



2024 Event Format Descriptions

2024 GRWGA Season Launch Party

This fun and informal get together will kick-off the 2024 season of the GRWGA. Attending Members and any guests will have a chance to connect, learn more about golf and the 2024 GRWGA Season from golf and health industry professionals and the board of the GRWGA. Non-members are welcome at this event.

This is a non-golf event that will include the 3rd annual GRWGA "On Par" Consignment sale, speakers and lunch. Our host site, once again, for this event is the Pinnacle Center in Hudsonville.

9:00 am	Check in, Freshen up your golf wardrobe at The On Par Consignment Shop and GRWGA Marketplace
10:00 am	GRWGA Welcome and Kick Off
11:00	Speaker-Sara Preston, Integrative Health Practitioner and Certified Coach
12:00 noon	Lunch
1:00 pm	Speaker - Cathy Cooper, Executive Director for Meijer LPGA Classic
1:45	GRWGA information session
2:30 pm	Event Concludes

"Thelma and Louise" - 2 Member Team Match Play - Net

Pick your partner for this new Member/Member Match play event - all matches played at Kaufman. Format is Best Ball and teams are flighted by the total of your 2 Kaufman handicap indexes. Match play - points system - 1 point per hole and ½ point each for a tie. Number of matches to be determined by the number of teams that register.

You will have one match per month that you, your partner and opponents must schedule. Make your own tee times for the required matches over the summer. It is suggested that teams schedule their matches early in the month to prevent running out of time.

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A roster with a calendar of required matches and ongoing leaderboard will be available in Golf Genius. You will be emailed scorecards with handicap strokes so you can print these for your matches. Golf Genius will also still be used to record live scoring for your matches.

If 2 teams are unable to schedule their monthly match, those potential points from that match are forfeited - no points awarded to either team.

Per USGA recommendation on this format, handicap allowance is 90% of course index.

Team winner in each flight.

Kaufman opens their tee times 8 days in advance online and 7 days in the shop.

A, B, C, D - 2 Best Balls - Net

Tournament software will determine equal teams of various handicaps. The 2 best net scores for each hole are recorded. Hole handicaps will be provided.

Per USGA recommendation on this format, handicap allowance 85% of course index.

Prizes will be awarded to best team scores.

Low Gross/Low Net - Winners by Flight

In this format, tournament software will flight all players according to similar handicaps and handicap strokes are allotted where they fall. Each individual plays their own ball throughout the round.

Per USGA recommendation on this format, handicap allowance 95% of course index.

Prizes will be awarded to Low Gross and Low Net winner in each flight

Special Note: For this format at Thornapple Pointe on 5/8/24, Alpine Golf Course on 7/24/24 and Watermark Country Club on 8/19/24, individual skins are included in your registration fee.

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6/6/6 GRWGA Scrimmage Match Play at Pilgrims Run, 2024 Capital Cup at Hawk Hollow and 2024 West Michigan Women's Cup at Angels Crossing

This 2-lady team match play Solheim Cup Cup style event will be a 6/6/6 format (6 Best Ball, 6 Both Balls and 6 Scramble).

The Scrimmage event is a great way to practice the format of the new Capital Cup against the MWGA (Michigan Women's Golf Association) on June 26, 2024 and the West Michigan Women's Cup on August 7, 2024 against the KWGA.

Note: It is not required that you are signed up for the Capital Cup or the West Michigan Women's Cup to play in this event.

For the scrimmage event, you will register individually, we will pair you with another GRWGA member to make a team and then pair you with another GRWGA team for a competition.

Order of formats: 6 holes Best Ball, 6 holes Both Balls, 6 holes Scramble

Match Play Format for all segments - all net scoring for determining hole winners. In Match Play, there is a winner for each hole vs. a total score winner.

Handicap Allowances: Tournament software has determined stroke allowances per USGA guidance and is noted on your paper scorecard and in Golf Genius Live Scoring. All percentages are off your course index. Best Ball allowance: 90%, Both Balls: 100%, Scramble: a team handicap will be determined by using 35% low and 15% high.

There will be 1 point available for each hole and a tie on a hole results in a 1/2 point for each team. All teams will play all holes - a match doesn't end with the situation of a team being "shut out". There are points available for every hole.

YOUR FIRST 6 HOLES: These are your team's **FIRST 6 holes, NOT holes #1 - #6.** Played as a 2-person Best Ball. Each individual plays their own ball and the lower of the two net scores is the team score. For example, player A has a 5 (with no handicap allowance) and player B has a 6 (with a 2-stroke handicap allowance), the team score would be 4 which is player B's net score. The team with the lowest score gets 1 point and a tie results in a 1/2 point for each team.

YOUR NEXT 6 HOLES: Both Balls: Add both net scores for each player to determine your team's hole score. The team with the lowest score gets 1 point and a tie results in a 1/2 point for each team.

