

Druids Glen

Ladies Golf Club

2024



29925 207th Ave SE, Covington WA 98042

Pro Shop.....253-638-1200

Druidsglengolf.com

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Druids Glen Ladies Club

Committee Members 2024

Captain / Weekly
Competition

Jan Stover
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Rules

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Tournaments

Lisa Austell
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Membership Fees and Benefits

Yearly Fee

2024 Membership Fee \$185.00

Only paid-up members are eligible to play in competitions

Yearly Benefits

- Membership Expires December 31, 2024
- Book tee times 2 weeks in advance
- Special Member Rates for Green Fees & power golf cart
- Receive 10% off merchandise in the golf shop.
- 10% discount per visit at the Grill in the Woods
- GHIN handicap included
- Eligible to participate in all Druids Glen tournaments and Wednesday league play.
- Members may use CREDIT BOOK MONEY towards a new membership.
- Payouts – Credit Book money only, i.e., credit only for purchase in the Pro-Shop. \$8.00 per person per week added to the weekly competition games (Makes for larger payouts)

Weekly Signup for Club Play

Club members play each Wednesday from the Gold tees. Tee times start at 9:30 am.

To register for golf each week:

1. Go: www.golfgenius.com/ggid/sevhkt
2. If you have issues registering, please contact one of the golf professionals.

If you cannot play the day of play “PLEASE” notify the “Weekly Competition Chair” as soon as possible that morning or call the Pro Shop - **253-638-1200**

GHIN Posting and Handicap

GHIN Posting

Golf Genius will post the rounds played during league play on Wednesday. Golfers are responsible to post all other scores.

Handicap

Club members shall be limited to a maximum handicap index of 54. All members must have an established handicap in order to play in the weekly competitions.

New Members without a Handicap

All new members without a USGA handicap will need to have played and posted either 3 rounds of 18 or 6 rounds of 9 to establish a USGA handicap. The Handicap Chairperson will help the new member if needed to post their scores.

MAXIMUM SCORE PER HOLE For Handicap Posting Purposes

Net Double Bogey	A player's maximum hole score for handicap posting purposes, ensuring bad holes don't impact a player's handicap too severely.
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Net double bogey	=	Par	+	2	+/-	Handicap strokes for a given hole
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When posting your scores, the computer will automatically calculate your adjusted score based on the maximum net double bogey score, if you enter your score hole by hole. Therefore, it is recommended that you post your gross score hole by hole on the course computer, online, or using a mobile app. Let the system do the calculations for you.

If you choose to calculate it yourself, you must calculate how many handicap strokes you get per hole. Use the hole handicap rating that is on the card to determine the distribution of your handicap.

Sample Score Cards – For manually adjusting your score

Hole	1	2	3	4	5	6	7	8	9
Par	4	5	3	4	5	3	4	4	4
HC *	11	9	5	3	7	17	13	15	1
HCS *
Score	5	7	8	8	6	5	8	6	8
Adj. Score	n/c	n/c	6	n/c	n/c	n/c	7	n/c	n/c

Hole	10	11	12	13	14	15	16	17	18
Par	4	4	3	4	5	4	3	4	5
HC *	4	14	16	18	12	2	8	10	6
HCS *
Score	5	7	6	8	6	9	6	6	12
Adj. Score	n/c	n/c	n/c	n/c	n/c	7	n/c	n/c	8

*HC = Course Handicap for that hole

*HCS = Handicap strokes for a given hole also called dots

The sample above is at Druids Glen Golf Course with a handicap of 22. The term “Net Double Bogey” means the maximum amount you can score on a hole.

Posting on the USGA GHIN system is much easier when you just post your gross score hole by hole and the computer adjusts for you. Please remember that each course has a different rating so posting manually is going to be different for every course as well as your handicap.

The sample below is for a handicap of 37 at Druids Golf Course

Hole	1	2	3	4	5	6	7	8	9
Par	4	5	3	4	5	3	4	4	4
HC *	11	9	5	3	7	17	13	15	1
HCS *
Score	5	7	8	8	6	5	9	6	12
Adj. Score	n/c	n/c	7	n/c	n/c	n/c	8	n/c	9

Hole	10	11	12	13	14	15	16	17	18
Par	4	4	3	4	5	4	3	4	5
HC *	4	14	16	18	12	2	8	10	6
HCS *
Score	5	7	6	8	6	9	6	6	12
Adj. Score	n/c	n/c	n/c	n/c	n/c	8	n/c	n/c	9

Handicap Strokes i.e. dots: To figure out your handicap strokes for Druids Golf course, you look up your handicap for Druids Golf course. Say it is 22, then you get 22 for all of your strokes i.e., dots to put on your card. You then put the strokes/dots starting with the number one (1) hardest hole (#9) which is designated by the number under handicap on your card. Since there is only 18 holes you put a stroke or dot on every hole. Then for the remaining 4 strokes/dots you go back to the number one (1) hardest hole and put a dot there then to the 2nd handicap hole (#15) then 3 then 4 to complete your 22 strokes.

