



Golf Saskatchewan

Golf 101

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Section 1: The Basics of Golf

General Golf Etiquette

1. Be on time. Arrive at least 20 minutes before your tee time. If you get there 45 minutes early you'll have time to hit some balls on the driving range, and practice your putting. Practice *before* the match – not the course.
2. As a player, you have a responsibility to learn and understand the rules of golf.
3. Obey all dress codes.
4. Do not hit the ball until you are certain the group ahead of you is out of range.
5. Never talk during another player's swing.
6. Displays of frustration are one thing, but outbursts of temper are quite another. Yelling, screaming, throwing clubs or otherwise making a fool of yourself are unacceptable and, in some cases, dangerous to yourself and others.
7. The player with the best score on the previous hole has the honour of teeing off first. If there is no outright winner of a hole, then the order of play does not change from the previous tee. In informal games one can play ready golf and not wait for the best score on the hole to tee it up first.
8. A golfer should always know which brand of ball they are using, or mark it to avoid confusion during play.
9. In the tee box, other players should stand alongside the person playing, out of the way and not behind the player getting ready to swing. Should the player about to play the ball ask his partners to move, the request should be honoured.
10. Players should ensure that any electronic device taken onto the course does not distract other players.
11. If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should pay a provisional ball.
12. On the teeing ground, place your ball between the tee markers, either even with them or up to two club lengths behind them. Never in front of them.
13. At the end of the round, shake hands with your fellow players, congratulate the winners, console the losers, and thank them for their company.

Golf Etiquette on the Green

1. Be aware of your shadow on the putting green. Don't stand in a place that causes shadow to be cast across another player or that player's putting line.
2. Never walk through a playing partner's putting line. Your footprints might alter the path of a partner's putt. Step over the putting line, or walk around (behind) the partner's ball.
3. If your ball is on a player's putting line, volunteer to mark your ball.
4. If your ball is not furthest from the cup:
 - a. Mark your ball, either with a plastic marker or a small, thin, dark coin such as an old penny.
 - b. After you have marked your ball, place your putter down at a 90-degree angle with the heel touching your marker.
 - c. Move the marker from the heel to the toe of your putter. Reverse the procedure to return the ball to its original position.
5. Generally, the player closest to the hole will tend the flagstick.
6. The flagstick stays in the hole until everyone is on the green, unless a player requests its removal. If your ball strikes the flagstick when putting on the green, you incur a penalty. From off the green, your ball may hit the flagstick without penalty.

7. To remove the flagstick, pull it straight up to avoid damaging the rim of the hole. Take it to the edge of the green and gently lay it down so the bottom knob is off the green and it can't make a mark on the green.

Tips to Assist Pace of Play

The following tips will assist play leading to increased enjoyment for the player and increased revenue opportunities for the golf club.

1. If your group keeps up with the group ahead of you, your group will NEVER be in jeopardy of being out of position.
2. Always look ahead – not behind.
3. Your group's place on the golf course is behind the group in front of you, not in front of the group behind you.
4. If you are the first group of the day try and establish a reasonable pace of play. As you are the lead group, it is not unreasonable for you to play in 2 hours or less for each nine holes played.
5. Minimize your practice swings.
6. All competitors and caddies should spot the player's shot in case assistance is needed in searching for a ball.
7. Play a provisional ball if you think the original might be lost or outside a water hazard or out of bounds.
8. Take your equipment with you to teeing ground to avoid having to go a distance to your bag for a provisional ball, change of club, etc.
9. Plan your shot while walking to your ball or while others are playing and be ready when it's your turn. This includes finding your yardage, selecting your golf club, putting your glove on, etc.
10. On the putting green, study your line of putt while others in your group are preparing to putt if it does not interfere with their play.
11. Please putt out when possible and play ready golf.
12. Return the flagstick into the hole as soon as possible. Stand at the side of the putting green with the flagstick in your hand and be ready to put it back into the hole.
13. Walk briskly between your shots (or drive the power cart, if allowed) without undue delay.
14. Proceed directly to your golf ball; do not follow others unless assisting in a search.
15. If using a power cart take several clubs with you to your ball so you will not have to walk back to the power cart. The same principle applied to a rake. Take the rake into the bunker with you.
16. The player closest to the flagstick should be the one to pull it; he/she won't be putting for a while. Similarly, the first player to putt out should retrieve the flag and prepare to replace it.
17. Mark your golf balls for identification purposes to avoid time wasted confirming your ball in play.
18. When waiting on the tee for the group in front to clear the fairway, don't be so strict about order of play. Let the shorter hitter, who can't reach the group ahead, go ahead and hit.
19. Carry your putter to the next tee box and put it away when you take out your next club.
20. For golf course operators:
 - a. On weekends or busy days eliminate the Championship tees. Players will have just as much fun playing a shorter set of tees.
 - b. Enlist the services of a volunteer club member to act as a "Players Assistant" or "Marshall." This person can ensure the Pace of Play established by the golf club is upheld in a polite and good spirited manner.
21. A faster pace has been proven to lead to better scores. Remember, just 15 seconds delay per player per hole makes your round of golf more than 13 minutes longer.

Tee It Forward

Tee It Forward is a national initiative that encourages golfers to play a course at a length that aligns with their average driving distance. Golfers can speed up play by playing tees that maximize playability and enjoyment. Playing from forward tees gives golfers a new challenge better aligned to their abilities. Also, playing from forward tees should not only result in fewer shots overall, allowing golfers more birdie opportunities, but also shorter distances traveled on each hole, and potentially fewer lost balls. By moving up to another set of tees, golfers experience a new approach to golf that may result in greater enjoyment of the game.

GUIDELINES FOR SELECTING TEES AND RECOMMENDED YARDAGES	
Average Driver Distance	Recommended Yardages
275	6700 – 6900 yards
250	6200 – 6400 yards
225	5800 – 6000 yards
200	5200 – 5400 yards
175	4400 – 4600 yards
150	3500 – 3700 yards
125	2800 – 3000 yards
100	2100 – 2300 yards

Strategies for Implementing Tee It Forward

Course managers should consider removing back championship tees on weekends. By removing these back championship tees, golfers have no choice but to play shorter yardage. The obvious benefit resulting is an increase in the overall pace of play on the course. With a faster pace of play, courses are able to push more golfers through on days which they should be busiest and generate more revenue. Championship tees may be played during the week or when the course is not operating near full capacity.

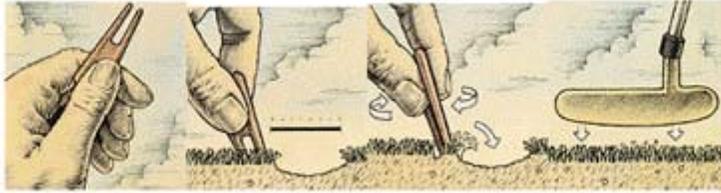
Golf Course Maintenance

1. Observe cart rules. Some courses will post “cart path only” signs; others will ask you to observe the “90-degree rule.” Do as you are told.
2. Keep carts away from greens and hazards.
3. Repair your divots in the fairway.
4. Repair your ball marks on the green.
5. Always rake sand bunkers after hitting to erase your footprints and damage to the area where your ball was.
6. Avoid taking a divot on a practice swing.

