

**2019 Fox Hollow  
Men's Golf Club  
Manual**

## **2019 FHMGC Board**

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## **Websites**

Fox Hollow Golf Course:

[http://www.lakewood.org/Community\\_Resources/GoIf/Lakewood\\_Golf.aspx](http://www.lakewood.org/Community_Resources/GoIf/Lakewood_Golf.aspx)

FHMGC: <http://www.fhmgc.com>

Golf Genius: <https://www.golfgenius.com/>

GGID for login: FHMGC 2019

# RECENT CHANGES

## Dues

No distinction between Limited or Full membership. All members can enter any tournament.

## Prizes

Most tournament prize funds will be funded solely by entrant fees. CTP still funded by dues. Major tournament prize funds will be augmented from dues.

## Default Tees

Players will be assigned a default tee box per the teeing ground policy to allow for fair competition within flights. Certain players with indices that are within the overlaps between tee boxes will be allowed to choose which tee box is their default. Default assignments can be adjusted if a player's index changes during the season.

## Website

Our clubhouse website will migrate to more reliance on Golf Genius to manage event signup and communication with FHMGC members.

## Drop Zones

New drop zones have been defined for Canyon # 2 and #6. See the hard card/local rules.

## Charity Event

In the past, FHMGC has donated to Jr. Golf within our budget. This year, our Damsite event will try to raise our contribution by dedicating that event to raising money for Jr. Golf at Fox Hollow.

Still in work:

- Closest to the Pin Pot
- Gross and Net Skins

## 2019 Event Schedule

4/12	Spring Tee Off 25th Anniversary	5 pm	Den
4/6	Spring Rules Seminar		Satisfy Your Biannual Requirement
4/15-4/18	<b>SPRING AERATION</b>		
4/27	One-Out Shamble	Shotgun	ABCD Team, Best 3/hole
4/27	Match Play <b>Entry Deadline</b>		
5/11	2 Man Better Ball	Tee Times	Team Better Ball
5/19	Spring Opener	Tee Times	Indiv. Medal
6/1	Spring Stableford	Tee Times	Indiv. Mod. Stableford
6/4	Sr. Shamble	Tee Times	2 man Shamble
6/15	Lakewood Championship	Tee Times	Indiv. Medal combo w/ Fox Hollow and Homestead winner—day money
6/29	Lakewood Championship	Tee Times	Indiv. Medal combo w/ Homestead and Fox Hollow winner - day money & Championship
7/10	Sr. Chapman	Tee Times	2 man AB team—Chapman
7/14	Damsite Memorial (Jr. Golf Charity)	Shotgun	4 man scramble Social @ Pavilion
7/27	President's Cup	Tee Times	Major - Indiv. Medal
8/6	Sr. Club Championship	Tee Times	Indiv. Medal
8/8	Sr. Club Championship	Tee Times	Indiv. Medal
8/11	Mayor's Cup	Tee Times	Major - Indiv. Medal
8/24	Super Match Play	Tee Times	Match Play 'n Foresome and Flight
9/7	Club Championship	Tee Times	Major - Indiv. Medal
9/8	<b>Club Championship</b>	Tee Times	Major - Indiv. Medal
9/15	Sager-Ryder Cup	Tee Times	Team Match Play - Foursomes, Better Ball, Singles
9/16-9/19	FALL AERATION		
TBD	Fall Rules Seminar		Satisfy Your Biannual Requirement
10/5	Red Jacket Championship	Shotgun	Indiv. Medal
10/20	Skins in Groups	Tee Times	Match Play 'n Foursome
10/25	Fall Social		

# Event Registration/Cancellation

## 2019 FHMGC Tournament Participation, Sign-up and General Information

For 2019, FHMGC members are eligible for *any event on the 2019 schedule*, socials, rules seminars, season long match play, home and away matches. In order to play in a senior tournament, a player must be age 55 or older on the day of the tournament. Members must play in 3 tournaments to be eligible for the Club Championship. Major tournaments are the Mayor's Cup, President's Cup and the Club Championship. Majors are events with higher prizes and extra Red Jacket points.

### A. Tournament Signup

1. FHMGC Members may begin to sign up for a tournament usually **four weeks prior** to the tournament as designated on the schedule of events.
2. Tournament sign-up is available directly via [FHMGC.com](http://FHMGC.com). Our new webpage will have a different look and feel but event signup can easily be found.

