



## CALENDAR OF EVENTS

- Apr** 14 Organizational Meeting/ISU Clubhouse  
25 Clinic
- May** 2 First Playday - 7:30am for 18-holers, approx. 8am for 9-holers  
30 Luncheon Meeting
- June** 8 Handicap Tournament Begins/Ends July 31  
13 Interclub Scramble 18-hole/Crestwicke  
20 Swing for Life & Luncheon Meeting  
30 City Two-Woman 18-hole/Prairie Vista
- July** 11 Interclub Scramble 18-hole/Crestwicke  
13 Interclub 2-Ball, 18-hole/El Paso  
25 Luncheon Meeting  
28 City Medal Play 18-hole/ISU  
31 Club Championship Begins/Ends Aug 1
- Aug** 9 Interclub Scramble, 9-hole/Lakeside  
29 Luncheon Meeting
- Sept** 26 Last Playday & Closing Luncheon

## LUNCHEON MEETINGS

The luncheons and club meetings are held near the end of each month in the gazebo, rain or shine. Come as you are from the course. Serving begins at noon. In case of rain, we will meet at noon for luncheon and, weather permitting and course availability, play golf in the afternoon. Sign up via Golf Genius at least one week in advance if you plan to attend the luncheon. Individuals pay hostess for lunch which usually ranges from \$7-\$10.

### Luncheon Dates & Hostesses

- May 30, Penny Stephens, Shell Gilfillan  
June 20, Swing for Life: Julie Williams, Do Hellweg  
July 25, Shirley Irion, Kathy Hatch  
Aug 1, Ice Cream Social: Sandy Groves, Cheryl McClusky  
Aug 29, Mary Tweedie, Debby Garzonio  
Sept 26, Maureen Lyons, Carol Morris

A special event fundraiser -**Swing for Life**- will be held on June 20 in support of the Community Cancer Center. This event replaces the former Rally for the Cure and provides support for a variety of cancer treatments in addition to supporting our local community. All members (and non-members, if they wish) are invited to play in this event and will qualify for special prizes by donating at least \$20 prior to teeing off. A rally and prize awards will follow play, along with our June luncheon. Over the past 14 years, the ISU WGA has raised over **\$30,000** for cancer research.

## PLAYDAYS, LUNCH MEETINGS, AND CLUB TOURNAMENTS

MAY	JUNE	JULY	AUGUST	SEPT
<b>2</b> <b>Hello &amp; Goodbye</b>	<b>6</b> <b>13 Hole Scramble (9 &amp; 18-Holers)</b> Extra Fun Sign up by June 7th for Handicap Tourney June 8- July 31!	<b>4</b> No Play 4th of July	<b>1</b> <b>ParStars/ BogeyBabes</b>	<b>5</b> <b>Odd Ollie</b>
<b>9</b> <b>Top 5/ Top 10</b>	<b>13</b> <b>1857 Day</b>	<b>11</b> No Play US Am Qualifier	<b>8</b> <b>Three Blind Mice</b>	<b>12</b> <b>Dream Team</b>
<b>16</b> <b>Long Lu &amp; Short Sue</b>	<b>20</b> <b>Swing for Life</b> <b>Low Gross</b> <b>Low Net</b>  <i>Lunch Meeting</i>	<b>18</b> <b>Lady Liberty</b>	<b>15</b> <b>Friendly Fours</b>	<b>19</b> <b>Pro's Choice</b>
<b>23</b> <b>T's &amp; F's</b>	<b>27</b> No Play Youth Classic	<b>25</b> <b>Low Gross</b> <b>Low Net</b>  <i>Lunch Meeting</i>	<b>22</b> <b>Even Evelyn</b>	<b>26</b> <b>Low Gross</b> <b>Low Net</b>  <i>Lunch Meeting</i>
<b>30</b> <b>Low Gross</b> <b>Low Net</b>  <i>Lunch Meeting</i>		EXTRA FUN: Sign up by July 29 <sup>th</sup> for 2-day Club Championship Tourney July 31-August 1	<b>29</b> <b>Low Gross</b> <b>Low Net</b>  <i>Lunch Meeting</i>	

