



Sweeps Play Instructions/Standing Rules

Sweeps Play Instructions

We are using real time scoring provided by Golf Genius Software and one player in each foursome is to enter scores for all players in the foursome. A second player must keep a "Master" scorecard, making sure the order on the scorecard matches that in the Golf Genius App. Use the blank lines between names to keep CTP and Chip-in information.

Golf Genius Software provides mobile apps for iPhone and Android phones. Please download the app for your phone. From the app, you will be able to enter scores and view the live leaderboard. Refer to the **GOLF GENIUS LIVE SCORING** document for how to login and use the Golf Genius app.

NOTE: You are not required to send in scorecards unless:

If no one in your foursome is comfortable using the Golf Genius app, you simply have to keep a "Master Scorecard" for your group and then take a picture of the **ATTESTED** scorecard and send to cwgc.teetimes@gmail.com.

Sweeps will be played Tuesdays (18 Holes) on non-tournament days. All members playing on Tuesdays will participate in Sweeps. A minimum of 16 players must complete the round to validate the game.

Signup for Sweeps: Email: cwgc.teetimes@gmail.com

- * Sunday beginning at 7:00 am 16 days before the Tuesday play day, email the Sweeps Chair (email above).
- * Cancellations must be made by 5:00PM on Friday to avoid \$10 cancellation fee, (email above).
- * All tee times will be done through the sweeps email, until Saturday at 5:00PM, allowing the Sweeps Chairs to fill cancellations made on Friday and to prevent outside play.
- * For play before 8:00 am - the member may signup themselves and one other member.
- * For play 8:00 am or after, the member may sign up themselves and up to a foursome.
- * Sweeps payouts will be paid through the Pro Shop.
- * **Members must play with at least one other member to qualify to win any prize money.**
- * Sweeps information will be emailed to members prior to Tuesday play day.
- * Scoring, posting and ringer will be done through Golf Genius.

- * Cancellation: The tee sheet is managed by the Sweeps Chair until Saturday at 5:00 pm before Tuesday play, then turned over to the Pro Shop.

Cancellations after 5:00 PM on Friday and members not playing on Tuesday when scheduled, will be charged a \$10 cancellation fee. This cancellation fee is per person and includes any guests that you have signed up.

Exceptions: (Exceptions are at the discretion of the Executive Board)

A. Medical Emergency

B. A minimum of 16 players must complete the round to validate the game. If the game is not validated due to rain, then the \$10 no-show fee will not be collected.

- * Money collected from the Cancellation Fee is added to the Sweeps payouts.
- * If you cancel you **MUST** cancel yourself and you may not replace yourself with **another person**.
- * If your fine has not been settled by the next sweeps date, you will lose your sign-up privileges and your name will be removed from the tee sheet.

Exception: Medical/Family Emergency or Injury.

Please email Betsy Andersen at: bandersen57@hotmail.com

- * Payments can be made via:
 - * **Venmo** to Coronado Women's Golf Club (@CoronadoWomens-GolfClub)
 - * **Zelle** through your bank to: cwgc.board@gmail.com
 - * **Check** drop in Clubroom slot or mail a check to:
Coronado Women's Golf Club
% Treasurer, P O Box 180388, Coronado, CA 92178
- * When making payments please add memo advising what the payment is for.

Invited Guests - Invited guests can be signed up on Wednesday, one week in advance. You can invite up to three guests. To qualify for sweeps you must have two members in the foursome. If the member cancels the guest must cancel.

- * Guests are limited to **once a quarter** regardless if they are invited by another member.
- * Guests are limited to **LADIES** as it is ladies day.

Sweeps Play

Tees: In 2024 all members will play from their **selected** tees. Ace and Ace of Aces will be played from the **COMBO** tees.

Sweeps Payouts: [Click on link below](#)

- * **Payouts** are One (1) Six (6) Net, Chip Ins, CTP
- * Payouts are subject to change by a vote of the Executive Board.