Weekly Competitions and Club Championship Tournament

Weekly Competitions

All Members must be paid-up in order to participate in the weekly competition. All weekly competitions are subject to change at any time by the Committee due to course conditions or conflicts.

Weekly Competition Flights and Payouts:

2-9 Players One Flight

<i>Golfers</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>Prize Fund</i>
2	\$ 16.00				\$ 16.00
3	\$ 14.00	\$ 10.00			\$ 24.00
4	\$ 19.00	\$ 13.00			\$ 32.00
5	\$ 20.00	\$ 12.00	\$ 8.00		\$ 40.00
6	\$ 19.00	\$ 14.00	\$10.00	\$ 5.00	\$ 48.00
7	\$ 22.00	\$ 17.00	\$11.00	\$ 6.00	\$ 56.00
8	\$ 26.00	\$ 19.00	\$13.00	\$ 6.00	\$ 64.00
9	\$ 29.00	\$ 22.00	\$14.00	\$ 7.00	\$ 72.00

10-17 Players Two Flights

<i>Golfers</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>Prize Fund</i>
10	\$ 16.00	\$ 12.00	\$ 8.00	\$ 4.00	\$ 80.00
11	\$ 18.00	\$ 13.00	\$ 9.00	\$ 4.00	\$ 88.00
12	\$ 19.00	\$ 14.00	\$10.00	\$ 5.00	\$ 96.00
13	\$ 21.00	\$ 16.00	\$10.00	\$ 5.00	\$ 104.00
14	\$ 22.00	\$ 17.00	\$11.00	\$ 6.00	\$ 112.00
15	\$ 24.00	\$ 18.00	\$12.00	\$ 6.00	\$ 120.00
16	\$ 26.00	\$ 19.00	\$13.00	\$ 6.00	\$ 128.00
17	\$ 27.00	\$ 20.00	\$14.00	\$ 7.00	\$ 136.00

18-24 Players Three Flights

<i>Golfers</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>Prize Fund</i>
18	\$ 19.00	\$ 13.00	\$ 10.00	\$ 6.00	\$ 144.00
19	\$ 20.00	\$ 13.50	\$ 10.50	\$ 6.50	\$ 151.50
20	\$ 21.00	\$ 14.00	\$ 11.00	\$ 7.00	\$ 159.00
21	\$ 22.00	\$ 14.50	\$ 11.50	\$ 8.00	\$ 168.00
22	\$ 23.00	\$ 15.00	\$ 12.00	\$ 8.50	\$ 175.50
23	\$ 24.00	\$ 15.50	\$ 12.50	\$ 9.00	\$ 183.00
24	\$ 25.00	\$ 16.50	\$ 13.00	\$ 9.50	\$ 192.00

Tee Time: Please arrive 30 minutes before the first **scheduled** tee time (9:00 am) as we often have small groups and go out ahead of our scheduled tee times.

Competition cards: Must be filled out, signed, attested and turned in that day. Payouts will be made before the next Wednesday along with an email to all members of the results.

Payouts: (Book money) Payouts for the Wednesday Weekly Competitions will be posted weekly and before the next Wednesday. "Payouts" are paid as book money, i.e. credit money on the books for the Pro-Shop only.

The Maximum number of places paid will be four (4) per flight. The results will be emailed to all club members. Weekly payouts are based on the number of players that day and a calculation of percentages.

Tied Score: In the case of ties, money for places involved will be totaled, and divided by the number of places tied.

Picking up the ball: You may pick up your ball under the standing rule "**Preferred Lie**" to lift and clean your ball otherwise you may NOT pick up your ball at any time unless it does not affect your score on any hole for the competition that day otherwise you will be disqualified from the competition that day. For pace of play, you may pick up your ball if it **does not affect the competition** that day and you have reached the maximum score on that hole.

Club Championship Tournament

The Club Championship Tournament is a two (2) day tournament. Competition days are subject to change by the Committee due to course conditions, conflicts or for any unforeseen circumstances.