### B. Tournament Entry Payment

1. A tournament entry is completed by paying in advance for the event:
  - a. Payment will be made via an electronic checkout process on the event signup webpage.
  - b. Entry fees may no longer be paid by check.
  - c. For Paypal: We're no longer going to use Paypal; credit or debit cards only.
  - d. Green fees and cart (if you ride) fee will be paid at the pro shop during on the day of the event except for shotgun tournaments which will be paid in full as a part of event signup
  - e. Payments or credits associated with late entries and withdrawals will be processed electronically.
2. You may withdraw from the tournament after registration has closed by contacting the tournament co-chairs. Consideration will be made for valid reasons for the need to withdraw.
  - a. No-Shows: If a player 'no-shows' for a tournament, his advance payment for that tournament is forfeited to FHMGC. Exceptions to this forfeiture may only be made for legitimate excuses. Legitimate excuses are generally limited to unexpected personal or work-related emergencies. Acceptance of a legitimate excuse is at the discretion of the tournament co-chairs.
  - b. If a player "no-shows" for a tournament and **did not provide advance payment**, he is barred from playing in any future tournaments until he provides payment equivalent to the greens & entry fees for the "no-show" tournament, **regardless of the reason for the 'no-show'**. There are no legitimate excuses for not providing advance payment **AND** then "no-showing".

### C. Pairings and Tee Times

1. The tournament committee, in conjunction with the tournament management software (Golf Genius) operators form the event flights and pairings. Players should expect to know via a GG initiated email their assigned tee time 2 or 3 days prior to the event. Players may find their assigned tee time on the Golf Genius page for the event 2 or 3 days prior to the event. Tee assignment is made in accordance with the FHMGC teeing ground policy. Flights are determined to promote players of like ability competing amongst each other.

### D. Tournament Play

1. Players must check-in with the tournament committee no later than 30 minutes before their tee time or a shotgun starting time. Check-in begins at least 1 hour before the first tee time, as clubhouse access permits.
2. Play is governed by the current USGA Rules and Decisions of Golf and the current FHMGC local rules hard card. The committee for each tournament will consist of the tournament's co-chairmen, the rules

- committee chairman, the Club President, handicap committee member(s), and any others that may be designated for a specific tournament by the board. The decisions of the committee are final.
3. The Condition of Play (COP) sheet for each tournament defines the particulars of the format being played. COP sheets are made available within the computer systems – eclubhouse and/or Golf Genius.
  4. All players are subject to current Club Pace of Play rules and associated penalties.
  5. The player's handicap at the time of the Tournament's preparation will be the official handicap for the tournament.
  6. A player's course handicap may be modified by the handicap Committee due to unusual and/or extraordinary scoring for the event.
  7. All members must have a valid USGA Handicap Index to participate in a net handicap event. Any player without a valid handicap will play scratch.
  8. E. Inclement Weather
  9. In general, if the course is open, an event scheduled to be played will be played. Marginal conditions may allow for a real-time decision as to whether participation is optional. In this case, green fees are subject to either a rain check from the course or a refund if little or no golf is played.
  10. The committee will notify players on the course if it is deemed that the event should be suspended.
  - 11.

## **Optional Cash Games**

**Optional Cash Game registration takes place at check in on the day of the event!**

There will be optional cash games that each participant may enter for each day of competition. Daily registration is required! Cash only please!! Normally there will be the following optional games to enter for each day of competition (may vary based upon event). Players who choose not to enter prior to play will not be eligible to win! Each individual/team may choose to enter none, all or select from the following games:

- **Gross and/or Net Skins** (\$5 entry for each pot. If both gross and net skins are played – you must enter both to be eligible)
- **Glory Hole**. \$5 entry fee for a designated par 3. Measurement is made to the front of the ball using a measurement device.
- **Separate Hole-in One pots exist for Fox Hollow and Homestead/Senior events**

# **Teeing Grounds Policy and Flighting**

<b>2019 Teeing Ground/Flight Assignment</b>			
<b>USGA Index</b>	<b>C.H.</b>	<b>Tees</b>	<b>Flight by Tee</b>
<b>0 thru 8.5</b>	<b>0 thru 10</b>	<b>Black</b>	<b>Black</b>
<b>5.6 thru 13.1</b>	<b>7 thru 15</b>	<b>Blue</b>	<b>Blue</b>
<b>9.5 thru 17.6</b>	<b>11 thru 19</b>	<b>White</b>	<b>White A</b>
<b>15.0 thru 23.0</b>	<b>17 thru 25</b>	<b>White</b>	<b>White B</b>
<b>18.9+</b>	<b>20+</b>	<b>White/Silver</b>	<b>White/Silver</b>

