

Golf Portal go to: www.golfgenius.com Click Sign In, under ggid, type: CRRL

Wednesday Games/Special Event & Calendar Notes *for pages 6-9*

Golf Season: Our golf season begins March 1st and ends November 30th. This matches the score posting season for our Pacific NW area.

Wednesday Games: Our ladies day at CRR golf course is Wednesday. On Wednesday the ladies club hosts a special ladies event or a regular golf game (RWG) event. The Games in the months of March and November are not payout games. Weekly games will be listed on our golf genius portal. Our shotgun start times vary each month. (Please check the calendar for monthly start times).

CRRL Website: crookedriverranchgc.com/-crr-ladies-club

From April 1st through October 31st, regular weekly games listed on Calendar as 'RWG' or Game of the week 'G' or Special Event 'SE' are offered as both an 18 hole or a 9 hole game unless a Special Event for that day. Ladies may choose which they desire to play. The play day cost for these games is \$5 for 18 holes or \$3 for 9 holes. The payout fund is based upon the number of players and game rules for that week. Postable (P) scores for play day games will be posted to GHIN by the Play Day Committee using the Golf Genius software.

Current Play Day Procedures The play day chair begins to make the final pairings for the Wednesday game on Tuesday at noon. Players must sign up online through Golf Genius. If new, instructions for logging onto Golf Genius will be provided by the play day committee. It is the ultimate desire of the group that everyone who wants to play is allowed to play. If players cancel at the last minute, they should text or call the play day chairperson. Please be courteous and give as much time as possible when canceling.

Details for each week vary. Players should attend meetings, read emails and check for instructions online (Golf Genius) or in our golf room.

Play Day Pay Bags Each tee box pairing group is given a play day pay bag. In the bag is the game score card. Each player places their play day fees (\$5-18 holes and \$3-9 holes) in the bag. At the end of the day's game the bag with final score card and fees are dropped off at the club house desk for the play day chair to pick up.

Scoring the Game The pairing group's score card is the official game card. It must be signed and attested before it is turned in for scoring. It is highly recommended that individuals keep a copy of their own score for attesting. Each player is responsible for the correctness of the score recorded for each hole on the scorecard. The actual score must be used for the tournament score (Golf Genius uses the appropriate equitable score for posting).

Guests may play with the ladies club. They are not able to play in the money game. They are responsible to pay the CRR golf course fees for the day. A guest may play 3 times each year before being expected to join the club.

Meeting Day and Games: Members are encouraged to attend the club meetings. Each meeting provides information and an opportunity for you to help plan events for the club. The game on meeting day shall be 18 hole only, allowing players to finish at the same time, in order to facilitate meeting attendance.

9 and 18 Hole Visitations: Visitations are an excellent way to play other courses at a great price and to meet new players. Typically they run \$50 and include Golf, Cart, Lunch and Practice Balls. It is important to sign up and pay well in advance as deadlines are imposed and these events fill up quickly. Sign up sheets can be found in the Computer Room. Please make checks payable to: Crooked River Ranch Ladies Golf Club. *Please note: Ladies need to pay for the event at the time they sign up.*

Sr. Ladies (COSWGA): Central Oregon Senior Womens Golf Association is open to Women 50 and older from the participating clubs. There is an Annual \$125 fee to play in the tournaments which covers greens fees, practice balls, breakfast and prize money. Each match at 10 different clubs averages \$45 and includes Cart and Lunch. Prizes are awarded in Gross and Net in 4 flights. Contact the Sr. Ladies Rep if you have any questions.

CRR Golf Course Maintenance Staff Luncheon: This annual event honors the extraordinary work of our greens keepers and takes place as a potluck in the Fall at McPherson Park or the Juniper Room, usually held in September.

GOLF COURSE AND DRIVING RANGE DRESS CODE

Wear traditional golf attire. This includes shirts with collars, sleeveless shirts with 3" or wider straps, t-shirts and jeans in good taste and tailored golf shorts, skorts or slacks. Shorts or skorts need to be at least mid-thigh length. Appropriate golf shoes with alternate spikes are allowed. Short shorts, tank tops or other clothing deemed unacceptable by the CRR golf course management is considered unacceptable for CRRL Golf.