## PLAY GOVERNANCE

- **All dues need to be paid before the first May playdate.**
- Our season begins Wednesday, May 2, with playdays every Wednesday thereafter unless there is a course conflict. No dues will be refunded after the first playday.
- Only club members participating in the playday can play at this time, with the exception of a guest. See Guest Rule.
- Guest Rule: Club members may bring a guest to play during regular playdays. The member should sign up her guest to play in her group. Regular green fees apply for the guest. Guests may *not* compete for prizes.
- Tee times for 18-Holers begin at 7:30 a.m.; 9-Holers follow (approx. 8 a.m.). Tee times are posted via email
- **All players should be at the course 30 minutes prior to their tee time.**
- In the case of inclement weather, an email will be sent by 6:30 a.m. regarding changes for league play that day.
- All play is in threesomes, as the total number of players permit.
- Live scores will be posted by players on Golf Genius throughout play.
- **Each player is responsible for posting her adjusted score on the Clubhouse computer.**
- Golf Genius software manages our play days and other events. This software mails a confirmation of your participation each week. Respond “yes” or “no.” If you answer “yes,” you will receive an email with your pairings and tee time before each game.

## WEEKLY GAMES

- Playday games will be listed in Player’s Handbook, email message, and the golf cart. These are subject to change, if needed.
- Flight placement is determined by handicap. The number in each flight will be determined by the number of players playing that day. Your flight status may change each week.
- At least 2 members must play together to qualify for prizes.

## POINTS

- A point system is used for league prizes. One point is awarded each flight’s winner for each: low gross, low net, and game of the day. At the end of the season, each member’s accumulated points are converted to monetary amounts which can be spent on ProShop clothing, equipment, food, or fees.
- A player can only win one point each week for game of the day, low gross, or low net. If a player wins more than one category, the additional point(s) goes to the next player(s) in winning position.

### **Points (continued)**

- When a playday score results in a tie, the winner will be determined by looking at the lowest net score.
- One point is awarded per player for a birdie. There is a one point per game limit.

### **CHIP-INS**

- A monetary prize is awarded 9-hole and 18-hole members who chip-in a ball throughout the game and have chosen to pay fifty cents for this optional side game. Payment and sign-up for this must occur in the locker room prior to the player's first tee shot. Money accumulates from game to game until a chip-in is made by a qualifying player. When multiple chip-ins occur, the money is divided equally between the number of chip-ins.

### **SCORING**

On playdays, all strokes are counted!

**GOLF GENIUS** Golf Genius is a web-based scoring system used by ISU Weibring Golf Course for our league. All players may download the free Golf Genius onto their tablet or cell phone via an online app store. Our pro, Laura Provost, will provide each player with a password. Detailed directions are found on our website at [www.isuwga2018.golfgenius.com](http://www.isuwga2018.golfgenius.com)

Scores are recorded throughout the game and the system automatically calculates each player's total and the playday competition. Each group determines which player will be responsible for recording scores.

**SCORECARD** A handwritten scorecard of each group member's strokes per hole with a notation of the number of putts is kept by one of the group members. Players confirm totals before the scorer returns the completed card to the clubhouse locker room at the end of the game.

**PLAYDAY RECORD SHEET** In the locker room, the group scorer records the number of putts, birdies, and chip-ins on this chart. Each player checks that this is recorded correctly.

**CLUBHOUSE COMPUTER** Everyone is responsible for posting her own score on the computer which is located on the counter west of the cash register. (Should you forget to post, return before the next playday to complete this task. If not busy, the Clubhouse may post it if you telephone a request.) Each member uses her access code (listed near the computer) to post her score after she adjusts her score (if needed) for her handicap. Read the following:

## ADJUSTING YOUR SCORE FOR CLUBHOUSE COMPUTER

(Equitable Stroke Control – CDGA Handicap)

- Adjustments are made only for the purpose of establishing golf handicaps.
- For handicap purposes, each person has a maximum number of strokes which they can record per hole. (See chart below.) This adjustment prevents atypical bad hole(s) from ruining your handicap.
- The adjustment is recorded only on the Clubhouse computer.  
The actual score is recorded on the golf course scorecard and in Golf Genius.

The USGA announced an Equitable Stroke Control procedure in 1993. Under this handicap system, a player records her maximum score for any hole as follows:

9-Hole <u>Handicap</u>	18-Hole <u>Handicap</u>	Maximum <u>Hole Score</u>
0-4	0-9	double bogey
5-9	10-19	7
10-14	20-29	8
15-19	30-39	9
20+	40-49	10

For example, a 9-hole player with a handicap of 12 is allowed to record a maximum score of 8 on any hole. Likewise, an 18-hole player with a handicap of 31 is allowed to record a maximum score of 9 on any hole.

