

# RUM RIVER HILLS

## Ladies League



### EVENTS 2024

April 18	Spring Business Meeting! 6:00 New Members & 6:30 Existing Members
April 24	Spring Banquet
May 1	Individual Low Net
May 8	Individual Low Net
★ May 15 ★	5:00 Shotgun : Flighted TEAM Event : Cha Cha Cha
May 22	Stableford
May 29	Individual Low Net
★ June 5 ★	5:00 Shotgun : Flighted TEAM Event : Mystery Golfer
June 12	Throw out the holes that start with 'T'
★ June 19 ★	5:00 Shotgun : Flighted TEAM Event : Lone Ranger
June 26	3 Club
July 3	Red White & Blue
July 10	Individual Low Net
★ July 17 ★	Guest Day + Rally for the Cure Event: Shotgun Event <a href="#">More Info to come</a>
July 24	Stableford
July 31	Total net score of all the Par 3's & 5's
★ August 7 ★	Club Championship Round 1 of 2
★ August 14 ★	Club Championship Round 2 of 2
August 21	Low Net (or potential make up day for Club Championship due to weather)
★ August 28 ★	5:00 Shotgun : Top Bottom
★ September 4 ★	4:00 Shotgun: ShootOut ( <a href="#">For qualifying members only</a> )
September 11	Fall Banquet
September 18	Individual Low Net
September 25	Individual Low Net
October 2	Fall Business Meeting - Location & Time TBD

**ALL EVENTS ARE SUBJECT TO CHANGE**

TEXT OR EMAIL ASHLEY WITH ANY CHANGES OR CANCELLATIONS YOU MAY HAVE

763 - 257 - 2950 • RumRiverHillsLadiesLeague@Gmail.Com

# EVENT DETAILS

- Low Net:** Individual event.  
Your total score minus your handicap.  
Example: You play 18 holes. Your handicap is a 35 and you shoot a 105 – your Net Score is 70.
- Cha Cha Cha:** Team event for a team score.  
On the first hole, you take the lowest 'Net' score out of the four of you. This will be the Cha. On the second hole, you take the two lowest 'Net' scores out of the four of you. This will be the Cha Cha. On the third hole, you take the three lowest 'Net' scores out of the four of you. This will be the Cha Cha Cha. You then repeat the process on the fourth hole, starting with the single low net score.
- Mystery Golfer:** Team event for a team score.  
Each person plays their ball as a normal round. When you get to the next hole, there will be a number on the tee box. The number on the tee box will be matched to a player on the scorecard. You will use that player's score for the hole you just completed.  
Example:  
Players A,B,C & D all play their balls on Hole 1.  
1<sup>st</sup> Player A had a 5  
2<sup>nd</sup> Player B had a 4  
3<sup>rd</sup> Player C had a 6  
4<sup>th</sup> Player D had a 5  
When the group gets to the tee box on hole 2, there is a stake with the number 4 on it. The team will use player D's score for hole 1.
- Lone Ranger:** Team event for a team score.  
Two scores will be used/combined to create a team score for that hole. On each hole, one player is designated as the Lone Ranger (this will be pre-determined on your score cards.) You will use the 'Lone Rangers' score for that hole along with another score (the lowest score in the group) and combine them for a team score on that hole.  
Example:  
Hole #1 – Lone Ranger is player C.  
Players A,B,C & D all play their balls.  
Player A had a 5  
Player B had a 4  
Player C had a 6  
Player D had a 5  
You will take the Lone Rangers score and combine it with the lowest net score from another player in the group.  
Lone Ranger (Player C) shot a 6.  
The lowest score (Player B) shot a 4.  
The Team score for Hole #1 is a 5. Player B offset the 6 that Player C had.

**Stableford:**

Individual event using your low net score.

Take your net score on each hole, and apply a point value to it.

