

# **HYDE PARK GOLF CLUB**

**General Information**

**Local, Tournament & Format rules**

**Conforms to USGA Guidelines**

# **HPGC General Information**

**If dues are not paid you cannot play in a club tournament.**

**HPGC** tournament formats, handicaps and rules adapted are based on USGA Guidelines

**HPGC** utilizes Golf Genius which uses the World Handicapping System\* (WHS) and interacts with GHIN that also uses the WHS. HPGC numbers posted from Golf Genius are based on the WHS system.

## **World Handicapping System - Important New Rules starting 2024**

### 1) Prior to 2024 - 9-hole scores

In 2023 and previous years, 9-hole scores were combined in the order posted to create an 18-hole Score Differential™. This meant that a 9-hole score could have been combined with another 9-hole score from days, weeks, or even months before – which at times lead to volatile results.

### 2) As of 2024 - 9-Hole score

When a player posts a 9-hole score, it is combined with their expected Score Differential over 9 holes to create an 18-hole Score Differential for immediate use – with expected score based on the player's Handicap Index at the time the round is played as well as a course of standard difficulty.

### 3) An updated approach for holes not played

Prior to 2024, when a hole was not played, the score recorded was a net par. With the 2024 revision, when 10-17 holes are played, an 18-hole Score Differential is determined by adding the player's Score Differential from the holes played to an expected Score Differential for the number of holes not played. Since a player's expected score is not specific to a course or reliant upon the course's stroke index allocation (as net par was previously), this will lead to more consistency

\*The World Handicapping System is jointly governed worldwide by the USGA and RNA and encompasses both the Rules of Handicapping™ and the Course Rating System

## HYDE PARK GOLF CLUB LOCAL RULES

- HPGC senior tees are now the Yellow/White blended tees.
- Ball will be played down throughout the course with the exception of sand traps.
- Questionable lies due to course conditions (casual water, bare spots in fairways, (i.e., areas that should be marked ground under repair, consult playing partners for a ruling. If there is a question about or disagreement on how to rule, take a picture of condition and hit a provisional record both ball scores. The tournament committee will make a ruling)
- Sand traps will have the option of raking and dropping from 6" within 1 club length. With partially flooded traps the ball is to be moved to a playable section of the trap no closer to the hole. If the trap is flooded with no relief within the trap, relief can be taken by moving the ball out of the trap, no closer to the hole, keeping in line with the original spot and the hole
- Out of bounds is defined by Porter Road (holes 1,13,14) and the service road surrounding the course.
- If the ball is found on the service road or any other gravel surface (Porter Rd, cart paths) the player gets one club relief no closer to the hole.
  
- **#4** - Water is treated as a lateral water hazard left of the bridge. Right of the bridge is a water hazard. If the concrete is impeding your stance or swing you get 1 club length relief no closer to the hole.
- **#6** - Trees to the right and left of the fairway across the water are Red Staked. Trees to the right are played as a lateral Hazard. Player's ball **must** completely cross the water hazard before entering the woods to be played as a lateral hazard.
- **#9** - Weeds straight off the tee box are played as a **Red staked** penalty area and the marsh along the left side of fairway is treated as a lateral hazard. Concrete culvert. (See hole #4 ruling)
- **#12** - Woods on the entire right side are played as a **Red staked** penalty area.
- **#16** - Woods behind and right of the green are played as a **Red staked** penalty area
- **#18** - Weeds on the left side fairway are **Red staked** as a penalty area.

### Penalty Areas

Penalty areas are bodies of water or other areas defined where a ball is often lost or unable to be played. Penalty areas are staked as either **Red or Yellow**. For one penalty stroke, you may use specific relief options to play a ball from outside the penalty area.

### Red Stakes

Red stakes are used to mark a penalty area. If your ball is in a red penalty area, you have three options for relief:

- **Stroke and distance:**  
Play a ball from where your last stroke was made
- **Back-on-the-line:**  
Drop a ball outside the penalty area on a line between the hole and where your ball last crossed the penalty area's edge
- **Lateral relief:**

Drop a ball within two club-lengths of where your ball last crossed into the penalty area

- **Moving Stakes:**

Red stakes can be moved, prior to a stroke, under USGA rule 15.2a

## **White Stakes**

White stakes are used to mark out-of-bounds (OB) areas on a golf course:

- **What they mean**

White stakes indicate the beginning of an out-of-bounds area, and a ball is out of bounds if it's on the outside edge of the stakes.

