HIGHWOOD DAY LADIES GOLF LEAGUE



2024

HIGHWOOD GOLF & COUNTRY CLUB 400, 7TH STREET, N.W. HIGH RIVER, Alberta T2V 1M6

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If there is any way, we, your Executive, can make the season more enjoyable for you, please let us know.

2024 HIGHWOOD DAY LADIES GOLF LEAGUE

REGISTRATION

- A 2024 Registration Form will be emailed to all previous members, and copies will be available in the Ladies Locker Room and in the Pro Shop.
- Register by filling in the Registration Form and emailing it to Jane Prestie at jane5@telus.net or leaving it at the Pro Shop for Jane.
- All ladies playing in the league must have a Golf Canada membership. This is included in annual dues for full members. Social members and non-members can purchase a membership at the Highwood Pro Shop.
- The Day Ladies will play on Tuesday mornings, in a back nine shotgun, usually at 8:30 AM. There may be a need to change the start time / switch to tee times in the shoulder months.

WEEKLY PROCESS

- Sign up to play each week by signing on to the Highwood website and registering for the Ladies League Signup Event in the Highwood Calendar.
- Non-members will have to call the Pro Shop to sign up.
- The deadline to sign up for the next Tuesday is Saturday at 5 PM. If you are late signing up you will be able to play but not eligible for the weekly game prizes.
- On Make Your Own Foursome Days, you can sign up with a group of your choice, or as an individual.
- On Game Day, check in with the Ladies Executive- usually in the Fox's Den. Sign up for the Closest to the Pin, Chip In competitions and the 50/50 draw if you wish.
- There will be a Game of the Day each week. See the schedule.
- The first game is scheduled for Tuesday, May 7th.

- Handicaps will be looked up, the groups will be made up and scorecards will be prepared.
- Hand in your score cards to the Club Captain.

The Club Captain will calculate the Game of the Day winners and email out the winners and the prize amounts and announce the game for the next week.

- Prizes will be credited to your Highwood account.
 Non-members will receive Highwood gift certificates.
- The Club Captain will keep the scores for the Ringers Game throughout the season and prizes will be awarded at the end of the year.
- The maximum handicap for Ladies League will be 40.
- If you decide to pick up on a hole, the maximum score assessed for the hole will be 4 over par.
- Preferred Lie Until the end of June, if you land in an undesirable spot in the closely mown area through the green (a.k.a. the fairway), you must mark your ball, and then you may lift your ball, clean it if you wish, and place it in a preferred lie, within one club length of where your ball came to rest, no closer to the hole. You can only place your ball once so choose your spot carefully. There is no penalty. Do not bump your ball with your club, as that incurs a one stroke penalty.
- Gimmee Putts Gimmee putts are allowed within 18 inches of the hole. Putters are not all the same length and this is not necessarily "inside the leather" on everyone's putter. Please measure 18 inches from the top of the head of your putter and mark the shaft of your putter to determine if the putt is short enough to qualify as a gimmee.
- Remember to post your score in Golf Canada.
- Highwood is participating in CHAMPS and Country Interclub in 2024.
- Highwood is not participating in SLIC for 2024.
- The Spring Opening Scramble is scheduled for May 21st..
- The Fall Closing Scramble is scheduled for September 24th.
- The Ladies' Open is scheduled for Sunday, July 21st.

CHIP INS

- Entry into the weekly Chip In competition is voluntary.
- Enter into the competition at check in before you play.
- Cost is \$1. Put your Loonie into the Chip In jar and write your name on the Chip In sheet.
- All money collected is split between those with Chip In's and paid out in cash prizes.
- Prizes will be awarded at lunch following the round.
- If there are no Chip In's that day, the prize money is carried over to the next week.

CLOSEST TO THE PIN (KP)

- Entry into the weekly Closest to the Pin competition is voluntary.
 - Enter into the competition at check in before you play.
- Cost is \$1. Put your Loonie into the KP jar and write your name on the KP sheet in the column.
- All money collected is split between the two players who are closest to the pin on the two holes selected for that day.
- Prizes will be awarded at lunch following the round.
- If there is no KP that day, the prize money is carried over to the next week.

50/50 DRAW

- Entry into the weekly 50/50 Draw is voluntary.
- Enter the 50/50 Draw when you check in or after the round before the draw is made.
- Cost per entry is \$1. Put your Loonie into the 50/50 jar and write your name on a 50/50 Draw chit.
- Half of the money collected will be paid out in cash to the winner. The other half will go to the Ladies League.
- The draw will be made at lunch following the round.