Each member will be assigned a default tee at the start of the season, consistent with the above chart. Members within the overlap ranges may request either tee of that range. This default tee assignment will be fixed until mid-season, when it will be adjusted to the July 15th revision value, if needed. Other adjustments may be made when changes in the player's USGA Index are due to injury or illness, or when a member within the overlap range wishes to make a one-time change to the other tee within that range, at the discretion of the Handicap Committee.

The overlapping USGA Index and corresponding course handicap ranges are to accommodate the forced carries at Fox Hollow, allow for flexibility in flighting (White Tees), and encourage teeing it forward. The USGA recommends a maximum 8 stroke course handicap spread per flight.

For example, a player with a 9.5 USGA Index may declare the white or blue tees as his default assignment, but a player with a 9.4 USGA Index must declare the blue tees. Conversely, a player with a 13.1 USGA Index may declare the blue or white tees, but a player with a 13.2 USGA Index must declare the white tees. Default tees will be utilized in all events, unless indicated differently in the event COP sheet.

All events will be flighted either by tee box, or by course handicap with mixed tees (within flights) utilizing Handicap Rule 3-5. When flighted by course handicap, flights will be limited to a spread of 8 or less. When flighted by tee, the white flight will be split into 2 flights so as to balance the two flights between 11 and 25 course handicap. The Handicap Committee will designate the flighting method for each event, including those events where individual scores cannot be posted. Our Major events, and the Lakewood, Sr. Club, and Red Jacket Championships will be posted as Tournament scores. All other post-able scores will be posted as Home scores.

## **Flights for Individual Events**

The tournament committee will create flights to make them as equal as possible based upon the Teeing Ground Policy and number and mix of entrants in each tournament. It is possible that they will change

from tournament to tournament. Our goal is to provide everyone with a challenging course and a competitive field so we can enjoy gentlemanly competition and camaraderie while focusing on enjoyment for the game.

### **Flights for “Team” Events**

Flights for “Team” events will be determined by the Teeing Ground Policy, each team’s cumulative course handicap, and the number and mix of entrants. Size of flights will be in direct correlation to number of total entries. Our optimal goal will be to have the same number of teams in each flight. Men’s Club reserves the right to have unequal numbers of teams in each flight and to modify the number of flights to keep the competition fair for all players.

## **Rules**

FHMGC events are played using the Rules of Golf. The Hardcard and Local Rules below complete the set of rules that the FHMGC uses. Certain events and items specific to any given event are listed in that event’s Conditions of Play (COP) sheet. Players are urged to understand the local rules as they apply for our mens club.

FHMGC has a bi-annual requirement to ensure that members know the rules. An online quiz is made available (open book) as well as at least 1 seminar in the Spring. We are fortunate to have members who are highly knowledgeable within the USGA and CGA rules community, and members are urged to take advantage of their knowledge.

New rules books are available for FHMGC members. Many methods of learning the new rules have been made available including a series of videos that have been produced by the CGA and included in your revision emails. Go to <https://www.coloradogolf.org/> and look under the Rules tab.

Also, the R&A (the governing body of golf in Europe and follows the same rule book as the USGA) also has a bunch of helpful videos on their website for the rules revisions. There is a 7 minute video at the bottom of the home page (<https://www.randa.org/>) called Rules Essentials.

There are more videos, quizzes and additional material under their rules tab (link below).

<https://www.randa.org/en/rules-essentials/take-your-time>

# Hard Card/Local Rules

The Current Rules of Golf as posted on USGA Website, USGA.Org/Rules, govern play. References in Brackets, [ ], are to the Model Local Rules published in the Official Guide to the Rules of Golf. The Notice to Competitors (AKA COP Sheet) for an event supersedes any conflicting conditions below. The FHMGC Board of Directors (FHMGC BOD) may apply sanctions to a player in violation of the Standards of Conduct. The Local Rules of Fox Hollow do not apply. Unless otherwise noted, the penalty for breach of a Local Rule or Condition is The General Penalty (2 Strokes / Loss of Hole). The FHMGC Rules Committee (Committee), whose decision is final, shall settle all rules disputes.