Repair Ball Marks

1. Use your ball mark repair tool and insert the prongs into the turf at the edge of the depression. Do NOT insert the prongs into the depression itself.
2. Push the edge of the ball mark towards the centre in a gentle twisting motion.
 - a. NOTE: Using the ball mark tool as a lever to push the bottom of the ball mark up tears the roots, and kills the grass.

3. Once you've worked around the rim of the ball mark, gently tamp down the repaired ball mark to smooth the putting surface.



Repair Divots

1. Retrieve the original slice of grass that was cut out with your club.
2. Sit that clump of grass back into the divot; if available sprinkle a little sand over the divot and press down with your foot to secure it in place.
 - a. Divots on the tee box can be repaired by filling in the divot with sand.

Rake Bunkers

1. Enter the bunker on the low side.
2. Start by filling in any deep ruts made by your feet or club. Rake towards the edge; avoid pulling out large amounts of sand.
3. Smooth the sand as evenly as possible.
4. Exit the bunker along the same path you entered to reduce the amount of raking.
5. Place the rake outside the bunker, parallel to the line of play. Some courses prefer the rakes placed inside the bunkers, to speed up maintenance in the surrounding areas.

Section 2: Golf Clubs

Golf Club Memberships

Golf Saskatchewan realizes much of Saskatchewan's golf is played through the Club environment. Loosely defined, a Club is an affinity group: "a group of individuals with a common interest"; that being an interest in the game of golf and a willingness to come together to enjoy the game.

Golf Clubs come in all shapes and sizes. Many clubs are formal organizations, duly incorporated and own the property upon which a golf course and related facilities are situated, and operate as a business, however still focused on organizing their Club in such a way as to foster enjoyment of the game amongst its members, owners, and other users.

However, there are many Clubs who are not owners of assets such as golf courses, and who contract with courses for tee times and other services in order to meet the goals and objectives of the Club. There are also Clubs, even less organized, who exist primarily to meet the requirements to establish a formal handicap for their players. Golfers who join clubs such as these are able to track their own scoring progress as a golfer, and it also permits them to enter tournaments and competitions.

Golf Saskatchewan organizes the GS Public Players Golf Club for the expressed purpose of permitting a vehicle of golfers in the province to establish a handicap when it is not practical for such players to join other more formal club organizations. Membership in this Club also entails a variety of other services.

Clubs are required to join Golf Saskatchewan in order to ensure that their members are properly registered and then able to establish a formal handicap. Clubs are then expected/required to collect Golf Saskatchewan/Golf Canada Membership Dues from their members and remit them to Golf Saskatchewan. Dues are set annually at the Golf Saskatchewan Annual General Meeting. Clubs are entitled and encouraged through their membership in Golf Saskatchewan to send delegates to the Annual General Meeting in accordance with the Golf Saskatchewan bylaws. The Golf Saskatchewan bylaws allocate 2 delegates to attend in each Club. While Golf Saskatchewan provides a host of services in the golf arena, it is most commonly recognized for its role in conducting Provincial Championships and managing handicap services in cooperation with its parent body, Golf Canada (RCGA).

The Organization of Golf within Clubs

With a myriad of types of clubs it is difficult to establish a "one size fits all" organization. Rather, each club will need to make its own decisions on how sophisticated their organization needs to be. The larger the club, the more sophisticated their operations are and the more sophisticated their organization will need to be. As well, it will make a difference whether a Club is "member owned" or privately owned by an individual, group of individuals or a corporation, and whether the Club is member based, versus resort based and focused on public play. However, virtually every club will need some organization focusing its efforts on "organizing golf" and perhaps monitoring play and the set up and conditioning of the golf course. In privately owned clubs much of this responsibility might rest with the management of the club, while in member based clubs, a committee or committees may be set up to handle these responsibilities and duties. These committees are often termed 'match committees', 'greens committees', or even "club captain' committees".

Match Committee, Green(s) Committee, Golf Committee

In more recent years, there has been a trend toward streamlining the governance model found in clubs, reducing the number of committees, and as such we are seeing an entity called the “Golf Committee” emerging, which takes on all the facets outlined above. For the sake of this manual, we will adopt the “Golf Committee model” in order to simplify the presentation of material within this manual. Each club will need to make its own determination as to what model fits their club best, as authorized by its Board of Directors or ownership.

The Golf Committee will be comprised of membership representatives who are prepared to work together to cover off the various responsibilities and duties, including but not limited to:

- Educating, implementing and monitoring the handicap system to ensure golfers maintain accurate handicaps to foster fair competition
- Educating members relative to the Rules and Etiquette of Golf including maintaining an acceptable speed of play
- Establishing a program of events promoting camaraderie and friendly competition among members and different member interest groups (men, women, seniors and juniors)
- Establish programs fostering game improvement and growth of the game
- Liaison and feedback, where applicable, with the Golf Course Superintendent or other such representatives relative to the grooming and or set up of the golf course. While some or all of this responsibility may be delegated to a “Greens Sub-Committee”, or the Club’s Committee Organization may include a separate Greens Committee; including the Green’s Committee function in the Golf Committee, has proven to be more effective for management as well as for the general benefit of the Club and its members. This is due to the fact that a Golf Committee will include a wide range of representatives from different groups of golfers within the club
- Liaison, where applicable, with club management

Club Captain & Other Positions

Often the Golf Committee is chaired by a member of the Board of Directors, who may or may not be the club Captain, often elected from amongst the membership, or, appointed by the Club’s Board of Directors or Management/Ownership group. The Club Captain’s position is often considered to be a prestigious one within Clubs and carries with it significant responsibility to ensure the year’s golf within the club is well organized and enjoyed by the membership. For this reason it is also important that the Club Captain be fully conversant with the Rules of Golf and the basic principles as outlined in the RCGA Handicap Manual. Clubs will have both a Men’s Captain as well as a Ladies’ Captain, each having similar responsibilities. It is also possible the club may have a Club Captain for other affinity groups such as Business Ladies, Senior Men & Women, Men’s Night and Juniors.

For the purpose of this manual, we will assume the Golf Committee Chair is the Club Captain. A key initial responsibility of the Club Captain will be to assemble a committee to assist the Club Captain with his responsibilities and duties. Such individuals will generally be responsible for the following key areas:

- Handicap
- Rules
- Greens
- Junior Program
- Regular Events including weekly draws, Men’s Night, Ladies’ Night, Senior Day, Junior Day, etc

- Special Events such as Spring Opening, Club Championships, Match Play and Fall Closing
- Major events such as opens or invitationals which involve the wider golfing community
- Mixed Events
- Secretary/Treasurer
- House (Social Events, clubhouse liaison)

It is generally recommended the individuals who serve on the Golf Committee serve for a two year term, with the view of half the positions being elected or appointed each year to maintain continuity. The advantage of appointing a Club Captain rests not only in the assistance he or she might provide but also familiarizing this person with the full realm of responsibilities and duties of chairing this committee.

