

WOWGG NEWS

Women of Winchester Golf Group

March 2025

SPRING GUEST DAY is March 27.

Get your guest and sign-up now.

Sign-up on the new registration method Joanna Webb sent out on March 4 (from Winchester CC)

NOTE: The WOWGG FEBRUARY FUNDRAISER was rained out. New date March 13 "Luck O the Irish". The money raised will go directly toward improving the Colfax girls golf program by helping with equipment, tournament fees, team apparel, and course access. Your donation of any amount is greatly appreciated.

Ways you can contribute: sweeps from the day are automatically donated, and/or check or cash directly to the Colfax WCC account with the Pro Shop (make check out to "Winchester Country Club - Colfax Girls Golf"), and/or a charge to your membership account to the Colfax WCC account.

Donations of balls, gloves, sets of golf clubs, etc. are always welcome as well.

BE IN THE KNOW: MARCH BOARD MEETING HIGHLIGHTS

- 80 Members
- The new FORETEES replacement is up and running. Instructions emailed 3/4. Thank you Joanna.
- Join our WOWGG [Facebook](#) page!
- Send your ideas or pictures for inclusion in upcoming newsletters to me Trisha at ruthnick@comcast.net or 510 528-9261
- **Sugar Pine Theme 2025 - The Mad Hatter's Tee Party**



TIPS FROM TRACEY

Labeling Clubs

Be sure to have your clubs marked with your name. You have a greater chance of getting them returned if you do leave one behind. Just ask the golf shop and they will print labels for you.

March Birthdays

- | | |
|---------------------|----------------------|
| ◦ 4 Nancy Decker | 7 Denyse DesJardin |
| ◦ 7 Kathy Ransome | 15 Carrie McWilliams |
| ◦ 27 Debbie McGrath | 30 Jan Webber |

Sierra Gold Team Play

Thursday, April 24 Winchester Hosts

Tuesday, May 20 @ Granite Bay

Tuesday, June 10 @ Catta Verdera

Monday, July 21 @ Lincoln Hills

Thursday, August 21 @ Serrano

Feeling LUCKY



Saturday Match League

April 19 @ home vs. El Macero

May 24 @ Cold Springs

June 7 @ Catta Verdera

August 16 @ ValleyHi

September 20 @ home vs Lake of the Pines

Come Golf with Us!

Tuesday - Nine n' Dine

Thursday - 18 Holes

Saturdays - Ladies Open Game

Not Ready for Primetime #1 - April 21

Friday Night Fights #1 - May 23



Save the Date(s)

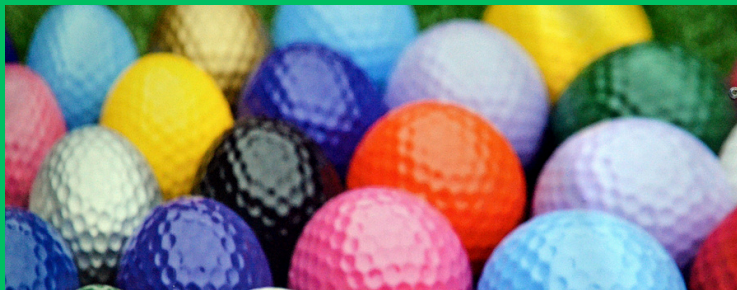
March 27: WOWGG Spring Guest Day

April 10: Rules Clinic

April 17: Spring General Meeting

May 15: WOWGG Past Captain's Tournament

May 29-30: WOWGG Sugar Pine Invitational



NEW THIS YEAR

A year-end recognition for the most rounds played. We will announce in the newsletter every month who has posted the most rounds the previous month. Then end of the year prizes for the highest total(s). Not limited to just play at Winchester.

Any round played and posted will count!

FEBRUARY WINNERS

Joanna Webb and Cheryl Williams each posted 9 rounds.

Congrats!

Next board meeting: Monday April 7 9 a.m.
Winchester HOA



Thursday big money winners. Random draw for partner so big surprise. Woohoo!



There's more to golf than golf!

Lone Wolves Playing Pro points



Rule of the Month - March

Holes 3 and 4

Continuing on with Winchester's hole by hole analysis. *

Hole 3 - The trick here is getting to the green which requires guts to go over the sand traps or precision to move up though the narrow passage way on the right. Your choice.

A) If you hit a tee shot and it goes right of the cart path, you are in a penalty area. Here are your options.

- You can always hit the ball as it lies.

- Take "lateral relief" within two club lengths from where the ball crossed the penalty area and drop your ball no nearer the hole.

- Take "stroke and distance" by going back to the tee box.

- Going "back-on-the-line" is not an option as you cannot drop within a penalty area.

If your ball is lost, you have the same options as above.

B) If you hit your tee shot left on the hill, this side of the course is not staked so it is in the general area of the course. You can likely hit out of this area, but if you don't like where your ball lies you can take an unplayable for 1 penalty stroke.

For an unplayable ball your choices are:

- "Back-on-the-line" from where your ball lies through an imaginary line to the hole as far back as you like.