## GENERAL TERMS OF COMPETITION

**Tournament Entry:** Governed by the “FHMGC Tournament Entry and Participation Policy” published on the FHMGC.Com website.

**Close of Competition:** The competition is deemed to have closed when *The Committee* has approved all scores or results.

**Scoring Area-Stroke Play:** In the notice, *The Committee* must designate an official area for the return of scorecards; no alterations may be made on the scorecard after the player has left the scoring area. Exception: Rule 3.3b (3) for failure to include a penalty discovered before close of competition. All score cards must be signed by the competitor and the marker to be official.

**Stroke Play Ties:** If possible, “Champions” will be decided by a Hole by Hole playoff beginning on a hole selected by *The Committee*. If it is not possible to conduct a Hole by Hole playoff, ties will be settled by matching scorecards [5A-6]. In a competition with a multiple tee start, the last nine holes listed on scorecard are deemed to be the final nine holes.

**Pace of Play:** The Group Pace of Play is governed by the FHMGC “Pace of Play Policy and Procedures” published on the FHMGC.Com website. Rule 5.6a allows *The Committee* to assess a player an additional penalty for unreasonable delay of play. Practice between holes (Rule 5.2b) is discouraged. **“Ready Golf” is strongly encouraged** (Rule 5.6b and Rule 6.4b).

**Suspension & Resumption of Play (Rule 5.7):** *The Committee* has the right to suspend play for any event. The Fox Hollow Course, as a matter of policy to avoid liability, takes no responsibility to notify players of dangerous conditions which may warrant a suspension of play. A group may suspend its play for dangerous situations but must report this to The Committee.

**Standards of Conduct:** The FHMGC BOD at any time may amend and add to the following requirements:

A. Dress Requirements: At all times the players must be neat in appearance with respect to clothing and personal grooming and conforms with course requirements.

B. Conduct: Unbecoming conduct by a player or his caddie, reported to The Committee, may be cause for disqualification under Rule 1.2. Objectionable conduct is any conduct inappropriate of a player including club throwing, foul language, damage to the golf course or course property, disruptive behavior in the Course Restaurant, abuse of Golf Course Staff, and alcohol/drug impaired behavior.

C. Cell Phone Use The use of cell phones and the like during play is discouraged. Please refer to the club’s civility policy.

The *Event Rules Committee* must report to the FHMGC BOD any reported or known breach of “The Standards

of Conduct”.

**Footwear:** Footwear is required for both players and caddies. Shoes with traditionally designed spikes comprised either entirely or partially of metal (if such metal may come in contact with the course) are prohibited. Penalty for Breach: First Offense General Penalty, Second Offense Disqualification [8G-7]. Violation in future events after first violation: Disqualification.

**Golf Equipment:** The player’s equipment must conform to the specifications listed in The USGA Equipment Rules. [8G]:

- a. Groove and Punch Mark Specifications. Penalty for a Breach Disqualification [8G-2].
- b. Conforming Driver Heads. Penalty for a Breach: Disqualification [8G-1]
- c. Conforming Golf Balls. Penalty for a Breach: Disqualification [8G-3].
- d. The One Ball Local Rule in is **not** in effect [8G-4]

### THE COURSE

**Out of Bounds (OB):** Defined by *Boundary Objects* (white lines, the inside points on the course at ground level of stakes or fence posts). Double stakes turn a boundary line and provide a site line of the unmarked boundary from that point to infinity. *Boundary Objects* are not *Obstructions*.

**Ground Under Repair (GUR):** Defined by areas enclosed by white lines. GUR includes exposed rocks in the *General Area* cut to fairway height or less, flower beds, newly sodden areas, turf nurseries and French drains. *The Committee* may deem additional parts of the course as *GUR*; they should be designated on *Notice*. [8F-1].

**GUR Areas Tied into Artificially Surfaced Roads and Paths:** Worn areas adjacent to cart paths are deemed to be part of the cart path (immovable obstructions). White-lined areas of GUR directly connected to artificially surfaced roads & paths (immovable obstructions) are a single *Abnormal Course Condition (ACC)*. [8F-3].

**Penalty Areas:** *The Committee* and The Course Staff define the *Penalty Areas* as Red (Lateral, Suggested) or Yellow Areas. They may include areas in addition to those formally known as Water Hazards.