The maximum USGA Handicap Index for women is 40.4. Based on the calculation of the individual's index and the course slope rating, the maximum handicap at ISU is 43.

## HANDICAPS

All players must:

- Post all scores played at home and away on the Clubhouse computer.
- Use the Equitable Stroke Control to adjust scores before entering.
- 18-hole players must combine consecutive 9 hole scores and post.
- Post all scores in chronological order.
- 2017 members: 2018 handicap is based on the last 20 scores posted in the 2017 golf season.
- New members: Handicap is established after you post 5 scores in the 2018 season.

**To golf or not to golf?  
What a stupid question!  
*Anonymous***

## **GUIDELINES FOR MEMBERS OF TWO CLUBS**

Members belonging to a women's golf association at more than one course are required to designate one club as their home club.

- To receive an Official USGA Handicap, players must:
  1. Report all scores made, regardless of where played, to their home club.
  2. Record the date played, the course rating, and the slope index of each course.
- When participating in Interclub or invitational events, a player must represent her home club. If her home club is not participating in the event, she may play under a secondary club.

## **CITY-WIDE TOURNAMENTS SPONSORED BY THE BLOOMINGTON/NORMAL WOMENS GOLF ASSOCIATION (BNWGA)**

These two 18-hole events are open to everyone regardless of geographic location. 9-hole and 18-hole players are eligible for these events. A 2-Woman event is held on the last Saturday of June each year, and a Medal Play event is held on the last July of each year. The dates and locations are listed in the Calendar of Events. Additional information will be posted in the locker room. Players register and pay individually.

## **INTERCLUB TOURNAMENTS**

BNWGA also hosts two 18-hole and one 9-hole interclub team events. Eight players will represent each of the seven area clubs. They must have an established handicap. The location is rotated between clubs, and the dates are listed in the Calendar of Events. A team entry fee is paid by the club, and each player pays \$5 plus cart fees.

More information is provided in the locker room where signup takes place. The Interclub Rep determines the team based upon current handicap and overall skill needs of each team.

ISU participating members must have posted 5 (five) current year scores (including one playday score) to be in the June events and a minimum of 10 (ten) current year scores to be in any successive events. ISU players wear red with white and/or black for interclub events. Event fees are paid by the club, and each player pays cart fees.

## **JANE DOHRMANN PUTTING AWARD**

Golfers have to attend at least half of the scheduled playdays to be eligible. All putts are recorded on playdays. The best putting record for the leagues' current season is used to determine a winner. This is handled by the playday chairperson.

### **2017 PUTTING AWARD WINNERS:**

18 Hole Winner.....Mary Ann Bushman

9 Hole Winner.....Ann Weber

## CLUB HANDICAP TOURNAMENT

(Match Play)

June 8- July 31

This event is a mix of 9 and 18-holers for nine-hole games. Score adjustments based on handicaps (see pg. 6) are made to level the playing field for all players. "Match Play" is scored based on the winner of each hole. One point per hole is awarded to the player winning the hole based on the players' handicap scores. The golfer winning 5 or more holes advances to the next level.

A signup sheet will be posted on the bulletin board. To be eligible for the tournament, you must have an established handicap. Matches must be played by the date established for each round and cannot be postponed because of vacation. Illness, death in the family, or course being closed are valid reasons for delay. The tournament committee must be notified of any date changes. Play should be as a two-some or combined with another tournament two-some.

### 2017 CLUB HANDICAP WINNERS:

Winner.....Dolores Hellweg  
Runner Up.....Ann Holub

## CLUB CHAMPIONSHIP TOURNAMENT

(Stroke/Medal/Total Gross Play)

Tuesday, July 31 & Wednesday, August 1

There is a 9-hole and there is an 18-hole flighted event. The winners of each flight are determined by the total gross score for both days. A tie for first place will go to sudden death playoff. Other ties will be determined by score card playoff beginning on the first handicap hole.

The Club Championship is open to any club member in good standing with an established handicap who has participated in 5 playdays prior to event in the current year (including Swing for Life). Exceptions for eligibility will be determined by the Board. Everyone playing on the first day will be automatically entered in the tournament. Flights will be established by (a) the number of competitors and (b) competitors' handicaps as of July 26. Tee times set for the second day will be based upon round one scores and posted after 3:30 on July 31. **NO ONE WILL BE CALLED.** You may e-mail or call the pro shop to find out your tee time.

