

Welcome to the 2021 EAGLE RIVER LADIES GOLF LEAGUE

Thanks for your interest in our Eagle River Ladies Golf League. We are a group of women of all ability levels who love golf and enjoy the camaraderie and challenge of the game. We sign up each week on the bulletin board in the Club House for either 18 holes or 9 holes. Usually, players select a tee time that works best for them. Beginning June 22, the league will expand to include Twilight Tee Times, between 5:00 and 5:30 to accommodate members who are unable to play in the afternoon. You can sign up with friends, or choose to play with new women to make new friends. Occasionally, the league sets up the foursomes, depending upon the game of the day.

Each week, beginning in May, we play a scoring game...either as a team, with a partner, or as a single player. Everyone plays the same game for nine holes, and the 18-hole golfers may play another game for the remaining 9 holes. Once a month we have a scramble to mix up our 18- and 9-hole players. In August, we have a two-day tournament to determine our League Champions.

You must establish a handicap to play in the league. Please talk with the Golf Pro, Tony Sable, about how to do that. You can use a handicap from another state if you have one already established. We organize several flights based upon your handicap to determine the winners of the weekly competition. Each week, flight winners are paid out with Pro Shop credit. You can accumulate your "river loot" all summer.

We can choose to participate in several optional games each week by signing up and putting a \$1 in a jar. We have a Longest Putt, Chip-In, and Shoot Out. On the course, there is a "Most Accurate Approach Shot" contest which is free and doesn't require sign-up. For 2021, we are starting a new season-long contest called Ringer, where we can improve upon our best score for each hole from week to week.

Please contact any of us if you have questions.

Barbara Hollmann, President 715-337-0379 (May-Sept) or 575-640-9986

Barbara Kroschel, Vice President 630-335-5927

Chris Roberts, Secretary 715-545-2829

Chris Hare, Treasurer 715-891-1207

Mary Finlay, Past President 715-479-4231

Tony Sable, Golf Pro 715-479-8111

"Golf can best be described as an endless series of tragedies obscured by the occasional miracle, followed by a good glass of wine."

EAGLE RIVER LADIES GOLF LEAGUE
2021 SCHEDULE**
REVISED (6/8/21)

May 4	Blind Partner	
May 11	Individual Low Gross, Low Net	
May 18	Team Waltz	
May 25	Handicap Clinic @ 3:00, 4-Person Scramble* @ 4:00, & Spring Meeting @ 6:30	
June 1	Individual Low Gross, Low Net	>>>>>>>>Ringer Begins
June 8	Partner Combined Scores*	
June 15	Guest Scramble Shotgun Start @ 4:00	
June 22	Individual Worst 3 Out	
June 29	Individual Tin Whistle	
July 6	Individual Throw Out 2 Best Net Scores*	
July 13	Individual Low Gross, Low Net	
July 20	4-Person Shamble* Rules Clinic @ 3:00; Shotgun Start @ 4:00	
July 27	Individual No Putts	
August 3	Partner Best Net Score/Hole	
August 10	Bridgeman	
August 17	League Championship Round 1*	
August 24	League Championship Final Round*	
August 31	Rain Day for League Championship OR Individual Low Putts >>>>Ringer Ends	
September 7	Shoot Out @ 2:30 & Scramble* Shotgun Start @ 4:00	
September 14	Horse Race @ 3:00, Fall Meeting @ 5:00, Banquet @ 6:30	

****Partners and Foursomes will be assigned by Games or Tournament Committees***

*****Games explained on last page of ERLGL Operating Guidelines***

EAGLE RIVER LADIES GOLF LEAGUE

OPERATING GUIDELINES

(Dates of Revisions are footnoted at the end of the Document)

Purpose: The purpose of these Operating Guidelines shall be to provide for the orderly and routine conduct of all activities of the ERLGL. The Operating Guidelines are an adjunct to the By-Laws and shall govern in all matters to which they are applicable and which are not governed by the By-Laws.

League Play: Tuesday afternoons May to September.

Tee Times: Sign-up sheets for 18-hole or 9-hole tee times are posted on the bulletin board in the Club House. Sign up must be completed by 5:00 PM Sunday of each week. Choosing 9 or 18 holes is optional, and a member can change from week to week. Members are encouraged to sign up with different women to meet other league members. Players should report for play at least 20 minutes before their tee time.

Cancellation: If you need to cancel prior to 5:00 PM on Sundays, simply remove your name from the sign-up sheet. After that time and until Tuesday Noon, you must contact the Games Chairman* to cancel. After Noon on Tuesdays, call the Pro Shop to cancel. *FOR 2021, CONTACT BARB KROSCHEL 630-335-5927 or bjkgolfer@aol.com

The Golf Pro and League President have the authority to delay or cancel play due to lightening or other safety issues. League play will be canceled due to inclement weather only when the golf course closes.