- "Lateral relief" by dropping a ball within two club lengths from where the ball lies no nearer the hole.

- Go back to where you last hit the ball under "stroke and distance."

What if I can't find my ball? If your ball is lost, your only option is "stroke and distance" back at the tee box. It's a cruel game.

C) Your second or third shot might put you into the dirt patch full of tree trunks. This is not a penalty area so play it as it lies or take an unplayable as above. If you are bold and splitting hairs between the tree trunks, everyone should be aware and take cover for the possible ricochet.

D) What if my ball lands in the gravel in the penalty area to the right of the cart path?

So sorry. Since this is a red penalty area, no relief is allowed from abnormal course conditions. You need to:

- Play it as it lies for no penalty

- Take "lateral relief" within two club lengths from where the ball crossed the penalty area and drop the ball no nearer the hole.

- Take "stroke and distance" by going back to where you made your last stroke.

*For some reason Shelley's diagrams don't download for me. Check her email with the rule of the month for the full disclosure! Should be out on the 18th.

Hole 4 – Oh boy, the hole you love to hate. You might love the challenge, but you probably hate the reality.

Off you go. Where will it land? So much to choose from. Penalty right, penalty left. Then wait until your second shot. More disastrous possibilities loom in front of you. OR, you can hit it in the center of the fairway, then over the creek in two. Good choice if you can do it.

A) You hit a fairly good shot but it drifts right, takes a bounce and then what?

If you know it went into the penalty area, move to that area to look for your ball. It might be playable, it might be unplayable where it lies (like in the creek) or you might not find it. Here's your options:

- ☐ You can always play your ball as it lies - no penalty stroke.
- ☐ If it is not playable or you can't find it, estimate where it crossed into the penalty area. From that point you may be able to go "back-on-the-line" looking down the course to the hole and drawing an imaginary line between the hole through where your ball entered the penalty area.
- ☐ You can take "lateral relief" by dropping a ball within two club lengths, no closer to the hole, from where your ball entered the penalty area.
- ☐ Go back to the tee box and hit again under "stroke and distance." (You probably wouldn't choose this.)
- ☐ This hole does not allow for a provisional ball to be played.

B) You hit left and most of the same conditions as A come into play. The difference is that you are not allowed to drop in the penalty area so there will be no "back-on-the-line" option.

C) Ok, you need to get over the creek. You can use your imagination and fill it all in with luscious green fairway - no obstacles are in your way. Simply ~~your original ball over~~ ~~your original ball over~~.

This is a yellow stake penalty area. If you land or roll into the creek or you make it onto the far bank of the creek, but the ball is not playable (you didn't make it over), here are your options:

D You get past the bridge/creek but end up in the raggedy penalty area on the right. There will not be a "back-on-the-line" option here. You can use "stroke and distance," "lateral relief" or play as it lies.

E) Finally you get to your approach shot. Hole 4 loves to take your seemingly good chip and send it scurrying across the green off the edge into the rocks on the left. DANG! What to do:

- ☐ There certainly is no "back-on-the-line" option.
- ☐ You can go back and hit from your last spot under "stroke and distance."
- ☐ You can take "lateral relief" no closer to the hole from where your ball crossed the penalty area. You must stay in the taller grass as you are not allowed to take two club lengths and end up on the green (a different cut of grass). Then a chip and a putt or two should do it.

Hole 2 Update

The other thing that may be worth pointing out with hole # 2 from last month is that even though you cannot normally take a provisional ball when you know your ball is in the penalty area, we have a Local Rule that allows you to take a provisional and then your options are:

Local Rule #3: On holes #2, 8, 11, 12, 16 and 17, players may, at their option, play a provisional ball from the tee for balls that may be lost in the penalty area. If the player plays a provisional ball, the player can no longer proceed under Rule 18.3 and must play the original ball if it is found outside the penalty area. If the ball is found in the penalty area, the player may either play the original ball or continue with the provisional ball

Advanced Rule of the Month - March

On Hole 4, you hit your ball over the bridge/creek landing in the penalty area just on the other side of the bridge (somewhere in the D area on the diagram). You see your ball sitting in some taller grasses and you think to yourself, "Hmm, I think I can hit it out there." You pick your club and go about your business to save yourself a stroke. The ball lifts in the air about two feet and plops into an even worse lie in the penalty area. You kick yourself. Why didn't I just take the penalty.

You can now take penalty relief from this new position. There is no "back-on-the-line" from here, but you can take "lateral relief" from where your ball crossed the penalty area. Depending on your angle of entry, this could be on the other side of the bridge/creek or on the side of the creek where your ball lies. Two club lengths from the entry point of the penalty area may not be desirable because of the ground conditions there. You have another option: go back to where you last hit your ball before it went into the penalty area. This is likely on the other side of the creek but may give you the best results for your next stroke.

Rule 17.2 states that if you play a stroke from a penalty area and your ball remains in the penalty area, you have the same options for one penalty stroke that you had before making a stroke. An additional option is to take relief for one penalty stroke using the reference point of the spot where you last made a stroke from