### 2017 CLUB CHAMPIONSHIP WINNERS

18-Hole division

Club Champion:.....Mary Tweedie

Club Champion Runner-up:.....Mary Ann Bushman

9-Hole Division

Club Champion:.....Ann Weber

## 2017 CLUB CHAMPIONSHIP WINNERS

Club Champion Runner-up:.....Debby Garzonio

### A Flight

1<sup>st</sup>.....Carol Kauth

2<sup>nd</sup>.....Marlene Baer

### B Flight

1<sup>st</sup>.....Lynn Rakowski

2<sup>nd</sup>.....Lynn Warner

## GENERAL RULES & REGULATIONS

All USGA rules are in effect for association play except for those designated as local rules. Enforcement of these rules starts the first playday and is followed throughout the season. The ISUWGA plays from the red tees.

Local rules: Players may improve their lie only on their own fairway and never in the rough. The water hazards on holes #11 and #13 are played as lateral water hazards.

**9-HOLE LEAGUE 10 STROKE RULE:** The maximum allowable strokes to arrive on the green is 10. If a player has not arrived on the green with her 10<sup>th</sup> stroke, she should pick up her ball and place it on the front edge of the green and then putt. The player should record her actual score in GOLF GENIUS as the 10 strokes PLUS the number of putts. Adjusted scores MUST also be recorded for playday competitions and for handicap purposes in the Clubhouse computer (see ADJUSTING YOUR SCORE). This rule is NOT in effect when a golfer is competing in tournaments.

**CART PATHS:** If a ball comes to rest on a cart path or maintenance road inside the golf course, the player may, without penalty, drop her ball within one club length of the NEAREST point of relief not nearer the hole. The nearest point of relief is for stance and swing, not line of flight.

**DIRECT WATER HAZARDS:** If your ball goes into the water hazard from the tee you may hit another ball, counting both strokes and a penalty stroke:

- (1) from the tee area, or
- (2) drop a ball in the designated drop area (no tee used).

To speed up play ON PLAYDAYS ONLY, do not hit more than 2 balls into the water on hole #17; go to the drop area. After hitting the second ball into the water, you have 4 strokes. When you carry the ball around to the drop area you add another stroke. Hit to the green, counting that stroke too. You now have a total of 6 strokes. Yikes!

**DROPPING THE BALL:** Stand facing in any direction with arm extended and drop the ball. If not done in this manner you must take a 1-stroke penalty. If dropped ball rolls into a hazard, out of bounds, more than 2 club lengths from the point of first striking the ground, or nearer the hole than its original position, it must be redropped.

**ETIQUETTE:** Every effort should be made to keep play continuous.

- (1) Ready Play – Be prepared to play your ball. Do not cause others to wait on you; this slows down play. Also see 9-Hole League 10 Stroke Rule.
- (2) Par 3's – Only use the cart path or rough to move forward or around the hole. Carts CANNOT be driven up to and parked next to the greens. You must walk from the cart path or rough to your ball position. On ALL course holes, carts are to be kept 30 feet away from any green.
- (3) Ball Spotting – Playing partners must watch for ball flight and landing of each player's shots to help avoid lost balls.
- (4) Lost Balls – If a ball appears to be lost DO NOT take longer than 2 minutes to search for it. If a found ball cannot be identified as it lies, ONLY the player with the lost ball should attempt to touch to verify ownership.
- (5) Take only ONE practice swing per stroke. Continuous practice swings per stroke will slow down play.

**GREEN:** The flag should not be removed until all balls are on the green. Then the putter has a choice of having the pin attended or removed. Any ball in the line of another person's ball should be removed and a marker placed. When putting, a ball hitting another ball or the flagstick (attended or lying on the green) from any place on the green is a 2-stroke penalty in stroke play or loss of the hole in match play for the putter.

**IMPROVING YOUR LIE:** While standing on the tee before your first shot, the fairway can be seen easily as the definite outline of closely cut grass as opposed to longer grass (the rough). You may not improve the lie of your ball in the rough. If there is any doubt, play it as if the ball were in the rough.