Rules, Policies and Guidelines Governing Slow Play

- * Rule 6-7 Undue Delay. The player shall play without undue delay. Between completion of a hole and playing from the next teeing ground, the player shall not unduly delay play.
- * Your correct position on the course is immediately behind the group in front of you.
- * Reports from the Marshall or any CWGC member regarding slow play will be verified and followed up with a verbal warning.
- * IN THE ADMINISTRATION OF THESE SLOW PLAY GUIDELINES, A MEMBER OF THE RULES COMMITTEE SHALL NOT TOLERATE DISRESPECT, ORAL OR OTHERWISE, BY A PLAYER. SUCH DISRESPECT MAY CONSTITUTE CONDUCT UNBECOMING OF A CWGC MEMBER. DISRESPECT TOWARD A MARSHALL SHALL RESULT IN IMMEDIATE DISQUALIFICATION.
- * Players are required to arrive 30 minutes before their scheduled tee time.

Handicaps:

- * Handicaps used for Tuesday's play are as of Sunday morning.

Tuesday Pairings:

- * The pairings for Tuesday will be based on the tee sheet as of 5:00 pm on Saturday.
- * The pairings will be emailed to everyone on the tee sheet on Sunday afternoon.
- * The pairings sheet **will show the unique GGID assigned to your foursome that you will use to login to the Golf Genius app.** You can login before you come to the golf course, so you are ready.

Standing Rule Sweeps

Ringer:

Entry Fee \$16 for the year. Due by January 1 of the current year.

- * Scores from: Sweeps, Sunday Funday and CWGC Club Events will be accepted, except for tournaments using magic putt or mulligan. The **lowest course index** for the period will be applied and flight winners will be declared.
- * Ringer is an eclectic "tournament" wherein members' hole-by-hole scores may be improved over a period of three months.
 - 1st Quarter Ringer - January through March
 - 2nd Quarter Ringer - April through June
 - 3rd Quarter Ringer - July through September
 - 4th Quarter Ringer - October through December
- * For those of you in Ringer, we will be combining your Quarterly scores.
- * No need to fill out a separate scorecard as Golf Genius will handle it.
- * Payment can be made Venmo, Zelle or Check.

Closest to the Pin:

- * If you would like to participate, please bring your own measuring device (Tape measure, etc.)
- * Proximity Markers will be on each Par 3 to mark the closest position.
- * CTP \$5 for holes 5, 9, 11 and 15.
- * If you are inside the Proximity Marker, measure and record the distance on your scorecard.

Scoring:

- * Please take a scorecard from the starter booth and use that to score for your foursome.
- * Use the Golf Genius app to score. Please have 1 person keep the score on their smartphone and another player keep the score on the scorecard.
- * Ties will be broken according to the USGA rules (ie: back nine, then front nine).
- * If a player does not start a hole, leave the score blank.
- * If a player has started but does not finish a hole, put an "X" plus the most likely score you would have made, e.g. **X8**.
- * Upon completion of the round, do a hole-by-hole comparison between Golf Genius app and the scorecard, before you leave the course.
Email to: cwgc.teetimes@gmail.com with any **CTP or Chip Ins.**
- * Your email must be received by **4:00 pm each Tuesday** CTP and/or Chip-Ins in order to count.
- * **DO NOT POST!!!** Golf Genius will post for you.
- * If a player is a "No Show" in your group, leave their score blank. Do not put "Xs" for their score, leave it blank.