RINGERS

- Entry into the season long Ringers competition is voluntary.
- Sign up is done when you register for the Day Ladies League. Cost is \$5. All money collected will be paid out in prizes.
- The Club Captain will record your Gross scores for each hole on the first League Day round played.
- On each League Day, the Captain will record any improvements made to any gross score.
- At the end of the season, handicap for each player will be captured and the players will be divided into Flights.
- Prizes will be awarded to the players with the lowest total Net Ringer scores in each Flight.

BREAK 80, 90, 100 (FOR THE FIRST TIME)

- Score can be used from any round played during the season (not just on League play days).
- If you break 80, 90 or 100 for the first time, have your scorecard attested by someone playing with you and pass it to the Club Captain.
- The Club Captain will keep track of the players who break 80, 90 or 100 for the first time.
- Pins will be awarded at the end of the season.

GAME OF THE DAY DESCRIPTIONS

BEST NINE – Total Gross score for the best 9 of the 18 holes. Subtract $\frac{1}{2}$ handicap.

BLIND NINE – Captain will pick the 9 holes to score. Count Gross scores.

CHA CHA (Team Event) – Count 1 Net best ball of the foursome on Holes 1,4,7,10,13,16; Count 2 Net best balls on Holes 2,5,8,11,14,17; Count 3 Net best balls on Holes 3,6,9,12,15,18.

CRISS CROSS – Select better hole of 1 or 10, 2 or 11, 3 or 12, etc. Total those Gross scores. Subtract ½ handicap.

Flag Game- Each golfer receives a flag with their name and handicap plus par. Flag goes down when all your strokes are used up.

GOLFER'S REVENGE – Subtract all Par 5 Gross scores from total Gross score. Subtract full handicap.

HATE 'EM – Prior to play, circle the 3 holes you absolutely hate. Total your Gross score, then subtract the Gross scores of the 3 holes you circled. Subtract full handicap.

HIDDEN PARTNERS (Partner Event) – Keep individual Gross and Net score. At the end of the round, your partner will be drawn at random. Total Net score for the 2 players.

MUTT & JEFF – Total Gross score of all Par 3's and 5's. Subtract ½ handicap.

O.N.E.S. – Count Gross scores only on holes that begin with O,N,E or S. You will count holes 1,6,7,8,9,11,16,17,18. Subtract $\frac{1}{2}$ handicap.

PUTT AROUND (Points Game) – Chip In add 5 points; 1 Putt add 3 points; 2 Putts add 1 point; 3 Putts subtract 1 point.

Solheim Cup (Team Event) – The golfer will be delegated to a red or blue team. It is match team play- two red play best net against the two blue.

T's & F's – Count Gross scores only on holes that begin with T or F. You will count holes 2,3,4,5,10,12,13,14,15. Subtract ½ handicap.

TEE TO GREEN – On each hole, subtract total Putts from Gross score. Subtract ½ handicap.

THREE BLIND MICE – Three holes are selected randomly. No one knows which have been selected. At the end of the round, the scores on those holes are thrown out. Subtract full handicap.

THROW-OUT – At the end of round, throw out your 3 worst holes, total the remaining holes. Subtract full handicap.

DAY	DATE	GAME SCHEDULE			
Tue	May 7	Welcome Back coffee/pastries before golf- 8:00			
Tue	May 7	T's & F's-tee times off #1 starting at 9:30			
Tue	May 14	Welcome back coffee/pastries before golf 8:00			
Tue	May 14	T's & F's- tee times starting at 9:30			
Tue	May 21	Spring Opening – 12:00 scramble, Dinner & Meeting			
Tue	May 28	Three Blind Mice – 8:30 shotgun start			
Mon	Jun 3	Champs - Home vs Springbanks Links 9:56 /10:04			
Tue	Jun 4	Memorial Golf Day- Two best net team game- make your own foursome			
Mon	Jun 10	Champs- Away- vs Lynx Ridge 11:00/ 11:08			
Tue	Jun11	Best Nine			
Thur	Jun13	Country Interclub at Redwood Meadows			
Mon	Jun 17	Champs- Home vs Silver Springs 9:56/ 10:04			
Tue	Jun 18	Putt Around			
Tue	Jun 24	Champs – Home vs Country Hills 9:56/ 10:04			
Tue	Jun 25	SOLHEIM CUP (team game)			
Tue	Jul 2	O.N.E.S			
Tue	Jul 9	Cha Cha Cha (team game)			
Mon	Jul 15	Champs- Away vs Hamptons 11:30/ 11:39			
Tue	Jul 16	Hidden Partners			
Sun	Jul 21	Ladies Open – 1 PM shotgun- partner game			
Mon	Jul 22	Champs Away vs Springbank Links 9:00/ 9:09			
Tue	Jul 23	Tee to Green			
Thur	Jul 24	Country Interclub at Priddis Green			
Mon	Jul 29	Champs Home vs Lynx Ridge 9:56/ 10:04			
Tue	Jul 30	Blind Nine			
Tue	Aug 6	Low gross/Low net (team game)			
Mon	Aug 12	Champs Away vs Silver Springs 11:45/ 11:54			
Tue	Aug 13	Mutt & Geoff			
Mon	Aug19	Country Intlub at Cottonwood			
Mon	Aug 19	Champs Away vs Country Hills 11:03/ 11;12			