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YOUR FINAL 6 HOLES: 2-person Scramble: A scramble format is one in which both players hit their tee shots and the better of the drives is then selected. Both players hit their second shot from that spot, within one club length, without changing the course conditions (i.e., if the selected shot is in the rough, both players must play out of the rough). The players then select the better of these second shots and play their third shot from that spot. Continue in this manner until the ball is holed. Once a ball is tapped into the hole, play ends for that hole. In other words, no quick tap-ins while still attempting a better score. Ball must still be marked. Lowest net team score wins the hole and receives 1 point and a tie results in a 1/2 point for each team. No minimum number of drives per player.

Member/Member - 2-Lady Best Ball

You pick your own member partner for this event. Don't have someone in mind? No worries, register as an individual and we'll attempt to pair you with someone.

In this 2-person best ball format, both players will play their own ball for the entire hole, the better of the two player's scores is used for the team hole score.

Per USGA recommendation on this format, handicap allowance 85% of course index.

Prizes awarded for Low Gross and Low Net teams.

Special Note: Skins are automatically included in the Member/Member Best Ball registration at The Mines on May 22, 2024, Member/Guest Best Ball at Water's Edge on July 20, 2024.

Member/Member - 2- Lady Scramble

In this event, Members can pick their partner or register as an individual and we will pair you with someone.

A traditional scramble format where both players hit their shots; the better of the two shots is selected and both players hit their next shot from that spot.

The team must use each member's drive 4 times.

Per USGA recommendation on this format, team handicap of 35% of the high and 15% of low handicap of course index.

Prizes awarded for Low Gross and Low Net teams.

Ka-Ching Skins-Net

Show me the money! This is an individual event where each player will be given her own individual skins pot with 18 quarters in it. Players are grouped by tournament software into 4-somes of similar handicaps. The format is traditional stroke play for the entire round with a net skin available on each hole. There are 18 potential net skins available for each 4-some in the round. A skin consisting of a quarter is awarded to the lone golfer who posts the lowest net score for each hole. The other players in the 4-some must pay on the spot. No skin is awarded in case of a tie with another player(s) and then that skin is carried over to the next hole. In the event that the round ends with carryover skins for your 4-some, those skins are negated. No winners for them. The maximum any player could payout is 18 x .25 or \$4.50, which is the amount of their skins pot they receive at check in that morning.

Example: The foursome consists of players A, B, C, and D. On the first hole, player B has a net 3 whereas players A, C, and D have net 4's and 5's. Player B wins a quarter from each player. On the second hole, players B and D each have a net 4 whereas players A and C have net 5's. No one wins a quarter. On the third hole, player D has a net 2 whereas the other players have net 3's or 4's. Player D wins 2 quarters (.50) from each player, because the skin has carried over from the previous hole.

Players will still enter their gross scores in Golf Genius Live Scoring and GRWGA will post these scores.

Per USGA recommendation on this format, handicap allowance is 95% of course index.

The Trifecta - GRWGA, MWGA and KWGA at Stonewater Country Club

An event with each team having a member from each association plus one. Competition is against other teams in your flight - not against other associations.

4 Lady Team Format: One Best Ball Gross PLUS One Best Ball Net; flighted

4-Lady teams are created in Golf Genius according to similar handicaps and then teams are flighted using a formula of adding the handicaps of all 4 players. Each team is competing against the other teams in their flight.

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In this format, everyone plays their own ball for the entire round. Then the team score is determined by adding the lowest gross score and the lowest net score for each hole. In Golf Genius Live Scoring and on your custom paper scorecard, record only the gross score for each player. No calculations needed - Golf Genius will do the work for the leaderboard.

Per USGA recommendation on this format, your handicap allowance is 85% of your course handicap.

Throw Out 3 Worst Hole Scores - Low Gross, Low Net - Flighted

In this individual event, tournament software will flight all players according to similar handicaps and handicap strokes are allotted where they fall. Each individual plays their own ball and the three highest scores, in relationship to par, are thrown out before determining the total score.

Per USGA recommendation on this format, handicap allowance is 95% of course index.

Prizes for both low gross and low net in each flight. A player cannot win both low gross and low net prizes.

Special Note: For this format at North Kent Golf Course on 8/28/24, individual skins are included in your registration fee.

Nassau - Winners by Flight

This event is an individual event using traditional stroke play with a Nassau twist - there are three format portions: the front nine gross score, back nine gross score and the overall 18-hole gross score. The field is flighted with players of similar handicaps as determined by tournament software. Low gross winners in each flight of the three scoring portions - Front 9, Back 9 and Total Score will be awarded prizes. A player can win more than one portion.

Special Note: For this format at The Falls at Barber Creek on September 11, 2024, individual skins are included in your registration fee.

2-Person Eraser (also known as Select or Eclectic Score)

The Michigan Women's Golf Association (MWGA) has invited us to play in this popular event of theirs at The Ravines.