Eagles = 4 Points

Birdie = 3 Points

Par = 2 Points

Bogey = 1 Point

Hole Number	1	2	3	4	5	6	7	8	9	TOTAL
Par	4	5	4	3	4	3	4	4	4	35
Player A	5	4	7	4	2	3	5	6	4	40
Handicap Strokes	•	•	•	•	•	•	•	•	•	9
Low Net Score	4	3	6	3	1	2	4	5	3	31
Stableford Points	2	3	0	2	4	3	2	1	3	20

**Top Bottom:**

Two player team event for a team score.

We put all of the players (that sign up to play) in order from lowest handicap to highest handicap. We then make partners between the 'top and bottom'. The lowest handicap player and the highest handicap player are partners. They will play as a team creating a low net score between the two of them.

PLAYERS	PARTNERS / TEAMS
A	A & F
B	B & E
C	C & D
D	
E	
F	

**Red, White & Blue:**

Individual event using your low net score.

Tee off from the Red, White & Blue Tees. Your score cards will note which tee box to use for each hole, as well as an American flag will be next to the appropriate tee box. Handicaps for this event are altered to reflect the farther distance played.

Hole 1: Red Tee's

Hole 2: White Tee's

Hole 3: Blue Tee's

Hole 4: Red Tee's

Hole 5: White Tee's

Hole 6: Blue Tee's

Hole 7: Red Tee's

Hole 8: White Tee's

Hole 9: Blue Tee's

**3 Club:**

Simply as it states. You will only be able to bring 3 clubs with you during this round. Choose your clubs wisely! You will have to leave your other clubs in your vehicle during this round.

# EVENT FEES & SIDE BETTING

- EVENTS:** Each week our league charges \$5.00 per player to play in the event that week. \$5.00 goes towards skin payouts and winners in each flight.
- 2-CLUB:** This fee is \$2.00 per week and if you enter once, you will enter every week when you play. 2 club is paid out for holes that you simply used 2 clubs and received a score of '2' – if you manage to do so, you win the pot! This pot can grow week to week if we have no 2 club winners and we could also have multiple winners that will split the pot.
- CHIP-IN POT:** This fee is \$0.50 per week and if you enter once, you will enter in every week when you play. Chip in is paid out for holes that you chipped in. Putting from the fringe also counts! If you manage to do so, you win the pot! This pot can grow week to week if we have no chip in winners and we could also have multiple winners that will split the pot.
- SKINS:** Each golf hole represents a skin. If you shoot the lowest NET score on that hole out of everyone in your flight that night, you won a skin. Skin values differ each week due to the amount of skins won. Skins are not given out on every hole if there is a tie between two players.  
Example:
  - On hole 13 everyone in your flight shot a net 5 or higher but you shot a net 4. You won a skin on hole 13
- NET SCORE:** Your total score minus your handicap.  
Example:
  - You play 18 holes. Your handicap is a 35 and you shoot a 105 – your Net Score is 70.
- HANDICAP:** Also called 'handicap strokes' or 'bumps'. After you have played at least (3) 18-hole rounds or (6) 9-hole rounds, you will be given an established handicap from GHIN.  
Example:
  - Your established handicap is 25 for 18-holes.
  - You receive 25 'handicap strokes' or 'bumps' while playing 18-holes.
    - You receive these strokes on the 25 hardest handicap holes.

HOLE	1	2	3	4	5	6	7	8	9	FRONT TOTAL	10	11	12	13	14	15	16	17	18	BACK TOTAL	TOTAL SCORE	HANDI CAP	LOW NET SCORE
PAR	4	5	4	3	4	3	4	4	4	35	4	4	5	4	3	4	3	4	5	36	71		
RED TEES DISTANCE	270	436	272	132	362	151	310	202	328	2463	288	336	423	347	89	254	140	313	371	2561	5024		
RED TEES HANDICAP	11	1	7	17	5	13	3	9	15		16	2	6	10	18	4	14	8	12				
PLAYER A TRUE SCORE	6	7	4	3	6	4	7	5	5	47	6	6	7	5	4	6	4	5	8	51	98	25	73
HANDICAP STROKES	*	**	**	*	**	*	**	*	*		*	**	**	*	*	**	*	*	*				
NET SCORE	5	5	2	2	4	3	5	4	4	34	5	4	5	4	3	4	3	4	7	39	73		