Tue	Aug 20	Criss Cross		
Mon	Aug 26	Champs- Home vs Hamptons 9:56/ 10:04		
Tue	Aug 27	Throw Out		
Tue	Sep 3	Hate'Em Last 8:30 shotgun start		
Mon	Sep 9	CHAMPS CLGA Highwood hosting windup		
Tue	Sep 10	1/2/3/ Net (team game) 8:30 am Tee times off #1		
Mon	Sept 16	Country Interclub at Highwood		
Tues	Sept 17	Flag Game 8:30 am tee times off #1		
Tues	Sept 24	Fall Closing noon shotgun, dinner, meeting		

INTERCLUB COMPETITIONS

Sign-up sheets for Interclub will be available at Welcome Back Coffee and Pastries and are posted in the Locker Room. Teams will be made up prior to each Interclub. Full members get priority over social members and non-members. You will be notified by the coordinator if you have been selected to play. Names of those chosen to play be posted on the Bulletin Board. There is no charge for the green fees. Each player pays for a power cart if they want one.

COUNTRY INTERCLUB

Joan O'Toole 403-461-8217 joanieotoole@hotmail.com

Highwood, Cottonwood, Redwood Meadows and Priddis participate in Country Interclub. Games are played once a month, usually on a Monday, with each club hosting once. Each club sends 5 A players (index < 20.1) and 5 B players (index 20.1 to 35.2) as well as the coordinator. Teams are made up with a player from each club. There is a pre-arranged lunch after the game; each player paying for their lunch.

Points are awarded by player (1 for bogey, 2 for par, 3 for birdie, 4 for eagle, 5 for albatross) and at the end of the season the club with the most points is declared champion and are awarded the trophy.

CALGARY HOSPITALITY & MATCH PLAY SECTION (CHAMPS) Organized by the Calgary Ladies Golf Association

Donna Burns 604-817-4576 burns.donna532@gmail.com

20 clubs normally participate in CHAMPS, with the clubs being divided into 2 groups of 10. Games are played approximately once a week, usually on a Monday, with each club hosting 4 or 5 times and being away 4 or 5 times. There is a pre-arranged lunch after the game, but it is expected that you will join your foursome for comradery after the round, with each player paying for their own beverage/lunch. Each club sends 2.

A players (index < 20.1) and 2 B players (index 20.1 to 35.2). As play as a team against A's and B's play as a team against B's. The teams accumulate points for each hole -1 point for a tie, 2 for a win, 0 for a loss. It is expected that if you sign up for an Away game, you will also sign up for a Home game.

Points are awarded at the end of the season. In September, there is a wind-up tournament. A and B CHAMPS Champions are declared.

COMMON RULES

- 1. Out of Bounds (White Stakes) D, M
- 2. Lost Ball D, M
- 3. Unplayable Lie D, E, G
- 4. Unplayable Lie Bunker K, L
- 5. Embedded Lie Free relief, No Penalty
- 6. In Penalty Area (Red Stakes) C, D, F, H
- 7. Hitting Wrong Ball A, B
- 8. Grounding Club in Bunker No penalty except when a player touches sand (1) with her hand or club to test the conditions of the bunker, (2) in making a practice swing, (3) with the club in the area right behind or in front of the ball or (4) in making the backswing for the stroke A, B
- 9. Grounding Club in Penalty Area No Penalty
- 10. Giving or Asking Advice A, B
- 11. Agreeing to Waive a Rule J
- 12. Immovable Obstruction Interferes with Swing or Stance C, I
- 13. Ball in Ground Under Repair or on a Cart Path C, I