The Committee for the ensuing year should be selected as soon after the end of the previous golf season as possible. It is not uncommon for a club or the various affinity groups to hold a wind up event including the election or appointment of the ensuing year's committee. This allows adequate time to organize the new committee, learn the various roles, and commence the work necessary to ensure success.

Note: It is advisable that a transfer of documents be completed at this time. A Best Practices document may also be reviewed at this time. This step will assist new committee members.

Handicap Chair

The Handicap Chair is an important role, as it requires firstly securing appropriate education from Golf Saskatchewan (Handicap Seminar & Certification), in order to be properly educated on this area. Thereafter responsibilities also include forming a Handicap Committee, often a sub-committee of the Golf Committee, to ensure members are educated about maintaining a proper handicap, implementing the handicap system program, and monitoring golfers to ensure the general rules of handicapping are being followed. The Handicap Committee, utilizing the RCGA Handicap System Manual as a strong reference, is also the caretaker of Course Slope & Ratings as well as the allocation of Handicap Strokes. It is advisable the Handicap Committee include representation from the Club's core groups (men, women, senior, and juniors) to ensure handicap rules are being followed consistently across the membership of the Club.

Rules Chair

The Rules Chair is also important in order to ensure members are generally aware of the rules of golf and to ensure the setup of the course is in keeping with the rules. From time to time, the Rules Chair will schedule seminars to help educate members with respect to rules, and in particular, ensure new members are familiar with the rules. The Rules Chair will often be contacted by members as well as the Club Captain in order to answer questions about the rules and settle disputes over rules.

Junior Chair

An important responsibility of the Club Captain and the Golf Committee is the development and maintenance of a good Junior Golf Program. The relative health of golf in general is dependent on promoting the growth of the game and all of its traditions. There is no better way or no better time to do that, than within our youth. A strong junior program will ensure the long term health of the membership with a club, may often bring notoriety to a club when junior players perform well outside of the club, and it will also attract young people and their families to the club overall.

There are a number of components that make up a good junior program starting with the introduction of the game to beginning players. From the basics of the golf swing to the etiquette to the rules of the game, all form a necessary link for the junior program to succeed.

Often a sub-committee of the Golf Committee will emerge, chaired by key members of the committee, members of the Golf Professional staff, and often a parent or two who are willing to volunteer to help coordinate the program. The program is also often multi-tiered to include opportunities for beginners to learn the game, novice players to hone their skills and more advanced players to make the most of their golf games.

There are excellent resources available on both the National and Provincial level. The RCGA's Future Links Program has much to offer, including a fully documented program which will offer great assistance to Professional staff. See <http://www.future-links.org/> for full details.

Organizing Golf within a Club

Identifying Core Groups

While a Club Captain often assumes the role of programmer of golf within the Club, it is advisable that every new Golf Committee take stock of how existing programs are meeting the needs of the Club's golfers. This often entails identifying the core groups of golfers and what programs and services are well suited to meet their needs. At some clubs this will entail a program of events that sometimes offers weekly mini-competitions of a variety of forms (individual, teams) as well as stroke play and match play. At other clubs this may be reduced to monthly events, allowing golfers to play on a more casual basis. Core groups often found at golf clubs include:

- Men - including weekend Men, Men's Night
- Senior Men
- Women, including weekday women and business women
- Senior Women
- Juniors

Programming for Core Groups

Programming for core groups will vary depending on each group. Again some may want to see weekly events while others wish to be less programmed leaving ample opportunity for golfers to form their own groups and play more casually. However at the very least monthly events will tend to stimulate play and friendly competition and give golfers something to look forward to. In deciding on events, one needs to be mindful of the types of favourite competitions. At some clubs Texas Scrambles will be popular, while at other clubs, there will be more emphasis on events where you play your own ball and post a score for handicap purposes. These events should offer variety that will stimulate interest. The events must also be planned keeping in mind the level of golfers, from high handicappers to mid and low handicappers. Knowing the handicap demographics will be a useful planning tool in this regard.

Prior to the season opening, consideration should be given to planning a Rules Seminar as well as an Orientation for new members. The playing season often starts with a Spring Opening Event and proceeds from there. This event is often a team event and a popular choice for this time of year when few players will have played much golf is a Texas Scramble, featuring a Draw where a low handicapper, two mid handicappers and a high handicapper make up each team with an effort to equalize total team handicap. Other events during the

year will include a mix of draws, where players enter as individuals and are drawn with other golfers, as well as permitting golfers to enter their own team, or perhaps put together their own foursome.

The Club Captain should ensure that the Calendar of Events is planned over the winter months; be mindful of other events that may interfere with the planned schedule, from events at other clubs, statutory holidays and Golf Saskatchewan local, regional and provincial events. This information is often found on the Golf Saskatchewan website at www.golfsaskatchewan.org. The schedule will often be affected by the routine and non-routine course maintenance practices such as Greens Aeration and Topdressing; the Club Captain should be aware of the dates of such practices to ensure the golf course will be in good condition to play. Finally, coordination should also take place with club management relative to clubhouse needs and services that may be needed from the Pro Shop.

The schedule of events is often referred to as a *Fixture Card* and should be distributed to all members early in the season so that they can plan their season around events that they hopefully will want to participate in. A typical Fixture Card may consist of the following:

February/March/April

- Rules Seminar and New Member Orientation

April

- Spring Opening Breakfast and Texas Scramble*
- Men's Night commences
- Junior Competitive Clinics commence
- Warm Up & How to Practice Clinics

May

- Spring Stroke Play (2 day event, combining scores, gross & net prizes)*
- Junior Learn to Play Clinics commence
- Spring Mixer (Mixed Event)
- Junior 9 Hole Texas Scramble
- Game Improvement Clinics

June

- Two Ball Better Ball*
- Match Play commences (arrange your own matches)
- Junior Tour commences

July

- Match Play continues
- Junior Tour continues
- Summer Mixed Event and BBQ
- Mixed Invitational

August

- Club Championship Weekend
- Match Play continues
- Junior Tour continues
- Senior Invitational

September

- Men's Invitational
- Match Play concludes
- Four Ball, Two Better Balls*

- Mixed Wind Up

October

- Men's Wind Up
- Men's Night Wind Up
- Awards Night

*The events apply to each of the Weekend Men's and the Senior Men's, although the date of each event will vary, with the Weekend Men's Event occurring on weekends, and the Senior Men's Events occurring on a weekday.

Delegating Responsibility for Core Groups

The responsibility for programming will be undertaken by the Committee as a whole however individuals may be assigned tasks that will contribute to deciding on the nature of the programming as well as who will execute it. For example, a survey might be made of golfers to determine the level of satisfaction with existing programming as well as soliciting suggestions to improve it for the upcoming season.