This is a handicapped stroke play 2-Person Team event based on playing 36 holes over a two day period. Each team member plays their own ball throughout the 36 holes. After completion of 36 holes, from the two scores, each player selects their better score on each hole, scoring the lowest total score for 18. The team score per hole is determined by taking the better score of the two days for each player and adding them together. You simply "erase" the higher scores. Prizes are based on the lowest combined team "Eraser Scores" awarding both gross and net prizes in all divisions. Each actual 18 hole score will be used for posting and if a team member elects not to complete a hole, they should use their most likely score, not to exceed their equitable stroke control (ESC) score, suffixed with an X. This score is used for posting purposes only, and cannot be used for the team score. **Note:** a player must complete each hole in at least one of the two rounds played. Only a completed hole can be used in the combined team score.

Pick your partner for this event or if you need a teammate, go ahead and sign up and we will pair you up.

Men are welcome to play in this event with a lady team partner. Two-men teams are not allowed.

Special Note: For this format at The Ravines on September 21 and 22, 2024 team skins are included in your registration fee.

Any team having a player that has not completed each of the 18 holes, at least once, will be disqualified.

Violation of the 2-Woman Eraser Rules will result in the team being disqualified.

A,B, C, D Pairings - One Best Ball Gross PLUS One Best Ball Net

In this format, all four players play their own ball for the entire round. The team scores are determined by adding the lowest gross score and the lowest net score for each hole. Tournament software will determine equal teams of various handicaps.

Handicaps 85% of course index

Prizes will be awarded to teams with Low Gross and Low Net scores.

Skins

Payout on skins is in cash at the end of the event. Need not be present to win.

Our GRWGA skins pot will be awarding winners based on both gross and net scores against the field. The skins pot will be divided equally into 2 pots - one for gross and one for net. Golf Genius will be determining all skins winners after scores are entered in Live Scoring and the round is completed by all participating players. This will be visible on a separate Leaderboard within Golf Genius.

Members will compete against the other members. A skin is awarded to the lone golfer who posts the lowest score for each hole; no skin is awarded in case of a tie with another player(s) and then that skin is carried over to the next hole. There are 18 potential gross skins and 18 potential net skins available in a round. Each skins money pot is divided equally among the members who have won a skin. A player can win both a gross and net skin for a particular hole. If a member wins more than one skin, she will be awarded accordingly.

USGA Rules shall govern all competitions except when modified by GRWGA and host course local rules. Any specific golf course local rules will be included on the event information sheet on the cart the day of the event.

GRWGA Local Rules

Circle Max 10 Local Rule - Players who are struggling on a hole can choose to pick up the ball and record a score of 10 by putting a circle around the 10 on your paper scorecard. This then designates that this was their maximum score on that hole. In Live Scoring, a circle max 10 score is entered as 10. Players who take a max score on a hole will remain in the competition and are eligible for prizes. For posting scores to GHIN, the score entered will follow USGA guidance of Double Bogey + net.

USGA Model Local E-5 Rule - Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds Rule - When a player's ball has not been found, or is known or virtually certain to be out of bounds, the player may, for two penalty strokes, take relief by dropping the original ball (if it was out of bounds) or another ball in a relief area rather than proceeding under the stroke and distance rule. [More information from USGA here.](#)

Natural Areas on Golf Courses - If any edge of tall natural, unmown grass or a tree area with dense undergrowth is not marked as Out of Bounds, Red or Yellow Penalty area, it can be considered a penalty area with the following options:

- 1) Hit the ball as it lies
- 2) Stroke & Distance: 1 penalty stroke
- 3) Come out on the line of entry, within 2 club lengths, player may *drop* the original ball or another ball: 1 penalty stroke
- 4) Back on Line: 1 penalty stroke; player may *drop* the original ball or another ball outside the penalty area, keeping the estimated point where the original ball last crossed the edge of the *penalty area* between the *hole* and the spot where the ball is *dropped* (with no limit as to how far back the ball may be *dropped*). The spot on the line where the ball first touches the ground when dropped creates a *relief area*; ball must be dropped on the line and can roll up to one club-length in any direction from where it hit the ground – even toward the hole.

<https://www.usga.org/rules/rules-and-clarifications/rules-of-golf/rule-17.html>

USGA Most Likely Score

For any of our team events using one or 2 best balls of the group, if a player is out of the hole - if her score as she lies is already higher than the team would use, she may pick up her ball. This practice is very helpful for Pace of Play.

The USGA has determined a Most Likely Score that can be recorded - for the posting of her score - cannot be used as the team score.

USGA Rule 3.3 - Determining the Most Likely Score

- 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 (see guidelines below)

- Any penalty strokes incurred during play of the hole.

Most Likely Scores should be determined on any hole in accordance with the following guidelines –

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