PROCEDURES AND PENALTIES

- A. Two Strokes Stroke Play
- B. Loss of a Hole Match Play
- C. Play the ball as it lies no penalty
- D. One stroke and replay from where the ball was hit
- E. One stroke and drop the ball within 2 club lengths of where the ball lies
- F. One stroke and drop the ball within 2 club lengths of where the ball last crossed into the penalty area

- G. One stroke and drop the ball as far back as desired on a line through where the ball lies and the flag
- H. One stroke and drop the ball as far back as desired on a line through where the ball last crossed into the penalty area and the flag.
- I. Drop within 1 club length of the established reference point, no closer to the hole no penalty
- J. Disqualification
- K. Two strokes and take relief <u>outside</u> the bunker on the line from the hole where the ball came to rest in the bunker
- L. One stroke and take relief <u>inside</u> the bunker either from within 2 club lengths from the ball, or behind the ball on a straight line from the hole
- M. Two strokes and drop the ball on the nearest edge of the fairway, where you think the ball is or where the ball went out of bounds, the same distance from the hole (cannot be used if a provisional ball has been hit or the ball is lost in a penalty area)

POSTING YOUR SCORES

It is your responsibility to POST your scores in Golf Canada to establish your Handicap for competitions. **All** scores must be posted in order to reflect your current handicap. The Pro Shop along with your Captain would be happy to assist you in getting familiar with posting your scores.

MAKE IT EASIER!

Download the Golf Canada App on your phone and post from anywhere when you get off the course!

WORLD HANDICAP SYSTEM

The World Handicap System determines the maximum number of strokes a player can post into the computer on any hole, based on the player's course handicap.

The maximum hole score for each player is limited to a **Net Double Bogey** and the **calculation is simple – Par + 2 + any handicap strokes for the hole.**

You need to know:

- your handicap at the course you are playing, and
- the number of handicap strokes you get on each hole.

A Simple Example:

Your handicap is 36, you get 2 strokes per hole.

On a Par 3 you can record a maximum of 7 = Par 3 + 2 + your 2 strokes. On a Par 4 you can record a maximum of 8 = Par 4 + 2 + your 2 strokes. On a Par 5 you can record a maximum of 9 = Par 5 + 2 + your 2 strokes.

If you enter your score as a total, you have to adjust the total for maximum hole scores. If you enter your score hole by hole, the system does it for you. If this is not clear be sure to enter your score hole by hole in Golf Canada so your handicap will be correct.

-14-

INDEX TO HANDICAP CONVERSION LADIES RED TEES

HIGHWOOD)		RED TEES					
Slope Rating	g - 131		Par - 72					
Course Rating - 70.6								
	Handica							
Index	р		Index	Handicap				
1.7 - 2.5	1		22.4 - 23.2	25				
2.6 - 3.3	2		23.3 - 24.0	26				
3.4 - 4.2	3		24.1 - 24.9	27				
4.3 - 5.0	4		25.0 - 25.7	28				
5.1 - 5.9	5		25.8 - 26.6	29				
6.0 - 6.8	6		26.7 - 27.5	30				
6.9 - 7.6	7		27.6 - 28.3	31				
7.7 - 8.5	8		28.4 - 29.2	32				
8.6 - 9.4	9		29.3 - 30.1	33				
9.5 - 10.2	10		30.2 - 30.9	34				
10.3 - 11.1	11		31.0 - 31.8	35				
11.2 - 11.9	12		31.9 - 32.6	36				
12.0 - 12.8	13		32.7 - 33.5	37				
12.9 - 13.7	14		33.6 - 34.4	38				
13.8 - 14.5	15		34.5 - 35.2	39				
14.6 - 15.4	16		35.3 - 36.1	40				
15.5 - 16.3	17		36.2 - 37.0	41				
16.4 - 17.1	18		37.1 - 37.8	42				
17.2 – 18.0	19		37.9 - 38.7	43				
18.1 - 18.8	20		38.8 - 39.5	44				
18.9 - 19.7	21		39.6 - 40.4	45				
19.8 - 20.6	22		40.5 - 41.3	46				
20.7 - 21.4	23		41.4 - 42.1	47				
21.5 - 22.3	24		42.2 - 43.0	48				

We Hope you enjoy your 2024 golf season!

HAVE YOUR BEST GAME EVER

MAKE FRIENDS

ENJOY OUR GREAT FACILITIES

PLAY WELL & STAY WELL