Once the programming (events) is decided, assignment of who will be responsible for running each event must be made. Often a sub-committee referred to as the Match Committee will be delegated the overall responsibility for running events. The Match Committee will often consist of a number of the Golf Committee members but may also include other members who will be asked to assist with specific events. Organizational tools should be provided to each Event Chair to help ensure success. For example, a checklist can be used that includes:

- Event name
- Date of the event
- Format of the competition
- Prize structure
- Entry fee
- Entry form (how to enter)
- Deadline for entries
- Date event should be first publicized
- Posters
- Newsletter submission
- Liaison with management and the Pro Shop
- Monitoring entries
- Preparing the draw
- Posting the draw
- Preparing scorecards
- Scoring
- Determining the winners
- Selection of prizes
- Prize presentation
- Recap (financial and otherwise)

The United States Golf Association publishes a manual entitled *How to Conduct a Competition*. This is an excellent publication and should be reviewed by every club captain to gain valuable information. While the manual focuses on running more formal style competitions, it none the less helps club captains understand the

full realm of considerations in running a competition. A copy of *How to Conduct a Competition* is available as a free download from the United States Golf Association.

Programming versus Casual Access to the Tee

A Club needs to be careful about how much programming is done with the view that not all golfers necessarily want to play in structured events and are more interested in playing casual golf. Therefore, one must consider carefully the balance between organized events and how often they tie up the tee and make it unavailable for others who wish to play. It is also possible to structure events in such a way that participating can be optional. For example, some clubs run ball sweeps, where it is optional whether an individual may want to participate. At tee time check in, the player can opt to contribute to the prize pool, say \$5, which will be used to determine the day's Low Gross, Low Net or perhaps Closest to the Pin prizes.

Orientation for New Golfers

It is common that a certain number of new members will join the club each year. Conducting a proper orientation will provide an invaluable service to the new golfer, as well as ensure the new golfer is appropriately familiar with the etiquette, and other regulations that can affect his enjoyment of the Club. A New Member Orientation Event will often be sponsored by the Club and include a complimentary meal. The new member is often presented with a new member orientation folder which will contain quite an array of information. The Club Captain, the Board of Directors (where applicable) and Club Management will address the New Members on a number of topics. A New Member Orientation Folder will often contain the following elements:

- History of the club
- Key management and Board of Directors
- Club organization
- Facilities and Services
- The spirit and traditions of the Game of Golf
- Acquiring tee times
- Dress code
- Safety and consideration
- Behaviour
- Care of the course
 - Tees
 - Greens
 - Fairways
 - Bunkers
 - Use of pull carts
 - Use of power carts
- Pace of Play
 - Ready golf
 - Course materials
- Expressing concerns, resolving problems, suggestions welcome

Bulletin Boards

- Should be large, attractive and well light
- Draw sheets in the same place each week – pencils available

- Current Club tournament sheets
- Ringer Board sheets
- Captain's Memo corner for pertinent information
- Separate board for all Golf Canada information and correspondence
- Separate board for all Provincial Tournaments and Club Invitational Tournaments
- Women's Pin sheets
- Note: it is preferable to provide a separate board for 9-hole Sections

Tee Sheet Templates

See Appendix A at the back of this manual for sample tee sheet templates with 7, 8, 9 and 10 minute intervals. Grayed areas indicate times set aside for walk-ons.

Weekly Draws

While weekly draws are not mandatory, a draw held on a set day each week has the advantage of introducing the members to each other.

Organize committee members to make draws. Draws should be made with similar handicap factors playing together, particularly when qualifying rounds or pin rounds are involved. However, don't make it all serious- arrange a few fun days and mix the high and low handicap factor players. Decide how players are to enter draws and if starting times are necessary.

Decide when the draw will be posted and then decide whether a small fee will be charged each week to provide for prizes. Results may be announced and prizes given that day or posted and presented later.

Club Competitions and/or Events to Plan For

Club competitions should post time for completion of matches on the competition sheet. Changes may be made by the Captain in the event of inclement weather or outside interferences. Procedures for tie breaking, matches not completed on time, defaults and the like must be posted at the outside of the competition. A committee member should be delegated to act as referee for matches not completed on time. Members should be encouraged to be present throughout the entire competition; otherwise suggest members not enter if they cannot be present throughout the entire competition.

Member Guest Days

This type of competition should be fun. Players in different indexes will be playing together. A Better Ball or a Scotch Foursome (see Appendix B for details) event is always good.

Inter-Club Matches

May be arranged annually or as desired. Sometimes only one Club is invited, but very often two or more Clubs are asked to compete. Teams may consist of any number but generally speaking it is more satisfactory with teams of six or twelve players.

Club Championship

The choice of a stroke or match tournament is a Club decision. A ballot box could be used to determine the members' preference. If both types of play have been tried, experience will dictate which is the most

satisfactory. A great deal of planning and preparation is the only answer to running a Club Championship. Go over plans with the Assistant Captain and ask for co-operation with Club Professionals and the Greens Superintendent. Be sure that someone qualified will be available to give decisions on rules.

Ringer Board

This is not essential but most clubs have a competition for total of best scores recorded on each hole throughout the season. Awards may be given to both net and gross ringers. Certain rules must be adhered to and posted ahead of time. Does a player stay in the index group she starts in or is there a date when the groups are frozen? How many holes must be played for a ringer to be valid?

Section 3: The Handicap System Program

A golfer's handicap (technically referred to as an RCGA Handicap Factor) is a measurement of a golfer's playing ability. Handicapping is intended to equalize golfers of different playing abilities, and unlike many sports, it allows golfers of different playing abilities to compete. Often confused with being a player's average score less the par on the course, a player will often shoot their handicap four out of every 10 games. It is important that players understand what their handicap factor is all about. A Handicap Factor is computed as follows:

- A handicap differential is computed from each round played, by taking the player's *adjusted score* and subtracting the RCGA Course Rating from the tees played, then multiplying by 113 and dividing that number from the RCGA Slope Rating for tees played and then rounded to the nearest tenth. A handicap differential is expressed as a number rounded to one decimal place.
- An adjusted score means that the player has applied Equitable Stroke Control to his/her score which limits the number of strokes a player may take on any hole for the purposes of entering a score for handicap computation purposes, dependent on his/her handicap as follows:

Course Handicap Factor	Maximum # of Strokes
9 or less Course Handicap	Maximum 2 over par
10-19 Course Handicap	Maximum score of 7
20-29 Course Handicap	Maximum score of 8
30-39 Course Handicap	Maximum score of 9
40 and Over Course Handicap	Maximum score of 10

Equitable Stroke Control Posters are normally circulated to each Club at the start of the season for posting often near the Handicap Computer and other prominent locations.

- Golfers are required to enter each and every score they play during the defined playing season of April 15 through October 15th, providing the course was not ill affected by course construction or adverse playing conditions (very wet for example), provided the golfer played his own ball and was not in some form of competition that did not involve the golfer playing his own ball. Scores may be entered for playing as few as 7 holes, when entering a 9 hole score, and as few as 13 holes, when entering an 18 hole score.

An important part of a Golf Committee and Club Captain's responsibility is the monitoring of member golfers' compliance with the rules around establishing a handicap. This includes ensuring that golfers enter all their scores and enter them properly, be it the application of equitable stroke control or entering scores as tournament scores when events are designated as such. One way often used to do this is frequently check the prize winner of events, to ensure scores are entered properly. Once golfers understand that there is a system in place to ensure compliance a higher level of cooperation often results.