Sweeps Games:

- * Managed through Golf Genius
 - Par 4's** - Add the scores on all Par 4's. The course handicap is applied proportionally to the number of holes played in the 10 hole competition.
 - Three Blind Mice** - Throw out three (3) worst holes relative to par.
 - Mutt & Jeff** - Add scores on 5 longest and 4 shortest holes. The course handicap is applied proportionally to the number of holes played in the 9 hole competition.
 - O.N.E.S.** - Total of holes beginning with those letters. The course handicap is applied proportionally to the number of holes played in the 9 hole competition.
 - Ace Day/Ace of Aces** - Low Gross and Low Net players over the field are declared Ace of the month. Monthly Ace winners for the current year will also compete in January of the following year for Ace of Aces.
 - Criss Cross** - Best nine holes of 1 or 10, 2 or 11, etc. The best score is relative to par. So if you get a 3 on a par 3 and it's compared with a birdie 4 on a par 5, Golf/Genius will keep the birdie 4 even though it is higher than the 3.

Stableford - Rather than counting the total number of strokes taken, as in stroke play, it involves scoring points based on the number of strokes taken at each hole; Hole-In-One 6 points, Double Eagle 5 points, Eagle 4 points, Birdie 3 points, Par 2 points, Bogey 1 point, Double Bogey 0 points. Unlike traditional scoring methods, where the aim is to have the lowest score, under Stableford rules, the objective is to have the highest score.

IF - Throw out one worst hole. Full handicap.

First & Last - Holes 1 through 5 and 15 through 18. Half handicap.

Better Ball of Partners - Best net score of partners.

Par 5's, Par 3's & Hole 3 - Total of Par 5's, Par 3's & Hole 3. Half handicap.

Play The Middle - Holes 5 through 13 . Half handicap.

T's & F's - Total of all holes beginning with those letters. Half handicap.

T.O.E. - Total of all holes beginning with those letters. Half handicap.

5 Clubs & 1 Putter - Player chooses 5 clubs and a 1 putter. Play regular scoring. No posting.

Field Shots - Count all strokes taken before reaching the green. You may choose not to putt or if you do make sure you subtract your putts from the gross score of the hole. **Enter only the strokes taken to reach the green into Golf Genius.** (This is not a postable score and will not count towards Ringer).

Easy Rider- 9 shortest holes (1, 5, 7, 9, 10, 11, 12, 15, 16)

Long Johns - Nine longest holes (2, 3, 4, 6, 7, 8, 13, 17, 18)

Three Three Three - hardest (3) of par 5's, hardest (3) of par 4's, hardest (3) of par 3's (4, 13, 18, 1, 6, 14, 9, 11, 15)

Short & Tall - 5 shortest & 4 longest (5, 9, 11, 12, 15, 2, 4, 13, 18)

Baker's Dozen - 13 of your best holes (drop 5 worst)

- * You will notice a difference in the way Golf Genius scores the sweeps games versus what you are use to.
- * For games like O.N.E.S., T's & F's, Par 4's, Play the Middle, Mutt & Jeff, etc. Golf Genius will pop the holes used in the game, resulting in a game net score.
- * For games like IF and Three Blind Mice, where holes need to be compared to determine the best/worst - the best score is relative to par - so if you get a 3 on a par 3 and it is compared with a birdie 4 on a par 5, Golf Genius will keep the birdie 4 even though it is higher than the 3.

Hole-In-One/Eagle Club:

Any member who scores a Hole-In-One or an Eagle or better on the Coronado Golf Course during a Tuesday play day will receive a \$100 prize (subject to change by a vote of the Executive Board).

- * Must be in the company of another CWGC member.
- * Payout for Hole In One or an Eagle must be on a Tuesday play day, Sunday Funday or a club sponsored Tournament.

- * To qualify for an Eagle payout it must be in stroke play only (consecutive shots by the member without improving their lie, as covered by Rule 8 of the USGA.)
- * A plate commemorating this achievement will be added to the Hole In One or Eagle plaques that are hung in the clubroom.

Par Club:

- * **Fill out a Par Club card** and record each gross par or better scored during Sweeps or Tournament play attested by scorekeeper. When all 18 holes have pars, notify the Par Club Chair at cwgc.handicap@gmail.com. A commemorative bag tag will be awarded.

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