Guests: A guest may play with a member no more than 2 times during a season, but the guest is not eligible for game prizes, except for a Guest Scramble. (#)

Games: The weekly **9-hole game** is listed on the schedule. Everyone plays the same 9 holes for the game of the week, and the 18-hole women play another fun game for the other 9 holes. Competition is conducted in flights determined by players' handicaps for that week. Some games are individual and other games are team/partner-scored. Flight winners (three places) for the day are awarded with Pro Shop credit (River Loot). Signed and dated score cards must be placed in the black basket attached to the bulletin board following play each week.

In addition, weekly **optional games** include (jars & sign up sheets are on the counter outside the Pro Shop):

LONGEST PUTT: \$1 to participate. Measure and record length of putt on selected green. Winner takes the pot. Only the **first** putt qualifies for longest putt competition.

SHOOT OUT: \$1 to participate. In September, a "shoot out" is conducted for closest to the pin. Money is awarded to the top finishers. Each week, one point is earned for being on the selected green with tee shot, and 2 points are awarded for the closest to the pin. The number of points earned throughout the summer determines the number of balls or attempts the person has in the Shoot Out. Record and measure on green.

CHIP-IN: \$1 to participate. (*) Anyone getting a chip-in from off the green gets or shares the pot for that week. Record chip-ins on score card and on sign-up sheet. The money will carry over to the next week if a chip-in is not recorded. All funds will be paid out when a chip-in(s) is recorded.

MOST ACCURATE APPROACH SHOT: Free, with gifts donated by league members. On Hole #1 or Hole #10 (depending upon playing Front or Back Nine), measure the distance of the ball on the green or fringe from the hole for any shot from the fairway, rough, or bunker. Record your name and distance if closer than the previous golfer. Closest to the hole is the most accurate approach shot. Obviously, if the ball is holed out, it would be



the most accurate approach shot, and the player would also qualify for the Chip-In Pot if she signed up and put \$\$ in the jar. (#)

18-HOLE GAME: The 18-hole game chairman determines and scores the game for the other 9 holes. \$1 to participate.

RINGER: A season-long competition recording the best score on each hole during league play. \$5 to participate. (#)

Handicaps: A member must have an official USGA handicap either thru the Eagle River Golf Course (Wisconsin) or from another state (certified record required) to be eligible for payouts for weekly league competition and ERLGL-sponsored events. Handicaps must be renewed annually. ERLGL membership dues include renewal of a Wisconsin State Golf Association handicap through the Eagle River Golf Course.

Establishing a Handicap: When a new player joins the league without an existing handicap she will only be eligible for the weekly gross payout, and not the weekly net payout, until a handicap is established. If a golfer has played during the winter months and has abided by USGA play rules on an accredited course, she should retain those scorecards and present those scores to WSGA to establish a handicap. If a player does not have previous rounds to post, then she must complete three 18-hole rounds (or 3 on the front and 3 on the back for 9-hole players) on the Eagle River course. The Handicap Chair and/or the Golf Pro will assist new members in establishing their handicaps. (#)

The maximum handicap allowed for weekly play and tournament play is 54 (18 holes) or 27 (9 holes). The score card will have dots on each hole for each player to indicate how many handicap strokes she gets on that hole. For example: A handicap of 27 (9 holes) would allow 3 dots (or pops) on each hole. Thus, a player scoring a 10 on a par 5 would have $10 - 3 =$ a net 7 for the hole. Handicap dots are assigned to holes based upon the handicap of the hole, which is indicated on the scorecard.

Posting of Scores: Each player must post her own scores within 24 hours of play. All rounds of golf (home, away, and tournament), except scrambles and other games that don't allow for an individual score, must be posted for handicap calculation. Incomplete rounds are still posted if a minimum number of holes were completed (7 of 9 holes and 14 of 18 holes). Holes not played are scored as par plus handicap strokes.

Maximum Hole Score for Posting: The maximum score that is posted for each hole is a net double bogey.

Par 3: $3 + 2 +$ handicap strokes a player receives = Maximum Hole Score

Par 4: $4 + 2 +$ handicap strokes a player receives = Maximum Hole Score

Par 5: $5 + 2 +$ handicap strokes a player receives = Maximum Hole Score

For example: A player with a 27 handicap (9 holes) would post a maximum 8 on a par 3 even though she actually scored a 10 on the hole ($3 + 2 =$ a double bogey, then add the 3 handicap dots = 8).