The Handicap Factor for each golfer will vary based on what course the golfer is playing on a given day and what tees he/she is playing. Courses that have been assigned an RCGA or other bonafide association (such as the USGA if you are playing in the United States) rating and slope, will have their Handicap Charts placed in a prominent place so that golfers can verify their handicap before going out to play. In competitive tournaments, one of the duties of the Handicap Chair or Club Captain will be to verify handicaps. All players who are members of a Golf Saskatchewan Member club will be issued a Golf Saskatchewan membership card, and this card is used to prove membership in a club. Players who plan to play in tournaments where proof of handicap is required must present their membership card upon registration with their handicap factor, the date that it

was checked which normally must be within two weeks of the competition, and signed by a Club Official which normally would include the Club Captain, Vice-Captain, Handicap Chair, Golf Professional or Club Manager.

Tournament Reduction of a player's handicap factor can result when the player has shown a capability of shooting exceptionally low scores in tournaments. Most handicap computer programs contain an ability to compare "T" scores, as they are called, and if the average of the lowest two tournament scores is three strokes better than the player's normal handicap factor. Depending on the number of tournaments played in the last 12 months, a player's handicap may then be reduced, as it indicates that the player's scoring potential is better than his normal handicap factor reflects. The exact method of how this calculated is found in the RCGA Handicap System Manual. The RCGA Handicap System Manual also contains full details around other aspects of handicapping and both the Club Captain and the Handicap Chair should be fully conversant with the details contained in the manual regarding handicapping.

Section 4: Rating and Slope

Only those golf courses that have been officially rated by their provincial golf association are permitted to issue “handicap factors”. In order to do so, golf courses in Saskatchewan must be members of Golf Saskatchewan and pay the applicable fee. By doing so, Golf Saskatchewan then assumes responsibility for issuing and maintaining an official rating and slope for all member golf courses.

Establishing a rating starts with measurement and the RCGA Handicap System Manual outlines how measurement is conducted for the purposes of determining a Rating and Slope for the golf course. The measurement process contributes to developing an **Effective Playing Length** which also takes into account roll, elevation, doglegs, prevailing winds and altitude above sea level. This process permits a **Yardage Rating** to be established.

A **Course Rating** is the evaluation of the playing difficulty of a course for scratch golfers under normal course and weather conditions. It is expressed as strokes taken to one decimal place, and is based on yardage and other obstacles to the extent that they affect the scoring ability of a scratch golfer. A Scratch Golfer is defined as a very proficient player. The average of the better half of the player’s scores would equal the course rating. A male scratch golfer can hit tee shots averaging 250 yards and can reach a 470 yard hole in two shorts; while a female Scratch Golfer can hit tee shots an average of 210 yards and can reach 400 yard hole in two shots. Yardage Rating, Obstacle Factors and Effective Playing Length are all terms that can affect Course Rating and Slope. See the RCGA Handicap System Manual for more detail. **The Course Rating** is the Scratch Yardage Rating of a course modified by the obstacle factors as they affect the Scratch Golfer. Course Rating should not be confused with Par. It is possible that two golf courses may have the same par, but have significantly different course ratings due to the level of difficulty of the courses.

The Slope of a Golf Course takes into account how a Scratch Golfer performs – the Course Rating, compared to how a Bogey Golfer performs. A Male Bogey Golfer has an RCGA Handicap Factor of 22.4 to 27.5 and can hit shots an average of 200 yards and can reach a 370 yard hole in two shots. A female bogey golfer has an RCGA Handicap Fact of 21.5 to 26.4 and can hit tee shots an average of 150 yard and reach a 280 yard hole in two shots.

The Golf Canada Slope Rating is the evaluation of the relative difficulty of a course for players who are not scratch golfers compared to the Course Rating (established by scratch golfers). The lowest Slope Rating is 55, and the highest is 155. A golf course of standard playing difficulty has a Golf Canada Slope Rating of 113. Refer to the Golf Canada Handicap System Manual for more details.

One of the responsibilities of the Club Captain will be to determine when the golf course is suitable for posting scores. The condition of the golf course will be the predominant factor in making this decision, including the playing of permanent versus temporary greens. Generally if the golf course is playing reasonably well, without undue wet and soggy conditions or several temporary greens, then scores should be posted for handicap purposes.

Section 5: Allocation of Handicap Strokes

The allocation of handicap strokes is the responsibility of each Club, although the official rating team may recommend the allocation of handicap strokes, the first time a course is rated. The RCGA Handicap System Manual contains important information on the Allocation of Handicap Strokes and the Club Captain as well as the Handicap Chair and Handicap Committee should ensure they are familiar with this section of the manual. **Handicap Strokes** and the order of Handicap Holes are often misunderstood by the average golfer. The basic principle of Handicap Strokes is to **equalize the abilities of golfers at different handicap levels**. It is not the order of difficulty of holes on the course, although at times there may be a correlation. Men's and Women's stroke allocations will usually be different because their needs to equalize holes will be different due to difference in playing abilities especially compared to the yardage. A Handicap stroke should be an equalizer and should be available on a hole where it is most likely needed by the higher handicapped player to obtain a tie with a lower handicapped player.

Strokes are generally allocated with odd strokes on the front nine and even strokes on the back nine. Strokes are based on play of the course from the tee markers used most often by the majority of members. The first stroke (first stroke hole), is the hole on the front nine where the higher handicapper *most* needs a stroke as an equalizer, and strokes are then allocated on the same basis with the second stroke falling on the back nine. This process is carried out until all 18 holes are assigned a stroke hole.

The Golf Canada Handicap Manual outlines a mathematical method of allocating handicaps based on member scores, and is generally regarded as the fairest method of determining the allocation of handicap strokes.

When competing in Handicap Competitions, players should compare handicaps and the lower handicap golfer should reduce his handicap to zero with the higher handicap golfer taking the difference to determine where his handicap strokes will fall. For example, if one golfer is a 10 handicap and another is a 5, the higher handicap golfer would then receive 5 strokes in the match, and therefore receive a stroke on the first five handicapped holes. It is inappropriate to take strokes where they fall, as in this case, the higher handicap golfer will not receive strokes on the five holes where it has been determined he needs them the most.

Section 6: Tournament Planning, Administration & Sponsorship

The planning and administration of tournaments is also the responsibility of the Golf Committee, and often considered its key role. Tournaments vary from fun, informal events to more sophisticated events that involve the club staging an open or invitational event where it is very important that every detail be attended to, in order for the event to be successful, to reflect appropriately on the club's reputation and to ensure financial success. While there are a number of publications that provide a detailed guide to tournament administration, the USGA Publication *How to Conduct a Competition* is considered the most in depth publication. As well, it is updated annually and available as a complimentary PDF download to member clubs of Golf Saskatchewan.

In addition, Appendix I, Part C of the Rules of Golf, "Conditions of the Competition" also covers important aspects. Finally, Golf Saskatchewan has standard conditions of competitions which are available on Golf Saskatchewan's website under the icon, Member Club Information.

The following sponsorship opportunities are flexible enough that they can be sold on a weekly, monthly, or yearly basis or can be used to create sponsorship packages for tournaments. Upon deciding on a term for which the sponsorship opportunity will be offered, a price will be set. When setting prices, clubs will need to consider the audience they can provide a sponsor and set prices accordingly.