**Integral Objects on the Course:** Include cables, rods, wires or wrappings when closely attached to trees; liners in bunkers and artificial walls and pilings when located in Bunkers or Penalty Areas. Integral Objects are not obstructions.

**No Play Zones (NPZs):** Designated by green top stakes and/or signs. Entry into and play from an *NPZ* is prohibited. Play from an *NPZ* may be deemed a “serious breach” if not corrected (Rule 14.7). *NPZ* must be either in a Penalty Area or an area of *GUR*. Note: Some *NPZs* were formally known as *ESAs*.

**Ball in NPZ & Penalty Area:** if a player’s ball lies in an *NPZ* in a *Penalty Area*, the player must proceed under Rule 17.1, one stroke penalty. Penalty for Breach: General Penalty for each infraction. The Breach may be serious and resulting in a DQ. [8E-8].

**Interference by NPZ in a Penalty Area:** if a player’s ball lies in the *General Area* or in a *Bunker* and his stance or area of intended swing is interfered with by anything within the margin of the *NPZ* in a *Penalty Area*, he must lift the ball and drop it (without penalty) within one club-length of the nearest point of complete relief within the area of the course the ball lies. Penalty for Breach: General Penalty for each infraction. [8E-8].

**Ball in NPZ & GUR (ACC):** if a player’s ball lies in an *NPZ* in a *GUR*, the player must proceed under Rule 16.1, free Relief. Penalty for Breach: General Penalty for each infraction. [8E-8].

**Protected Areas of Course:** Flower beds, newly sodden areas, and turf nurseries, whether or not marked as

NPZs. The player must take *GUR* (ACC) relief under Rule 16.1. Penalty for Breach: General Penalty for each infraction. [8E-8].

**Protection of Young Trees:** Mandatory *GUR* Relief; General Penalty for each infraction [8E-10]

**Seams of Cut Turf:** Optional *GUR* Relief is for lie of ball or area of intended swing only. General Penalty for each infraction [8F-7].

### **LOCAL RULES**

**Provisional Ball for a Ball in Penalty Area – Meadows 5, 6, & 9:** A player may play a ball provisionally under Rule 17.1 for a ball played from the *Teeing Area* that may or may not be in Designated *Penalty Areas below* [8B-3].\*\* As an additional option under Rule 17.1, the player may utilize the applicable dropping zone listed below\*. If the original ball is found in the *Penalty Area*, the player may play it or the ball played provisionally, but may not utilize any other option under Rule 17.1. If the original ball is found outside the *Penalty Area*, it is the ball in play. \*\*Designated *Penalty Areas*:

**Meadows 5:** Penalty Areas to right of bridge and past the road connecting Meadows 5 to Meadows 1; the Penalty area in front of the forward most teeing pad; entering the *Penalty Area* to left of and not further from the hole than the back of the forward most teeing pad.

**Meadows 6:** *Penalty Area* down the left-hand side of the hole; local rule is not applicable for any other *Penalty Area*.

**Meadows 9:** Penalty Areas in front of and to right side of hole.

**Drop Zones (DZs):** Available as an additional relief option under the applicable rule.

*Canyon 2:* The *DZ* area for a ball in the left side *Penalty Area* before the fairway is deemed to be on the forward tee box.

*Canyon 5:* There is no applicable *Drop Zone* for the play of Canyon 5.

*Canyon 6:* For balls hit short of the greenside bunker, a drop zone is available on the forward tee box short of the cart path bridge crossing the ravine.

*Meadows 5\*:* The Teeing Pad closest to the Water *Penalty Area* before bridge for a “Ball played provisionally” under the local Rule for Ball that may be in the Designated *Penalty Area above* \*\*” [8B-3].

*Meadows 6\*:* The Teeing Pad closest to and before the Water *Penalty Area* for a “Ball played provisionally under the local Rule for Ball that may be in the Designated *Penalty Area above*\*\* [8B-3].

*Meadows 9\*:* The Teeing Pad closest to and before the Water *Penalty Area* for a “Ball played provisionally” under the local Rule for Ball that may be in the Designated *Penalty Area above*\*\* to right of fairway [8B-3].

### **FHMGC RULES COMMITTEE**

The FHMGC BOD President; Daniel Wolken, Co-Chairmen Daniel Prieve, Mike Rice and Mike Jackson.

### **THE EVENT RULES COMMITTEE**

The Tournament Event Co-Chairs and any of the members of the FHMGC Rules Committee who are present at the tournament or can be reached by telephone, text or e-mail in a timely manner.