A ball can be picked up without penalty in the case of an unnatural hazard (against a water fountain, bench, in casual water, on ground under repair, in a hole made by a burrowing animal, etc.). The ball may be moved one club length from the nearest point of relief, but not nearer the hole. In the case of a movable hazard (hose, rake, tree branch, etc.) the obstruction may be moved without penalty. If the ball moves while the obstruction is being moved, the penalty is one stroke and the ball must be replaced.

**LATERAL WATER HAZARDS:** If you hit your ball into the water, you may under penalty on one stroke drop a ball outside the hazard within two club lengths of the point where the ball last crossed the margin of the hazard. It must be dropped and come to rest not nearer the hole than the point where the original ball last crossed the margin of the hazard. If the ball hits the rocks on the far side of the water and bounces back into the water, it has not crossed the hazard and must be taken back to where it last crossed the margin of the hazard.

**OUT-OF-BOUNDS:** Out-of-bounds is ground on which play is prohibited. The roads around the course are out of bounds as is all ground outside the nearest inside points of white stakes or fence posts at ground level. The ball is out of bounds when all of it lies out of bounds. If your ball goes out of bounds, you must go back to the spot from which you hit it and play another, counting both strokes and adding a penalty stroke.

**PROVISIONAL BALL:** If you think your ball may be lost due to water hazard or out of bounds, to save time you may play a provisional ball providing:

- (1) you do so before going forward to look for your ball, AND
- (2) you tell the others in your group what you plan to do before playing it.

If the first ball was not out of bounds, pick up the second ball and play the first ball without penalty. You are NOT allowed to play the provisional ball if the first ball is not in a water hazard or is unplayable but is inbounds.

**PUTTING:** The continuous putting rule is optional but does speed play. Inform your group if you plan to putt out. Putts may not be conceded in stroke play. There are no “gimmies” in this league. Putting continues until the ball lies in the hole.

**SAND TRAP:** If your ball comes to rest in sand you MUST play it as it lies; no lift and place is allowed. DO NOT let your club touch the sand before your downward stroke. Penalty – 2 strokes in stroke play or loss of hole in match play.

**SAND TRAP RULE:** If a player deems her ball to be unplayable in a bunker, she MUST, under penalty of one stroke:

- (1) replay from where the last shot was played (tee, fairway, or rough;  
OR
- (2) drop her ball either inside or outside the bunker, keeping the original location between her ball and the hole. The player is the sole judge of whether her ball is unplayable, but she should notify her playing partners of her intent to take the drop before picking up her ball. The rule may be revoked at any time during the round. A player may play from one bunker and take a drop from another during the same round.

**SCORING:** If you swing and miss after addressing the ball, that’s a “whiff” and it counts as one stroke.

**TEE:** Never tee off until the group ahead has taken their second shot, are out of your range, or are on the green. If a ball has been topped and knocked off the tee, it counts as a stroke, and you must play it where it lies. If the ball falls off the tee before you have taken your forward swing, you may replace it without penalty. Balls must be teed up between the markers, not more than 2 club-lengths behind the markers, never in front of them.

**TREES:** All trees (unless staked) are to be considered full-grown trees. If you declare the ball unplayable, you may, under a 1-penalty stroke:

- (1) drop a ball within 2 club lengths of the point where the ball lays but not nearer the hole;
- (2) drop a ball any distance behind the point where the ball lays, keeping that point between you and the hole;
- (3) or, go back to the spot from which you hit it and play a ball, counting all strokes plus penalty stroke.

**TREES (STAKED):** New trees will be staked and if a ball falls within the staked area, it can be moved out, no closer to the hole without penalty. If your stance or swing is hindered by the tree or stake, you may drop the ball without penalty, one club length from the nearest point of relief but not nearer the hole. Point of relief is for stance and swing only, not line of flight. Likewise, if your ball lands in one of the newly mulched areas, you may remove it and drop (see DROPPING THE BALL) without penalty.

**WATER HOLES:** According to the CDGA, all water holes on the ISU golf course are direct hazards. **HOWEVER**, holes #11 and #13 are played as lateral water hazards as a local club rule. Hole #17 is played as a direct water hazard as is the water on #18.

**WET BUNKERS:** Bunkers will be determined non-playable by Laura on a play-day by play-day basis. Criteria will be whether or not the bunkers are muddy and/or have water standing.

**WHIFF STROKE:** If you swing and miss after addressing the ball, that's a "whiff" and it counts as one stroke.