Depending on the size of the club, there may be additional opportunities to advertise the sponsor information. Clubs may offer sponsors added exposure through websites, tournament banners, or advertisements in tournament programs. Additionally, clubs may choose to put tournament spots aside for any sponsors.

Naming Rights to the Golf Course, Driving Range or Golf Holes

- Example of TS&M Woodlawn Golf Club in Estevan
- Driving Range, such as a memorial driving range
- Flower Beds
- Golf Holes – Name of Business #1 or 10th hole
- Storm Shelters or Gazebos
- Website with proud partners
- Highway signs

Scorecard Sponsor

You golf club should not have to pay out of pocket for any golf course scorecards. The scorecards could have spaces for local businesses to purchase an annual promotional spot.

Golf Hole Items

There is potential to recruit sponsors to put their name on:

- Ball Washers
- Benches
- Flower Beds
- Driving Range fence/signs – similar scenario to rink boards
- Driving Range targets
- Scoreboards

Golf Cart Sponsor

Vinyl wraps and custom decals are an excellent way to advertise sponsor information.

- a. Each sponsor will have their corporate logo/information advertised across one golf cart.
- b. Sponsors' logos are displayed on every cart.

Regular Play/Tournament Hole Sponsors

Sponsors receive their company name via hole signage for one select tee box, as well as the opportunity to have a representative from the company host and entertain golfers. It may be decided that hole sponsors are responsible for any games or contests on their hole.

Tournament Activity Sponsors

Sponsors have an opportunity to sponsor a Putting Challenge, Closest to the Pin, Longest Drive, etc. Sponsors would be responsible for conducting the activity, as well as any prizes that are given.

Tournament Title Sponsor

This sponsorship includes naming the tournament and promotes the sponsor's name and logo on all printed material, published material, and websites associated with the tournament.

Hole-in-One/Par 3 Sponsor

Sponsors are responsible for the cost of any insurance associated with conducting a Hole-in-One contest as well as the prize whether it is cash, a vehicle, trip, etc.

Meal Sponsor(s)

Sponsors have the opportunity to post corporate banner/signage during meal time. This category of sponsorship could be divided into breakfast, lunch, and dinner sponsors.

In Kind & Monetary Donation

Corporate sponsors donate any item(s) that can be used for raffle, contest prizes, or tournament goodie bags.

Beverage Cart Sponsor

Corporate name or logo displayed on the beverage cart.

Flag Sponsor

Sponsors have an opportunity to have their corporate logo displayed via the flag on any of the greens.

Additional Sources of Revenue

Many courses offer golfers accommodations or open spaces/lots to park recreational vehicles. If open space is available courses could develop campsites by installing water, an underground septic system, as well as access to power/electrical services.

Section 7: Prizing & Amateur Status

Prizing & Amateur Status – Golf & Gambling (Rules of Golf Rule 7)

The game and sport of golf separates quite distinctively players who are defined as amateurs from those who are professional golfers. The purpose and spirit of the rules is to keep the amateur game as free as possible from the abuses which may follow from uncontrolled sponsorship and financial incentive and to safeguard the rules of play and handicapping so that golf can be fully enjoyed by all amateur golfers. An amateur golfer must not act in a manner that is considered detrimental to the best interests of the amateur game. An amateur golfer, organizer or sponsor must not take any action, including actions relating to golf gambling, which is contrary to the purpose and spirit of the Rules.

9.1 The Definition of an Amateur Golfer

An Amateur golfer is one who plays the game as a non-remunerative or non-profit making sport. Amateur golf should be played for its own sake and not for profit. When gambling motives are introduced, problems arise which can threaten the integrity of the game.

As a result, amateur golfers are not permitted to accept cash as a form of a prize in any organized golf event that is conducted appropriately under the Rules of Golf. In addition to not permitting the awarding of cash as a prize, no one prize may exceed \$1000 in value. In developing awards, it is also important that no other form of prize may be convertible to cash. As a result, while Gift Certificates of various forms are deemed to be a very suitable prize, such Gift Certificates should not be convertible to cash. Often a stipulation of “No Cash Value” is printed on such certificates.

The Royal Canadian Golf Association through Golf Saskatchewan is charged with the responsibility of ensuring that golfers through the various club organizations comply with the general rules around prizing and amateur status.

9.2 Informal, Unorganized & Volunteer Wagering

The above named associations are not opposed to golfers participating in informal and unorganized wagering among individual golfers or teams of golfer when participation is limited to the golfers only wagering on themselves or their teams and the primary purpose is the playing of the game for enjoyment.

9.3 Sweepstakes, Pari-mutuels, Auctions/Calcutta’s and Skins

The above are forms of wagering or gambling sometimes found in golf clubs, some of which are permissible and some of which are contrary to the Rules of Golf and Amateur Status and the general spirit of the game. The general rule of thumb is that it is permissible, provided participating in wagering is voluntary, and is not mandatory to participate in an event.

However, if participation is mandatory for a player to compete in an event, then it is contrary to the Rules, and then result in the organizers and participants being sanctioned as a result.

A **sweepstake** involves golfers placing a bet of a sum of money on themselves. The same sum of money is placed by all golfers, and then the winnings distributed among the prize winners. *A sweepstake is permissible as long as it is voluntary.*

A **pari-mutuel** involves golfers betting on either themselves or others, individual or team, to finish first, second or third in a competition. Again, providing participation is optional and not a condition of participation and no single ticket exceeds \$10, then staging a pari-mutuel as a side event to a competition is permissible.

Auctions and/or Calcutta's are events where players or teams of players are sold by auction before a competition to the highest bidder. Bidding may or may not be restricted to the players, and players/teams often have the right to buy back a portion of the team from the successful bidder before the competition begins. Considerable sums of money can be involved and the total subscribed is disbursed to the successful bidders for the top placed players and teams. Due to the general nature of this event and the sums of money involved, it has been deemed contrary to the purpose and spirit of the Rules.

Skins is a game where entrants compete against themselves with the lowest score on a hole winning a skin. Either other entrants pay the player who won the skin, or a portion is paid from a pot with the skin being worth a pre-determined amount. If there is not a winner on a hole, skins can be carried over with an eventual winner collecting for holes that were carried over. Again, providing participation is voluntary, a skins side game is permissible.

In summary, in addition to friendly wagering amongst individual golfers, more organized wagering is generally permissible providing that it is not the main purpose of the competition and that participation in the wagering is optional.

