



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 an in focus right-side up picture of the dated 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.

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. After that, call the Proshop directly for changes, additions and cancellations. Email the Sweeps Chair with the same change information (email above).

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 (Tip Sheet) will be emailed to members prior to Tuesday play day.**
- * **Scoring, posting and ringer will be done through Golf Genius.**

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 of whom they are invited by.
- * Guests are limited to **LADIES** as it is ladies' day.

Sweeps Play

Tees: During Sweeps games, all members will play from their selected tees. Ace and Ace of Aces will be played from the COMBO tees. Tournaments may be played from other tees.

Sweeps Payouts: Click on link below

Payouts are One Gross (1) Six (6) Net per flight, 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.
- * Report slow play issues to cwgc.pace@gmail.com and/or cwgc.rules@gmail.com. Include date, your tee time and the issue.
- * 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 (**Tip Sheet**).

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. **Do not enter any scores prior to your tee time.**

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 **player's index** at the **beginning of the series** will be used for flighting. The handicap for **each round** will be used for determining the net score for each hole. Flight winners will be declared after the last round of the ringer series.
- * 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 Links

Sweeps Games: - See [Sweeps Games](#)

Hole-In-One/Eagle Club: - See [Hole-In-One/Eagle/Most Improved](#)

Par Club: - See [Ringer, Par Club, Ace Instructions](#)

Rev. 1/26