A Hole Started, but Not Holed Out: When a player has started a hole, but does not hole out due to one of the following reasons:

- Result of hole has already been decided,
- A hole has been conceded in Match Play,
- A player's partner has already posted a better score and the player picks up, or
- A player has already reached her net double bogey limit on a specific hole.

The player records her Most Likely Score or Net Double Bogey, whichever is lower.

Most Likely Score: The score a player records for handicap purposes for a hole that is started but is not holed out, is determined by:

- The number of strokes already taken to reach a position on a hole, PLUS
- The number of strokes the player would most likely require to complete the hole from that position, PLUS
- Any penalty strokes incurred during play of the hole.

Guidelines for determining "most likely score":

- Ball lies on putting green and is no more than 5 feet from hole = Add 1 additional stroke.
- Ball lies between 5' feet and 20 yards from hole = Add 2 or 3 additional strokes, depending upon position of ball, difficulty of the green, and ability of player.
- Ball lies more than 20 yards from hole = Add 3 or 4 additional strokes, depending upon position of ball, difficulty of the green, and ability of player.

Scores for Holes Not Completed: A player must add a designation on the score of each hole not completed or played, such as "7x."

Hole-in-One: A Hole-in-One Fund is kept by the league. Members may pay \$1 each year to participate, which can be added to the membership fee or can be given directly to the Treasurer. The hole-in-one must occur during league play or an ERLGL-sponsored event. The Hole-in-One fund is paid out at the Fall Banquet. The payout is capped at \$1000. The amount in the fund will be shared equally (with a cap of \$1000 per person) if more than 1 person gets a hole-in-one during the same season. (*)

League Championship: The League Championship is an optional 9-hole and 18-hole competition to determine League Champion and Flight Champions in Gross and Net play. The championship is a 2-day competition on selected dates. Members must participate in 40% of league play to be eligible. See "League Championship Guidelines" for details.

Play Guidelines:

- USGA Rules shall govern all play, unless modified by Local Rules or special occasions. Members should become familiar with these rules. If questions arise, play 2 balls and record both scores. Ask for rule clarification from the Golf Pro following play.
- Play the ball down everywhere...in the rough and in the fairway. Unless an announced or posted exception is made, play the ball as is without improving the lie.

Explanation of Golf Terms:

- *Provisional Ball* = A second ball hit when you think your first ball might have gone OB or might be lost.
- *Lost Ball* = A ball that you cannot find and is not in a hazard after searching 3 minutes.
- *Unplayable* = A ball that is in a position which you cannot or do not want to play from.
- *Out of Bounds* = Area beyond the fairway/golf course marked by white stakes.
- *Par* = The score that a scratch golfer (handicap index of 0.0) would generally be expected to achieve on a hole under normal course and weather conditions, allowing for two strokes on the green.
- *Bogey* = A score that is 1 stroke more than par.
- *Double Bogey* = A score that is 2 strokes more than par.
- *Birdie* = A score that is 1 stroke less than par.
- *Eagle* = A score that is 2 strokes less than par.

Golf Etiquette:

- Be ready to play at your tee time.
- Silence cell phones.
- Do not talk while your playing partner is addressing her ball.
- Help others find ball.
- Fix ball marks on greens and divots on fairways.
- Do not step on others' ball lines on the green.
- Do not stand behind players as they hit or putt.
- Mark your ball on green.
- First player to putt out, be ready to replace flag if pin has been removed.

Pace of Play:

- Stay up with group in front of your group...do not lose sight.
- Forget tee honors except for tournaments. Limit "chit chat" upon arriving at next tee.
- Play a provisional ball if any doubt about first ball.
- Be ready to hit...do measurement, select clubs, determine shot while playing partners are hitting.
- Limit pre-shot routine to no more than 2 practice swings.
- A player is encouraged to stop playing a hole when her score has reached the maximum and the score does not need to be recorded accurately (i.e., tournament or score counts for the game). Pick up ball and score the hole as a net double bogey (Maximum Hole Score).
- Leave green, GO to next tee, then record scores.
- If your group is slow, 1st players to putt out move to next hole and hit tee shots. Continue until you catch up with group in front of you.
- Ball in water....drop and hit 2nd ball, then look for or retrieve 1st ball. Others can continue playing.
- If question on rules, play a second ball and record both scores. Ask for ruling after round is completed.