PLAYING IN VISITATIONS/COSWGA (SR. LADIES)

PROPER DRESS CODE REQUIRED WHILE ATTENDING ALL EVENTS WHERE OUR LADIES GROUP PARTICIPATES. (NO JEANS ARE ALLOWED AT MOST COURSES)

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Description of Games:

(Games will be listed on our Golf Genius website. Not all games are played every season)

NOTE: Posting for Wednesday Play and Special Events will be done (day of play) by the Play Day Committee.

(P: stands for Postable Score C: stands for Posted as a Competitive Score NP: stands for Non-Postable Score)

3 Blind Mice: Play a regulation golf game. Deduct 3 worst holes from scores. Subtract full handicap (P)

Beat the Pro: You bet your net score against the pro's net. If your net is less, you win 2½ times your bet. If you tie, you get your money back. If you lose you get ½ your bet back. All winnings paid on the Pro Shop books. (P)

Best Ball: Each team player plays their ball through the hole. The lowest score with handicap on each hole is used for the team score. (P)

Best Nine: choose your best holes 1/2 handicap for net (P)

Cha Cha Cha: On the 1st hole, the best ball of the foursome will be counted. On the 2nd hole, two best balls will be counted. On the 3rd, count the best 3. The process then repeats for the rest of the round. (P)

Cross Country: for score choose 1 or 18, 2 or 17, 3 or 16, 4 or 15, 5 or 14, 6 or 13, 7 or 12, 8 or 11, 9 or 10 etc. 1/2 handicap for net. (P)

Dreamer's Paradise: Play a regulation golf game. Substitute par for the three worst holes. For net, subtract full handicap. (P)

Dr. Pepper: Subtract Holes 10, 2 and 4 from score 1/2 handicap for net (P)

Duck-Duck-Goose: All players start on middle tees (white). If you bogey or better, stay on the middle tees, if you get a double bogey or worse, move up to the red tees until you get a bogey or better again. If you get a birdie or better, move back to the back tees (blue) until you ... you know what! (NP)

Fewest Putts: Play a regulation golf game. Count the least number of putts in 9 or 18 holes of play. Only shots on the "green" itself count. No handicap. (P)

Hate Holes: Play a regulation golf game. At sign up, each player selects two holes they hate...one on the front nine and one on the back nine. These two scores will be subtracted from your gross. Net is figured using the full handicap. (P)

If Ida: gross minus 2 worst holes full handicap for net (P)

Joker's Wild: Play a regulation golf game. Each player has a heart, club, spade, or diamond on their card next to their name. That is their suit for the game. When the hole is completed, open the envelope and check to see what suit it is, whatever it is use the persons' score who has that suit. If it's the joker, the team chooses the score they want. (P)

Lone Ranger: Every hole, one player in the foursome is assigned to be the Lone Ranger. On the 1st hole, player in position 1 in the pairings will act as the Lone Ranger. On the 2nd hole, player in position 2 in the pairings will act as the Lone Ranger. On the 3rd, player in position 3. On the 4th, player in position 4. The cycle repeats throughout the rest of the round. The Lone Ranger's ball as well as the best ball of the other 3 players will be counted to determine the tournament.

Nine Hardest Holes: (handicap holes 1-9) less 1/2 handicap (P)

Odd or Even Holes: Play a regulation golf game. Score using either odd or even numbered holes; subtract ½ handicap. (P)

O-N-E-S: Play a regulation golf game. Add scores starting with "O"—i.e. "one," "N"—i.e. "nine," "E"—i.e. "eight," and "S"—i.e. "six," etc. (There are 9 holes starting with these letters.) Subtract ½ handicap. (P)

Par Fours: Play a regulation golf game. Total all par 4s and subtract ½ handicap. (P)

Par 3, Par 5 Pick a Par 4: Play a regulation golf game. Count all par 3s, all par 5s, and one par 4 picked by player prior to start of play. Subtract ½ handicap. (P)