Section 8: Appendices

Appendix A: Tee Sheet Templates

Date:											
Time	Name	Time	Name	Time	Name	Time	Name	Time	Name	Time	Name
6:00 AM		8:15 AM		10:30 AM		12:45 PM		3:00 PM		5:15 PM	
6:09 AM		8:24 AM		10:39 AM		12:54 PM		3:09 PM		5:24 PM	
6:18 AM		8:33 AM		10:48 AM		1:03 PM		3:18 PM		5:33 PM	
6:27 AM		8:42 AM		10:57 AM		1:12 PM		3:27 PM		5:42 PM	
6:36 AM		8:51 AM		11:06 AM		1:21 PM		3:36 PM		5:51 PM	
6:45 AM		9:00 AM		11:15 AM		1:30 PM		3:45 PM		6:00 PM	
6:54 AM		9:09 AM		11:24 AM		1:39 PM		3:54 PM		6:09 PM	
7:03 AM		9:18 AM		11:33 AM		1:48 PM		4:03 PM		6:18 PM	
7:12 AM		9:27 AM		11:42 AM		1:57 PM		4:12 PM		6:27 PM	
7:21 AM		9:36 AM		11:51 AM		2:06 PM		4:21 PM		6:36 PM	
7:30 AM		9:45 AM		12:00 PM		2:15 PM		4:30 PM		6:45 PM	
7:39 AM		9:54 AM		12:09 PM		2:24 PM		4:39 PM		6:54 PM	
7:48 AM		10:03 AM		12:18 PM		2:33 PM		4:48 PM		7:03 PM	
7:57 AM		10:12 AM		12:27 PM		2:42 PM		4:57 PM		7:12 PM	
8:06 AM		10:21 AM		12:36 PM		2:51 PM		5:06 PM		7:21 PM	

Date: _____

Time	Name	Time	Name	Time	Name	Time	Name	Time	Name
6:00 AM		9:00 AM		12:00 PM		2:30 PM		5:10 PM	
6:10 AM		9:10 AM		12:00 PM		2:40 PM		5:20 PM	
6:20 AM		9:20 AM		12:10 PM		2:50 PM		5:30 PM	
6:30 AM		9:30 AM		12:20 PM		3:00 PM		5:30 PM	
6:40 AM		9:40 AM		12:30 PM		3:10 PM		5:40 PM	
6:50 AM		9:50 AM		12:40 PM		3:20 PM		5:50 PM	
7:00 AM		10:00 AM		12:50 PM		3:30 PM		6:00 PM	
7:10 AM		10:10 AM		1:00 PM		3:40 PM		6:10 PM	
7:20 AM		10:20 AM		1:10 PM		3:50 PM		6:20 PM	
7:30 AM		10:30 AM		1:20 PM		4:00 PM		6:30 PM	
7:40 AM		10:40 AM		1:30 PM		4:10 PM		6:39 PM	
7:50 AM		10:50 AM		1:40 PM		4:20 PM		6:48 PM	
8:00 AM		11:00 AM		1:50 PM		4:30 PM		6:57 PM	
8:10 AM		11:10 AM		2:00 PM		4:40 PM		7:06 PM	
8:20 AM		11:20 AM		2:10 PM		4:50 PM		7:15 PM	
8:30 AM		11:30 AM		2:20 PM		5:00 PM		7:24 PM	
8:40 AM		11:40 AM		2:30 PM		5:10 PM		7:33 PM	
8:50 AM		11:50 AM		2:40 PM		5:20 PM		7:42 PM	

Appendix B: Games, Games and More Games

Backward Golf

Suited for any number of golfers, but no more than four balls in play. A special course is set out by playing several holes backwards or out of order. (Example: Tee off beside the 18th green and holing at the 17th. From the 17th green to the next hole chosen, etc.) Hole selection should be made with convenience for start and finish in mind. The event should not be attempted until after the regular traffic on the course is over or the committee has made special arrangements.

Best-Ball and Aggregate

Ideal for four players when two are relatively stronger and two are equally weaker. Twosomes should be balanced as to strength. Two points may be won on each hole, one for low ball, one for low aggregate of the combined scores of the partners. Game may be handicapped by giving two full strokes as they fall on the card to all players.

Best Ball and Worst Ball

This game is suited to a situation where two medium players are pitted against a very strong and a very weak player. Two points may be won on each hole, one for the team with the low ball, and one to the team whose opponent scores the worst ball. It may allow all players their full handicaps as they fall on the score card.

Billy Goat Tournament

Suited to singles challenge play. A token, known as a 'goat' is given to each entry in this event at the beginning of the season. This token will have the player's name on it. Challenging a player for his 'goat' means that should he lose, he must turn his 'goat' over to the victor.

A 'goatless' player may challenge for other 'goats' but should he/she lose, a stipulated 'kid' (designated by the Committee) should be given to the winner. Records of the whereabouts of all 'goats' should be kept by the Committee. The winner is the player in possession of the most 'goats' at the end of the season.

Bingo, Bango, Bongo

This is a game with three points available on each hole, one point is won by the first player to put his or her ball on the green, one for the player with the ball nearest to the hole when all balls are on the green and one for the first player to hole-out. (Strictly observing who is 'away'). How many strokes have been taken on the way to each point is irrelevant.

Bisque Competition

In this game players can use their full handicaps in any way they wish. They can even take more than one stroke off their score on selected holes so long as the total taken off in the end matches their handicap. The strokes taken on the previous hole are announced before driving off the next tee.

Blind Holes

The Committee pre-selects designated holes which remain unknown to the competitors until play is completed. The competitors' scores on these blind holes can be used in various ways. 'Booby' prizes for high scores if the two easiest par 3s were chosen; low gross on the odd holes; low net (less ½ handicap) on the even holes; performance on the par 5s or water holes or whatever. Also, blind-hole totals could be deducted from the overall score. Also known as 'sealed' or 'hidden' holes.

Blind Partner Event

Players are paired on paper but do not know who their allotted partner is. This is disclosed only when everyone is back in the clubhouse, when either the better ball or the two scores are totaled. Can also 'relay', using one front nine and the other's back nine.

Blind Prophet's Golf

The player is asked to 'prophesize' what handicap he will require to bring his score for the round between 70 and 80. After play has commenced the committee selects a score between these two figures. The competitor closest is declared the winner.

An alternative that is less of a speculation is to ask a player what handicap he estimates he will require to bring his net score for the round to par; he then plays with this handicap. The player closest to par wins. In order to discourage high self handicapping, two stroke penalties are counted for each stroke the player's net score is below par.

Bogey & Par Competition

A form of stroke competition in which play is against a fixed score at each hole. The most popular method calls for the par on each hole to serve as the opponent. The reckoning for bogey and par competitions is made as in match play. Any hole for which a competitor makes no return shall be regarded as a loss. The winner is the competitor who is most successful in the aggregate of holes.

Crackpot Tournament

Suited to Four-Ball players. Any two players in a Club may join forces. The committee ranks the entered teams and a draw is made. The weaker team starts the number of holes up by which the two teams differ in their rankings made by the Committee.

Example: Team A is rated at 'One'; Team B is rated at 'Five'. Team A must start Team B four holes up on the first tee. The teams then play Four-Ball (Best Ball) Match Play the rest of the way. Each round in the draw must be completed on a stipulated date or they will be disqualified.

Crazy Golf

Suited to teams of four to eight on a side. Each team appoints a captain who allots one club to each of his players. Each team plays a single ball. Teams play in unbroken sequence regardless of where the ball rests, with the player whose turn it is to play utilizing whatever club he may have been allotted. Driver, first; No. 2 wood, second; etc.