# Tournament Payout Calculations

## Prize Money Payouts ~ Golf Shop Credit

- Prize money is paid in the form of pro shop credit. A 20% discount is available when spending credit.
- Cash pots and the Closest to the Pin contests are paid in cash.
- Cash payouts are typically put in envelopes and placed in the Skins Box. The box is made available at every event check-in. When you pick up your money, sign the envelope and put the empty envelope back into the box.
- All Golf Shop Credit expires at the end of each year.

## Payout Percentages for General Flights

### 3 places

1st net (45%)  
2<sup>nd</sup> net (35%)  
3<sup>rd</sup> net (20%)

### 4 places

1st net (40%)  
2<sup>nd</sup> net (30%)  
3<sup>rd</sup> net (20%)  
4<sup>th</sup> net (10%)

### 5 places

1st net (35%)  
2<sup>nd</sup> net (25%)  
3<sup>rd</sup> net (20%)  
4<sup>th</sup> net (15%)  
5<sup>th</sup> net (5%)

## Payout Percentages for Gross & Net Payouts

### 3 places

1st gross (50%)  
1<sup>st</sup> net (40%)  
2<sup>nd</sup> net (10%)

### 4 places

1st gross (35%)  
2<sup>nd</sup> gross (15%)  
1<sup>st</sup> net (35%)  
2<sup>nd</sup> net (15%)

### 5 places

1st gross (30%)  
2<sup>nd</sup> gross (15%)  
1<sup>st</sup> net (30%)  
2<sup>nd</sup> net (15%)  
2<sup>nd</sup> net (10%)

## Red Jacket Points

Points are earned season long, with majors paying a higher amount for doing well. Participation is rewarded no matter your final standing.

## Club Championship & Match Play

### Club Championship

- Club Championship will be a flighted 36-hole medal play event.
- The “Club Champion” will be the player with the lowest 36-hole total gross score played from the lowest handicap flight in the tournament.
- Players must have played in at least 3 events during the season prior to the Club Championship to be eligible to play in this event.
- If there is a tie for the Overall Club Champion, there will be a sudden-death playoff immediately following the conclusion of regular play. Spectators for the playoff are encouraged to come out to see

some great golf.

## **Pace of Play (PoP) Policy and Procedure**

FHMGC's PoP Policy shall focus on assuring that all groups finish no more than 15 minutes behind the Group in Front (GIF).

Reminders shall be in place on the 9th and 18th greens to ensure times are recorded and accurate.

To the extent feasible, FHMGC volunteers will travel the course looking for groups out of position and will either assist or encourage that group to speed up or close the gaps.

Policy: Keep up with the group in front (GIF). Golfers should complete 18 holes in 4 hours and 30 minutes and finish 10-12 minutes behind the GIF. Guideline for Provisional Ball To maintain proper pace of play and avoid a Group Pace of Play penalty, a player should always properly announce and play a provisional ball under 27-2 for a ball in play that is struck toward an area featuring native grass, long rough or Out of Bounds markers and is known or virtually certain not to lie in a water hazard. Start and finish times must be recorded for each group.

For each event, a PoP assessment shall be published using the 2017 PoP Data Presentation format, and will be available on the website and clubhouse message board after each event. The tournament co-chairs and the PoP Committee shall evaluate the group gap timings and decide what, if any, improvement strategies should be initiated.

Education shall be the point of emphasis for all players or groups that lag behind the GIF by 15 or more minutes including the following recommendations:

- Being aware of the group's position relative to the GIF, Keep Up.
- Being ready to hit when it is the player's turn to hit, Play Ready Golf in Stroke Play Events.
- Where practical, don't wait in cart while your cart partner hits his shot.
- Using provisional balls as appropriate and required by the FHMGC's 2018 PoP Policy.
- Limiting lost ball searches to 5 minutes.
- Play your ball before assisting in ball searches.
- Be focused and efficient on the green, place clubs near to the path to next teeing ground.
- Recording scores away from the green while moving to the next tee and,
- Peer pressure to keep pace.

Players who are identified as habitual pace of play offenders (3 or more times behind GIF by more than 15 minutes) must meet with the FHMGC Pace of Play Committee to discuss PoP issues, remedies and potential penalties. Groups or teams that finish behind GIF by 10 minutes or less may receive event awards (e.g., sleeve of balls, pitcher of beer, pro shop credits, etc.) or points toward their Red Jacket standings as determined by the FHMGC Board.

