.

Other League Rules 2017

- The league will play and follow the schedule noted on the web page and sent to you via email
- Alternating 9's: The league will alternate between front and back nines on a week to week basis starting with the front nine.
- Handicaps: Players will earn three handicaps through the year; a front nine, back nine and average handicap. Front and back nine handicaps will be used for your matches in the match play. Average handicaps will be used for all other point's races and rankings.
- Pace of Play & Tee times: Each group is responsible for playing 9 holes in 2:15 minutes or less. Please keep pace with the group ahead of you. Players are to be on the first tee by their tee time. If your tee time is at 4:47 and you arrive to the club at 4:47, you are late for your time and your group has teed off without you.
- To qualify for prizes, players must attend 10 of the 20 scheduled events. If an event is rained out, the number of days to qualify will be reduced by the number of rained out days. Whenever we have a rainout, we will run a rain date on the following Friday with the same events and activities planned.
- Each player is responsible for his own score. Opponents should point out any miscounts. Any disputes will be decided and resolved by the league committee.
- One group member will keep the official score for the group. **Enter the FIRST INTIAL and Full Last Name of all players** on the scorecard. Please write the date on the card. The scorecard must be signed and attested before being handed in. **MAXIMUM 9 PER HOLE.**
- Please print the score clearly and keep track of putts. A sample scorecard is shown below. Note the large number indicates the number of strokes and the small number indicates the number of putts. **Balls must be on the green to count as a putt.**

Name	1	2	3	4	5	6	7	8	9	Total
J. Doe	5 ₂	6 ₃	3 ₁	3 ₂	5 ₂	4 ₁	3 ₂	6 ₃	2 ₁	37 ₁₇

OR

Name	1	2	3	4	5	6	7	8	9	Total
J. Doe	5	6	3	3	5	4	3	6	2	37
Putts	2	3	1	2	2	1	2	3	1	17

- At the end of each round, the scorer is responsible for writing in each participants score and putts on the score sheet located next to the score card box before handing in the score card.
- Members on the committee are the only individuals allowed to change a HDCP
- Weekly prizes will be awarded the following week All stats will be posted on the web by 6:00 PM on Monday evening. www.shelteryvalleypines.com

League Games & On Course Competitions

Scramble: This format is used for team play. In this format all golfers tee off and then play from the best shot. They continue using and playing from the best shot until the team has holed out. When choosing the best shot it should be noted that players may not change the lie of the ball (ie if the ball is in the rough, all golfers must hit from the rough).

Best Score: This format is used for team play. In this format everyone in the group plays their own ball (like regular stroke play) and at the end of each hole, the scorekeeper circles the lowest score of the group and uses that score as the team score. Typically when the club runs a best score, handicaps will be applied and each group will be given a scorecard that has the handicaps applied for their players.

Stroke Play: also known as medal play, is a scoring system in the sport of golf. It involves counting the total number of strokes taken on each hole during a given round, or series of rounds. The winner is the player who has taken the fewest number of strokes over the course of the round, or rounds. IE REGULAR GOLF

3 Club Challenge: The 3 club challenge is a game played where individuals are only allowed to use 2 clubs and the putter (for a total of 3 clubs) during their round of nine holes. This format is played on the front nine

Dollar Holes: Each week the club has one competition that is deemed the \$ Hole. Participants pay \$1 total to enter this competitions and the winner can win a prize valued at around \$30.

Closest to Pin: This competition is used mostly on par 3's. The player who is closest to the pin (must be on green) on their tee shot is deemed the winner. The player marks their location with the marker provided. In the event your shot is directly in front of the hole we do ask that you place the marker behind the hole at the equivalent distance. This way you will not block a potential hole in one.

Closest to Rope: For this competition the player who is closest to the rope will win the prize. Please note that the rope may not always be a straight line. If you overshoot the rope we congratulate you on your great drive but you have knocked yourself out of this competition.

Longest Drive: Awarded to the person who hits the longest drive (must be in the fairway)

Shortest Drive Awarded to the person who hits the shortest drive (must be in the fairway)

Farthest from Pin: The opposite of Closest to the Pin, this prize is awarded to the player who hits their tee shot farthest from the pin BUT STILL ON THE GREEN

In The Drink: On this hole any player who hits their tee shot into the water can circle their name on the scorecard. They will then be entered into a draw to win a prize.