- **Penalties**

If a ball hits out of bounds, the player incurs a one-stroke penalty and must return to the spot of their previous shot to hit again. **Exception - Local rule E-5\***

- **Moving stakes**

White stakes are considered fixed and cannot be moved. If you move a White Stake that marks out of bounds, you'll incur a two-stroke penalty in stroke play or lose the hole in match play.

## **\*Local Rule E-5**

When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under the penalty of stroke and distance.

## **For two penalty strokes**

The player may take relief by dropping the original ball or another ball in this relief area

Two Estimated Reference Points are used to create the relief area

**A. Ball Reference Point:** The point where the original ball is estimated to have: Last crossed the edge of the course boundary to go out of bounds.

**B. Fairway Reference Point:** The point of fairway of the hole being played that is nearest to the ball reference point, not nearer the hole than the ball reference point.

Anywhere between: A line from the hole through the ball reference point, and within two club-lengths to the outside of that line and the line from the hole through the fairway reference point, and within two club-lengths to the fairway side of that line.

However, the player **may not** use this option to take relief for the original ball when: That ball is known or virtually certain to have come to rest in a penalty area, or the player has played another ball provisionally under penalty of stroke and distance.

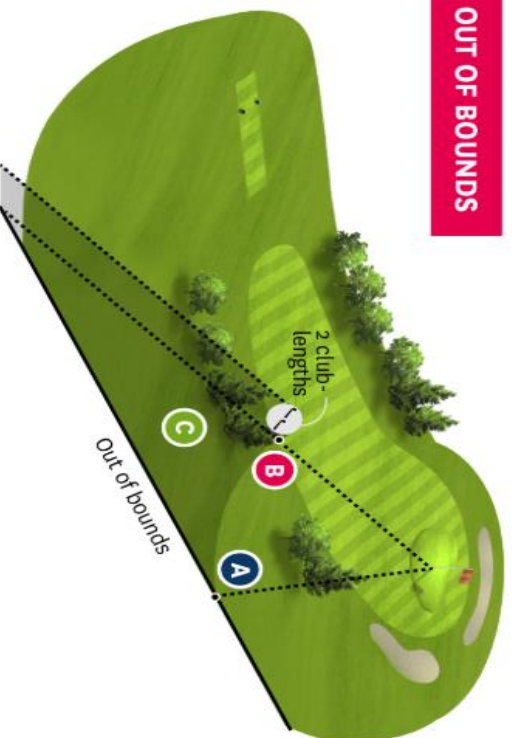
## **Diagram of proper use of local Rule E-5**

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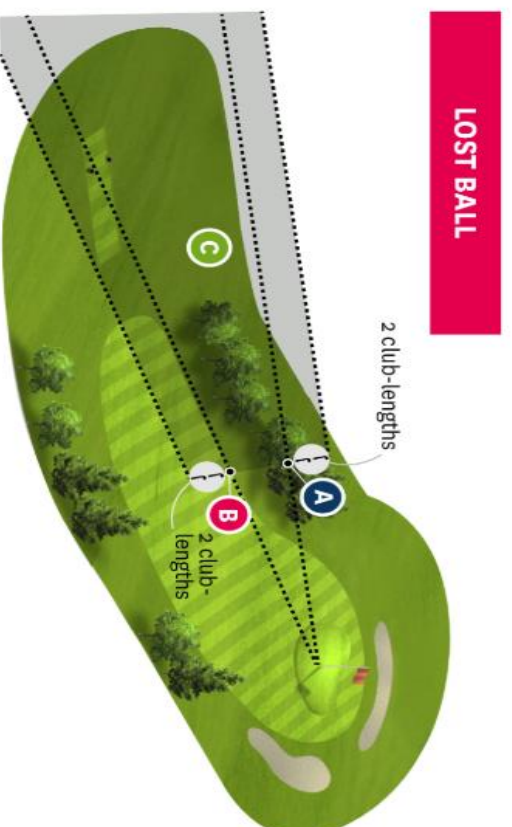
# GOLF'S NEW RULES: STROKE AND DISTANCE

A new Local Rule provides an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds, effective January 1, 2019.

## BALL OUT OF BOUNDS



## LOST BALL



If the Local Rule is in effect, you can still take stroke-and-distance relief, but you now have the following additional option that comes with a penalty of two strokes:

**A DETERMINE SPOT** where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).

**B FIND NEAREST FAIRWAY EDGE** no closer to the hole.

**C DROP YOUR BALL IN SHADED AREA** as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.

# **Skins**

HPGC offers two separate skins game during all of the club sponsored events.