Number of Flights: Will be based on the number of players. The lineup for the first day in each flight is by lowest handicap, on the second day by the lowest gross scored on first day of competition.

Handicap: The same handicap used will be the same for both days.

Eligibility: only paid-up members are eligible to play in the tournament. A member must have played at least five (5) Weekly Competitions during the current year. All players must complete both rounds to be eligible for payout.

Picking up the ball: All balls MUST be holed out.

Payouts: Payout for the club championship will be determined by the Tournament Chair and Captain prior to the tournament and communicated to membership.

Each flight will pay two places. 1st Place Lowest Gross and 1st Place Lowest net, combined totals for both days. If there are

enough players and it is approved by the Committee there will be an added place of 2nd Lowest net and will be added to the flights.

KP/ Closest to the pin: The Committee will determine if there are enough funds to offer a KP each day of the Tournament. Closest to the pin is when you hit your first tee shot and the ball stays on the green.

Tied Score: If there is a tie for the Club Champion there will be a playoff starting on hole #9.

If there are tied scores in the flights the money for places involved will be totaled, and divided by the number of places tied.

Standing and Ladies Local Rules

Standing Rules

All Players must play under USGA rules except where local rules apply.

Preferred Lies (winter rules): Are in effect all year. In the General Area players may lift, clean and place their ball within six (6) inches and no closer to the hole. Players **MUST MARK** their ball in its original position before picking up. Failure to do so will incur a one-stroke penalty. The ball must stay in the same condition i.e. you cannot move from the ruff to the fairway.

Handicap: The maximum handicap index allowed is USGA 54.

Hole 3: Hole number 3 is a RED Penalty Area but also has a drop area. If you hit your ball into the water, you may either proceed under USGA rule 17.1d or use the drop area with a one (1) stroke penalty.

Holes 10 and 16: Players who hit their ball into the water can use the designated drop area across the water (see Local rules) for a one (1) stroke penalty.

Temporary Greens: If there is a temporary green on a given hole, the maximum number of putts will be two (2).

LOCAL RULES

LOCAL RULES - If these local rules conflict with the scorecard, these local rules take precedence

1. **Play all areas as a RED Penalty Area:** In Unmarked wooded and long grass areas. If a cart path is adjacent to the area, treat the inner (course side) boundary of the cart path as the RED Penalty Area line.
2. **In bunkers:** If the ball is in an animal track, place the ball at the nearest point of relief within the bunker, no closer to the hole. Human footprints are not considered animal tracks. If your ball lies on, or if your swing is affected by exposed landscape lining in the bunker, you are entitled to relief. You may choose to place your ball either within one (1) club-length of the nearest relief no nearer the hole, or at any point on a line backwards from the pin to where your ball currently lies. **Relief must be within the bunker.**
3. **Preferred Lie (Winter Rules):** in effect all year: You may Lift, clean, and place your ball within 6 inches no closer to the hole. Player must **Mark** the ball before lifting or incur a one stroke penalty. Allowed anywhere on the

course except Penalty Areas, Bunkers and greens. The ball must stay in the same condition. See standing rule.

4. **Drop Areas** (one stroke penalty) - There are drop areas provided on holes 3, 10, and 16.

Hole #3: Hole number 3 is a RED Penalty Area but also has a drop area. If you hit your ball into the water, you may either proceed under USGA rule 17.1d or use the drop area with a one (1) stroke penalty.

HOLE #10: The drop area is located across the bridge.

HOLE #16: The drop area is located across the water above the hole. It should be marked each week by the Committee with tee box markers.

5. **Hole #2:** The fairway on the left side edge of the road is out of bounds. If you are in doubt, you may hit a provisional ball. The pile of rocks halfway down the fairway left of the cart path is played as Abnormal Ground Conditions. Nearest point of relief plus one club length (i.e., take your stance, mark where the ball is, and drop within one length and no closer to the hole.
6. **Local Rule #1 Above applies to the following holes and played as a Red Penalty Area with one (1) stroke penalty**

Hole #1: The woods left of fairway past the range and around the back of the green. The driving range is out of bounds (white stakes) and is played as OB USGA Rule 18.2b.

Hole #3: The woods or tall grass right of the cart path.

Hole #4: Tall grass along the pond or over pond and into woods. Woods past the pond left of the fairway and around the green. Tall grassy area right of the fairway past the 150-yard marker.

Hole #5: Tall grass area in front and left of the tee boxes. Tall grass between 4th fairway and pond. Left of the cart path along the fairway into the woods (there is no OB on this hole). Tall grass right and short of the green.