Closest to the Bottle: Similar to the closest to pin, the club will place a bottle in the middle of the fairway. The player who is closest to the bottle off their tee shot will win this prize. (Must be in fairway)

Longest Putt: Awarded to the individual who sinks the longest putt. You cannot win this by just having a long putt, you must drain it as well. **Also you must be on the green surface for this to count. League rules state that a putt is from the green surface only.**

Titles to Be Won

League Champion: This is the highest honor one can be awarded in the Shelter Valley Pines Ladies League. These are the individuals who display golfing excellence on a weekly basis and win the Competitive and Fun League Championship (see below)

Putting Champion: This honor is awarded to the individual with the lowest putting average in each division. Must have at least ten games where putts are entered to win this award.

Mid Summer Championship Team: This is the team that demonstrates extreme skill and wins the 4 Lady Best Score (With Handicaps) at the Mid Summer Tournament.

Year End Championship Team: This is the team that demonstrates extreme skill & ability and wins the 4 Lady Scramble Draw at the Year End Tournament.

League Championship Race

This race determines the League Champion in the Fun and Competitive Divisions. This race does not involve handicaps and is based on straight low gross scoring.

During the weeks when points are available (see your schedule), players can earn points for excellent play and participation. Points are given out in the following manner.

Low Score, 2 nd Lowest, 3 rd Lowest, 4 th Lowest	10 Points
5 th , 6 th , 7 th and 8 th Lowest	9 Points
9 th , 10 th , 11 th and 12 th Lowest	8 Points
13 th , 14 th , 15 th and 16 th Lowest	7 Points
17 th , 18 th , 19 th and 20 th lowest	6 Points
All other scores entered	4 Points

Maximum points available for one player to achieve over the year: 170 Two weeks of play are worth double points.

Points are no longer available after August 26th, 2016. At this time the top 10 point getters will be invited to participate in the **Ladies Fun & Competitive Championship** that will take place on **Thursday August 30, 2017 at 5:30 PM.**

Whoever scores the lowest net score (70% of hdcp used) on this night will be crowned our League Champion. In the event of a tie, those tied will have a two hole shootout (hole 1 and hole 10, total score) to break the tie. If it is still tied they will play hole 18. If it is still tied we will arrange an 18 hole shootout for those tied to break the tie.

Group Lessons & Private Lessons

Saturday, May 13, 2017 at 4 PM – Putting & Chipping - FREE

Learn the basics to putting and the bump and run chip shot.

Lesson will take place at golf club.

Sunday, May 14, 2017 at 5 PM – Swing Basics Vol 1 – LESSON FREE, Balls extra

Topics covered will include stance, grip and backswing

Lesson will take place at Lakeview Driving Range located on Herron Road just north of HWY 2

Sunday, May 28, 2016 at 5 pm - Swing Basics Vol 2 – LESSON FREE, Balls Extra

Topics covered will include Downswing, Impact and Follow Through

Lesson will take place at Lakeview Driving Range located on Herron Road just north of HWY 2

Registration

Please contact Jason Vanderwel if you plan on participating in these lessons. We will only be taking a maximum of 20 participants per lesson and these lessons are open to members in all of our leagues. Registration will be filled on a first register, first come serve

Private Lessons

Looking to improve your game? Why not book a private lesson with our staff? Private lessons are available with Jason Vanderwel. Hour lesson \$30, ½ hour \$20. Balls extra. To contact Jason, please call the club or his cell at 905-269-7674.

Tips for Ready Golf

Practice Swings: The average golfer only **needs up to one practice swing per shot.** *The longer you take before your shot, the more chance you will have to think bad thoughts. Bad thoughts lead to bad shots.*

On the Tee: Prepare yourself while other golfers are hitting. Choose your club, find a tee and your ball.

On the Fairway: As you approach your ball, think about what club you will use on your next shot so you know which one to grab when you get to your ball.

Around the Green: If you are walking, place your bag on the side of the green closest to the next tee, then chip and putt.

Chipping: Take the club you will chip with and your putter over to your ball when you go to chip. Then when you putt, place your extra club on the fringe between the golf hole and your bag so you do not forget it.

Putting: Read your putt as others are putting. Be ready to putt when it's your turn. Fix your ball mark and two others while others are putting.

Ready Golf: When you are on the green, whoever is ready to putt will putt first. On the tee, whoever is ready to hit first, will hit first. Forget about the honor system, in most cases the best player in the group is usually the slowest so let them take their time while you hit.

Pace of Play: Keep pace with the group ahead of you. It is not the marshals job to tell you that you have fallen behind. It is your responsibility as a golfer to be aware of your surroundings and keep pace.