Pink Lady Scramble: Each foursome is issued a pink golf ball. Players take turns using the pink ball for one entire hole. 'A' player plays the pink ball on designated holes. 'B' player plays the pink ball on holes designated holes. 'C' player plays the pink ball on designated holes. 'D' player plays the pink ball on holes designated holes. The other three players use the scramble format, teeing off, choosing the best ball and hitting from there. When the hole is completed, two scores are added together – the score of the three players using the scramble format, plus the score of the pink ball hitter. If the pink ball is lost during play, play should continue with a replacement ball but 4 points will be added to team's final score as penalty for losing the "pink" ball. (NP)

Porcupine: When the multiple winter golf cups are in place on the course greens, a game of golf is played allowing each golfer to select their hole to “putt to” on the green.” (NP)

Red/White/Blue: Start at red tees. If you get a birdie, eagle, or hole in one, you tee off from blue tees on next hole. If you get a par, tee off from the white tees; any other score, tee off from the red tees. (NP)

Roll the Dice: After finishing a hole and before starting the next hole, a die is rolled to determine which golfer’s score is used for the team score on the hole that was just finished. If a “1” use A players score for the team score, “2” use B players score, “3” use C players score, “4” use D players score, “5” Team picks score, “6” Roll again. The first roll of the die should be made by the A player. Subsequent die rolls should be rolled by the golfer whose score was last used. (P)

Scotch Ball: One player tees off on each hole. Players alternate shots until ball is holed. Alternate shots continue for the entire round. Net is determined by using ½ combined handicap. (NP)

Scramble: Everyone tees off, pick the best drive, each person plays from there and so on at each best shot chosen until ball is holed out. One team score. (NP)

SKINS: A skins game pits players in a type of match play in which each hole has a set value (usually in money or points). The player who wins the hole is said to win the “skin,” and whatever that skin is worth. Holes are not halved. When players tie on a given hole, the value of that hole is carried over and added to the value of the following hole The greater the value of the skin and the bigger the eventual payoff with more ties. For example, a friendly skins game might be played for \$1 per hole. If three holes in a row are played without a winner, then the fourth hole is worth \$4 (\$1 for its own value, plus a dollar for each hole that carries over). (P)

Stand Aside Scramble: Pick best drive, then that person “stands aside” and others hit from her drive and then take best shot of those ladies, then that lady stands aside and others hit and take best from there, and so on into the hole. One team score. (NP)

String Golf: 1” string per handicap or a set length of string is given to player. String can be used and cut to achieve putt until all of string is used. (NP)

True and False: Play a regulation golf game. Only the holes that start with “T” and “F” will be counted. For net, ½ of handicap will be deducted. (P)

2 Person Chapman: Pick or draw partner. Both partners Tee off. Each player hits partner’s ball where it landed off the tee. The ball in the best position after the second shot is chosen and alternately played by each partner into the hole. Flight determined after sign up. (NP)

3 Sticks and a Putter: You will pick only 3 clubs and your putter to play the entire round. (NP)

6-6-6 Game (pick or draw partner): Holes #1-6 you play a Chapman, holes 7-12 play a Scramble, and holes 13-18 play Best Ball. (NP)



Special Events/Competitions:

Sign up through Golf Genius. Costs for these events vary and details to be communicated by the event manager.

Wednesday Play Day: A shotgun start of various golf games happens each Wednesday throughout the golfing season. The events vary from regular golf to various team golf games. Each play day there is a 9 hole game and an 18 hole game that members can choose to play. On club meeting day only an 18 hole game is played so that all players finish at the same time. Game to be played will be posted on Golf Genius.

Annual Ladies Club Championship: Our Annual Ladies Club Championship is held at the end of the summer to determine our yearly 9 Hole & 18 Hole Gross and Net Champion. The event is contested over 2 days (you must play both days). All Members must have an established handicap and pay an entry fee. We will pay out prize money in all flights. (C)

CRRL Member-Friends Golf Event is for lady players with established handicaps to play at our CRR golf course. Teams can consist of any number of CRRL Members and/or Friends. Guest players may create complete teams of four or join with some of our CRRL players to create a team. Breakfast, lunch and fun prizes await all. Entries available in early July.

Golf Events with the Crooked River Ranch Men’s Golf Club Members: Every other year, either the Men’s Club or Ladies Club will host a 4 person scramble event. This is a fun opportunity for the men and women to play together in a relaxed, low pressure fun activity. (NP)