Hole #6: Tall grass left and in front of the tee boxes (watch line of flight as that may put you back on the tee box). Woods left of the fairway. Right of the cart path into the tall grass.

Hole #7: Woods on left of cart path back of green. Tall grass right of fairway and near green. For a ball hit into the ponds, make sure to watch where it crossed the Penalty Area line. This point might be back near the tee box depending upon your line of flight.

Hole #8: Tall grass right of tee box for first 100 yards or so (note where your ball entered the area). Left of the cart path in the tall grass. Tall grass on back side of green.

Hole #9: Woods left of cart path. Tall grass past the woods left of cart path up to the green. Tall grass right of the fairway up to the pond.

Hole #10: Tall grass near the green and left of the cart path. Tall grass to the right of the green and past the pond.

Hole #11: Woods right side of fairway, drop can be left of the cart path until path curves across fairway. Tall grass left of the fairway up through green (the area between 11th and 17th fairway).

Hole #12: On the right and into woods. Pond left of the green is a RED Penalty Area. There is no drop area. Area to the left of the cart path is OB.

Hole #13: Woods on right side of fairway. Tall grass left of the cart path (be careful of line of flight where it last crossed into the tall grass if ball can't be found). Woods left of the green.

Hole #14: Woods right of cart path entire length of hole, drop left of cart path. Woods left side of entire fairway.

Hole #15: Woods left side of fairway. Woods right of cart path entire length of hole, drop left of cart path.

Hole #16: Woods to the right. Woods across the cart path behind the hole.

Hole #17: Woods right side of fairway, drop left of cart path. Tall grass left side of fairway (between 17 and 11) watch line of flight where it crossed into the tall grass. Woods left side near green (last 50 yards or so).

Hole #18: Woods right side of cart path, drop left of cart path. Tall grass on the left between 18th and 10th fairway. Tall grass right of the cart path between 18th and 9th fairway.

DEFINITIONS

Bargain day: Deduct two worst holes out of 18.

Best Ball: Two partners play their own balls, and then use the better score of the two.

Chapman: Both golfers hit drives, each plays the other's ball for the 2nd shots; the best of the 2nd shots is selected, then play alternate shot into the hole. 2-stroke penalty if ball is hit out of turn.

Gross: Your actual score for the 18 holes without subtracting anything for your handicap.

Handicap Stroke Holes: (See line on scorecard marked "Handicap") The #1 handicap hole is considered the hardest hole. A player with a handicap of 18 receives a stroke on every hole. Player with a 19 receives two strokes on the #1 handicap hole. Player with a 20 receives two strokes on #1 and #2 handicap hole and so on.

Monthly Medal: Your score minus your full handicap. In other words, your 18 holes net.

Mutt & Jeff: 4 shortest holes (3, 6, 12, 16) & the 5 longest holes (2, 5, 14, 18, 15) less handicap

Net: Your score for 18 holes less your handicap.

Net Double Bogey: Par for the hole, plus two strokes (double bogey), plus any handicap strokes you're allowed to take.

Nine Best Par 4's: Scores on par 4's less your handicap.

Noses: Only count the Holes that begin with the Letters (1,6,7,8,9,11,16,17, &18) less your handicap.

Odd Holes: Count odd holes, less your handicap.

O.N.E.S.: Score all holes beginning with O, N, E, or S, less handicap.

Par 4's: Score all par 4's

Points: Your par is your net score on each hole. Figure points for each hole as follows: 1 point for bogey, 2 points for par, 3 points for a birdie, 4 points for an eagle, 5 points for albatross (3 under par), 6 points for a net zero, 25 points for a hole-in-one.

Putts: Keep track of all putts on the greens.

Scramble: All tee off. Determine which lie is best, and all hit from there, etc.

Shamble: All tee off. The best drive is selected and players hit their own ball from that position and point on until it is holed out.

T&F: Count scores for all holes starting with the letter's "T" and "F", less your handicap.

T&S: Count scores for all holes starting with letters "T" and "S", less your handicap.

Three Little Pigs: Total of three par 3's, plus three par 4's, plus three par 5's less your handicap.

Tombstone: Add your handicap to the course par. When you have shot this number of strokes, indicate on your scorecard exactly where this occurred on the course. (Example, course rating is 71 and your handicap is 20, this totals 91. When you reach 91, you may be on fairway # 16, 20 feet from the hole, mark your card and/or use a marker to mark the spot.