If several teams compete, Low Gross score may be the basis of deciding the winners. If just two teams compete informally, Match Play is recommended. The game is sometimes called the 'One Club Competition'. A variation is 'Monkey Golf'. Team members must still play in the designated order but may use any of the group's designated clubs.

Defenders

Three players- players draw lots for positions. No 1 defends the first three holes from the other two players and is awarded a point each time he beats either of their hole scores. No 2 player takes over on the next three holes as 'defender', etc.

'Defenders' may be played by four players also, each defending four times only, whereas with three players each defends six times during the round. In the case of four players, the final two holes can be played as 'syndicates'.

'Defenders' is also played with a player defending only one hole in a row, i.e. No 1 defends the first hole, No 2 the second, etc.

Eclectic or Ringer

In a true Eclectic competition, players register their best scores on each hole throughout the season. The winner is the one with the lowest total. But a similar system can be used in 36-hole tournaments, the lower of the two scores on each hole being used to produce an 18-hole score.

Flag Tournament

Also known as 'Tombstone Competition', this is suited to any type draw or informal starting. Each competitor is given a wooden stake or a small flag on which his name and the total of Par, plus his handicap, is written. When the competitor has played that number of strokes he 'plants' his flag where the ball rests. The player whose flag is the furthest advanced is declared the winner. If a competitor has strokes remaining after completing the 18 holes, he uses these to start a second round and proceeds as far as possible. (Beware: you will have to retrieve all the flags!).

Ladder Tournament

Suited to singles challenge play. A qualifying round for players, divided into three classes, is followed by Match Play challenge games between players in each class, continuing throughout the season.

A player may challenge anyone on the ladder up to three rungs above him and if victorious they exchange places on the ladder. Should the challenging player lose, he then must accept and win a challenge match with a player below his own position before challenging anyone above himself again.

Players at the top of the ladders at the end of season are the champions. Opening and closing dates should be clearly stipulated.

Limited Club Competition

Eighteen-hole rounds are played with a limited number of clubs- for instance one club, or two and a putter, or three and a putter, or four. An alternative system is to allow extra strokes on how few clubs are taken; 12 strokes for one club, 8 for two, 6 for three, 4 for four, 2 for five and only 1 for six.

Long and Short

Of a twosome, one plays every shot from a driver through 5 iron and the other plays every shot from a 6 iron through putting. The division could also be made by yardage, e.g. outside 100 yards to the green vs. within 100 yards to the green.

Low Ball Aggregate

This is a four ball match. On each hole one point is given to the player with the lowest score and another point to the team with the lowest aggregate on the hole. If there are ties on either count, no points are awarded.

Match Play vs. Par

The competitor is awarded his full complement of handicap strokes as they fall on the card. His opening is 'par'. He then competes against par on each hole aided by his handicap strokes. The competitor with the best match play record against par is the winner. In one variation, if 'par' defeats the player, the player must 'drop out' at that point.

Mulligan or Kicker

Competitors are allowed to replay shots without penalty. Once replayed, however, the result of the new shots must stand. It is for the Committee to decide how many (e.g. one a hole, one a nine) and where (e.g. tee only; anywhere) re-plays or mulligans can be used.

If a tournament is allowing the use of mulligans, they are often 'sold' for \$1.00 to support the event. Common practice limits the buyer to one or two mulligans – one for the front and one for the back.

Mystery Competition

Players go out not knowing exactly what type of contest they are entering. After all scores have been posted the type of competition is disclosed.

Nassau Scoring

Regardless of how a match is being played, Nassau scoring recognizes one point for the winner of the first nine holes; one point for the winner of the second nine; one point for the winner of the 18 hole match.

This game in reality provides three separate matches in a single round, and handicaps on the second nine holes are often changed in accordance with the results of the first nine. The Nassau system has the advantage of maintaining competitive interest longer when a player or team builds up a big lead from the start.

On the Perch

This is a three-ball game. The winner of any hole is declared to be on the perch. If he wins another hole before any of the others, he wins a point and stays on the perch. When one of the others wins, he is then 'on the perch' and needs to win a further hole outright before any of the others does in order to win a point. The total of points after 18 holes decides the final winner.

Putting Competition

This is often a side game whereby prizes are awarded for the least number of putts on the putting surface regardless of the competitors overall score.

Red Ball

Red Ball is a 4 person team competition. One gross score out of the foursome will be the Red Ball. On each tee you must declare whose gross score will count. Each person must have four gross scores count as a Red Ball score. If you lose the Red Ball you must add two additional strokes to your gross score.

To determine your team's net score, add your 4 handicaps together, divide by 4 and that will give you a team handicap. Subtract your team handicap from your gross Red Ball score to determine your net score. Your card should have a score for each competitor and a Red Ball for the team.

Ringer Tournament

The committee provides an 18 hole score sheet whereon all members wishing to enter record their names and throughout the season record their best score for each individual hole. This low score for each hole is known as the Ringer Box for verification by the Committee. Lowest total score for the reason decides the winner, but most clubs recognize classes in this event or apply handicaps in some way.

Six Point Game

Three players compete as follows for six points on each hole. Clear low ball – four points; clear second low ball – two points; two players who tie for low ball – each receive three points; two players who tie for 2nd low ball – each receives one point. Three players who tie for low ball – each receives two points.

String Tournament

Suited to any type of draw or informal starting. Each competitor is given a string measuring his handicap in feet. During the round he may move his ball any direction from its resting place, subtracting the distance from his piece of string but cutting it and discarding the used portion. When the competitor is out of string he is on his own and no further movement of the ball is permitted. Player may move the ball forward into the cup so long as the distance is deducted from his string.

Syndicates

Suited to any number of players. This is ordinarily a game for players of similar ability although handicap strokes as they appear on the card may be used. A clear low ball on a hole is said to have won a 'syndicate'. Two players who tie for low ball on a hole nullify the 'syndicate' unless players have stipulated at the outset that 'syndicates will be accumulative'. In this case a player winning a 'syndicate' is credited with all tied holes

since the last 'syndicate' was scored, or if none, from the outset of the game. This game is sometimes known as 'Clear Tops', 'Nageraudies' or 'The Skins Game'.

As a tournament, play is divided into handicap classes. An entry fee to cover a nominal prize for anyone scoring a 'syndicate' within his class is charged. This may be instituted along with any type Medal Play event as a special feature of the day.

Texas Scramble

This game is played with teams of four players, all drive from each tee. The best drive is then selected and all team members play their second shots from there. The best second shot is then taken, with all the team playing their thirds from that position, and so on, until the ball is holed. At the end of the round the team score is totaled up and the team handicap is deducted.

Usually the rule is that each team members' drive must be used on at least four holes. This brings everybody into the game. Scrambles encourage bold shot-making and are greatly enjoyed by those who believe they would score well if only they could drive like Jack Nicklaus.

There are two other versions of the scramble which are sometimes played. In a straight scramble all players play the shots from the preferred positions. In a 'handicap scramble' class A and B players play from the back tees and class C and D players from the forward tees.

Throw-out Competition

Before play starts it is decided how many 'worst holes' can be disregarded in reaching a player's final score; it might be two, three or four and it may relate to handicap classes. At the end of the round the scores on the worst holes are subtracted, leaving the total net score on the round.