Explanation of Games:

- **Better Ball of Twosome.** 2-person game. Select better net score of partner.
- **Bridgeman.** Team game. One best net score on Par 5's, two best net scores on Par 4's, three best net scores on Par 3's.
- **Blind Partner.** Individual game. Score is combined with a blind partner chosen after play.
- **Lucky 7.** Seven holes drawn randomly after play count for game score.
- **Low Gross, Low Net.** Individual game. Gross score and net score for each hole are recorded. Net score is determined by handicap. Number of dots on score card represent handicap for that hole.
- **Mutt & Jeff.** Score only on Par 5's and Par 3's.
- **O.N.E.S.** Score only holes beginning with O, N, E, and S (1, 6, 7, 8, 9, 11, 16, 17, 18).
- **Odd-Even.** Partners alternate: one scores the odd holes, the other scores the even holes.
- **Par 4's Only.** Score only on Par 4's.
- **Pink Ball.** Team game. Players rotate playing the pink ball (player plays pink ball for entire hole). Record pink ball net score and low net of other team members for team score. Five points are added to team score if pink ball is lost.
- **Match Play.** Individual play or partners. Competition is scored hole by hole, not total stroke score. Player with lowest net score wins hole (1 point). If scores are tied, the hole is halved (½ point). Each player's points are added for match score.
- **Scramble.** Team game. All players tee off, select best ball, and all hit from there until ball is holed. One score for team.
- **Shamble.** Team game. All players tee off, select best drive. All players play own ball from that point.
- **2-Person Chapman.** 2-person team. Each person tees off, each hits partner's ball for 2nd shot. Then, select best ball and play alternate shot format until ball is holed out.
- **2-Person Solheim Cup.** 2-person team. 1st three holes: Best Ball (play own ball, select best net score); 2nd three holes: Alternate Shots; last three holes: Scramble.
- **Stableford.** Team or individual. If team, use best net ball for score. Score as follows: 1 point for Bogey, 2 points for Par, 3 points for Birdie, 4 points for Eagle. Highest team score wins. Sometimes called "**Tin Whistle**" if an individual game.
- **Step-aside Scramble.** Same as Scramble, except player whose ball is selected does not hit the next shot (i.e., she "steps aside"). Sometimes called "**Texas Scramble.**"
- **T's & F's.** Score only holes beginning with T and F (2, 3, 4, 5, 10, 12, 13, 14, 15).
- **Tin Whistle.** See Stableford, above.
- **Team Waltz.** Team game. Score one best ball on 1st hole, two best balls on 2nd hole, and 3 best

balls on 3rd hole. Repeat through nine holes. Or "**Reverse Waltz**": score 3 balls on 1st hole, 2 on 2nd, and 1 on 3rd, etc.

- **Two Best Balls of Foursome.** Team game, score 2 lowest net scores of the foursome.
- **Worst 3 Out.** Individual game. Throw out 3 worst holes. Sometimes called "**Criers' Day.**"

These Operating Guidelines can be revised by a vote of the league membership, by a vote of the Board, or by a change made by the Golf Pro/Pro Shop, depending upon the nature of the item to be revised.

These guidelines were initially compiled and approved by the Board: April, 2020

** Revision 9/8/20 by membership*

Revision 5/19/21 by Board

EAGLE RIVER LADIES GOLF LEAGUE
Protocols for Twilight Play
Approved by the Board 6/8/21

The By-Laws state that the purpose of the Eagle River Ladies Golf League is to “promote interest in golf through organized play.” Thus, the league is beginning a twilight group to provide opportunity for women who work or are unable to play during the afternoon hours. The purpose of this document is to provide protocols for twilight play which conform to the league Operating Guidelines which “provide for the orderly and routine conduct of league activity.”

1. Initially, twilight tee time will be 5:30. If additional tee times are needed due to more players or darkness requiring earlier tee times, the league will add more tee times by moving backwards toward 5:00, i.e. 5:20, 5:10, 5:00.
2. Twilight players must sign up for weekly play and other league activities so that organizers can plan accordingly. It is better to cancel than to simply show up.
3. Twilight players must play with at least one other league member. Therefore, a minimum of 3 members must sign up for the twilight time, in case one of them must cancel.
4. Members who primarily play twilight remain eligible to sign up for an afternoon tee time, if they choose.
5. Twilight players qualify for the Weekly League Game. A photo of their scorecard(s) must be sent to the Games Chair (Barb Kroschel for 2021) preferably after completion of play, but no later than 9:00 AM the following morning.
6. Twilight players may participate in all Optional Games upon signing up and paying their \$\$ when checking in. The chairs of the optional games will be responsible for picking up the sign-up sheets and \$\$ after the twilight players have checked in. The Twilight Group will be responsible for bringing in the stakes and recording sheets, and putting them under the sign-in counter. The chairs of the optional games will pick up the recording sheets at their convenience and award the winners the following Tuesday.
7. Twilight players are eligible for the League Championship if they have met the minimum participation requirement. They may sign up for either the 18-hole competition or the 9-hole competition, and must play with the other players in that competition. Guidelines for League Championship will be followed for all play.