**The above recommendations apply to stroke play, stableford and shot gun events only. The season long match-play events, the Sager Ryder Cup and the home and away events are not included.**

### **Additional PoP Suggestions**

For the group teeing off first, please be cognizant of the fact that if you dally and play your round in 4:30, the last group will be doomed to have a 5 plus hour round. Nobody wants that! Remember, you control the Pace of Play for the entire day, and not just for us, but for the entire course for the entire day.

Here are some tips for speeding up play without feeling like you are being rushed:

- Members of a group should not travel as a pack, with all members driving together to the first ball, then the second, and so on. Each member of the group should go directly to his own ball.
- When two players are riding in a cart, drive the cart to the first ball and drop off the first player with his choice of clubs. The second player should proceed in the cart to his ball. After the first player hits his stroke, he should begin walking toward the cart as the second golfer is playing. Use the time you spend getting to your ball to think about the next shot- the yardage, and the club selection. When you reach your ball you'll need less time to figure out the shot.
- If you are unsure that your ball has come to rest in the native grass, or may be lost, immediately declare and hit a provisional ball.
- Begin reading the green and lining up putts as soon as you reach the green. Don't wait until it's your turn to putt to start the process of reading the green. Do it as soon as you reach the green so that when it's your turn you can step right up and putt.
- Never delay making a stroke because you are having a conversation with a playing partner. Put the conversation on hold, make your stroke, then pick up the conversation again.
- If using a cart on a cart-path-only day, take more than one club with you when you walk from the cart to your ball. Getting to the ball only to find out you didn't have the right club is a huge time waster on the golf course.
- If carrying a bag or using a hand cart place your clubs on the side closest to the next teeing ground before putting.
- After putting out, don't stand around the green chatting or take practice putting strokes. Leave the green promptly so the group behind can play.
- When leaving the green and returning to your golf cart, don't stand there fussing with your putter or other clubs. Get in the cart, drive to the next tee, and then put your putter away when you take your club out for your next tee shot.
- Likewise, mark your scorecard after reaching the next tee, not while lingering on or near the just-completed green.
- When using a cart, never park in front of the green. Park it only to the side or behind the green. And don't mark your scorecard while sitting in the cart next to the green (do it on the next tee). These practices open up the green for the group behind. And is additionally a safety measure.

- Don't ask your playing partners to help you search for a lost ball- unless you are absolutely certain there is time for them to do so. If the group is behind pace, your partners should continue moving forward, not slow things down further by stopping to help you search.
- On the tee, pay attention to your partner's drives. If they lose sight of their ball, you can help direct them to it and avoid any searching. When you hit an errant shot, keep your eye on the ball flight and mark where the ball comes down, don't look away in disgust, and remember you hit it!
- When waiting on the tee for the group in front to clear the fairway, don't be so strict about the order of play. Let the shorter hitter- who can't reach the group ahead- go ahead and hit.
- Work on building a precise pre-shot routine. If your pre-shot routine is a lengthy one, it's probably in your best interest to shorten it anyway. Limit practice strokes to one at most.
- Don't bother marking lag putts- go ahead and putt out if it's short enough and you won't be stepping on another player's line.
- Leave your cell phone in the car.
- Walk at a good pace between shots. No, you don't have to look like a race walker. But if your gait between shots can be described as a "shuffle" or an "amble", you are probably going too slowly. Speeding up your gait a little is good for your health, but also might help your game by keeping you loose.
- Carry extra tees, ball markers and an extra ball in your pockets so you never have to return to your golf bag to find one when needed.
- When chipping around the green, carry both the club you will be chipping with plus your putter so you don't have to return to the bag. Place your chipping club on the edge of the green between the hole and your cart so you can pick it up on your way back to the cart is a huge time saver.
- Try playing ready golf, where order of play is based on who is ready, not on who is away. Starting the round by saying you want to play ready golf sets the tone.
- Seeing a professional golf tournament on TV or in person is great fun, but tour professionals do a disservice to the regular golfer. If we imitate their pace of play, "public golf" would be a disaster- 5, 6, 6 ½, hours to play. They play at their pace because they are trying to make a living, AND they take less shots than we do. Keep in mind we are here because we enjoy the game, competitive spirit, and camaraderie. Let's go out and enjoy each other.