Each skin entry is \$10.00 per player for individual events

\$20.00 per team for 2-man events for each skins game

\$40.00 per team for 4-man events for each skins game

## **Team skins**

Tournaments that involve team skins cannot be purchased as an individual skin. If an individuals want to participate in team skins (partners choose not to participate), they must purchase the team skin at the team price whether it be a 2-man or 4-man teams.

## **Scratch Game**

As indicated by the name this is a no handicap contest.

Ties are not awarded a skin

The amount for a skin is determined by the number of entries fee / number of skins won.

If all skins are chopped, ties will be awarded a skin by paying hole, or holes, with the least number of ties.

## **80% handicap** / 1 stroke maximum per hole

Handicap used for calculation is the players course handicap from the GHIN system

Ties are not awarded a skin

The amount for a skin is determined by the number of entries fee / number of skins won.

If all skins are chopped, ties will be awarded a skin by paying hole, or holes, with the least number of ties.

# **Inclement Weather**

## **Lightning**

Players can stop play if they believe there is danger from lightning. The golf committee should use available means to assess the situation, such as local weather and radar.

## **Rain**

If rain becomes heavy enough during play to adversely affect the conditions of the course (i.e., standing water) and the ability to continue playing a normal game is no longer possible, play should be suspended and the course evaluated for playable or unplayable conditions.

## **Visibility**

If players can't see landing areas or the line of play on the putting green, play should be suspended.

## **Water**

If the area around a hole is covered in water that can't be removed, the course should be considered unplayable.

## **Wind**

If several balls are being moved by the wind, play may be suspended.

## **Evacuation**

If play is suspended, players should be directed to an appropriate evacuation site.

## **Suspension of play**

Suggested suspension time of a 1 hour minimum before cancelling the event.

## **Resumption of play**

Play will resume if the course is playable and has not been too adversely affected by deteriorating course conditions and most players will be able to continue once play is resumed.

**USGA Rule (J-1) Methods for Stopping and Resuming Play Purpose.** Rule 5.7b requires players to stop playing immediately if the Committee declares an immediate suspension of play. The Committee should use a distinct method of telling players about an immediate suspension.

The following signals will be used, and it is recommended that all Committees use these signals where possible:

- Suspension of play: One prolonged note of the siren.

Players may exit the course immediately after properly marking their ball. Players may, at their own discretion, continue to finish the hole or holes remaining before exiting the course. Holes played during a suspension of play will be scored as completed.

Although bad weather on its own isn't enough to stop you, you may stop without anyone's permission if you believe there's a danger from lightning, hail etc. However, you must report doing so to the tournament committee. (Rule 6-8a). The tournament committee will consist of 3 board members playing in that day's event.

With club 18-hole stroke play and other weekend competitions, there is rarely an opportunity to extend events over to the following day. Sometimes completely rescheduling or cancelling the event is the only possibility. The Rules of Golf are written with the underlying assumption that all players will be able to complete their stipulated round (except for disqualifications or no returns); if that is not possible the round must be cancelled.

There is no authority within the rules of Golf for a committee to determine that a competition result will be declared over at a certain percentage of the field that has completed their round. All players must have completed the round.

The committee does have the authority if circumstances exist, (i.e., weather or darkness), to reduce an 18-hole event to 9-holes only if all players in the field have completed 9 holes.

The committee can shorten an event from 18 to a 9-hole prior to playing knowing that inclement weather is forecasted later that day. Players will be notified of the decision to shorten the event prior to registration.

Ultimately the committee must determine the procedures for any given situation and must try to be as fair as possible to all competitors in any competitive field. No solution fits all situations.

Committee representatives will be on site and must be prepared to take a proactive role in managing the situation and communicate any decision to the players.

Once play has started for the event, if it is clear that not all of the field can complete their round and the event cannot be continued later, the committee has no choice but to cancel the round.

It is not necessary for the greenskeeper to be present to formally close the course. The organizing committee must make the judgment call in the respect.



## **PACE OF PLAY**

To ensure that members have an enjoyable round of golf, all members must understand their role in maintaining their pace of play and the groups pace of play.

A group or individual player that is politely requested to improve their pace of play, whether by a playing partner, club member or a Board Member of the club, will do so without the need for actions prompting sanctions.

Failure to comply with the request to pick up the pace of play, the directors can take action against the player, or group as a whole that have the cause unacceptable pace of play issue. Various pace of play policies, including the USGA penalties applied for policy breaches. Actions the club BOD may impose for slow play are as:

- ❖ Being required to play at the end of the field in competitions for a specified period of time.
- ❖ Displaying the names on the club notice board of members/groups who, without good reason, took longer than the expected time to play.
- ❖ Suspension from play in club events for a period of time.
- ❖ Enforcement of USGA Rule 5.6a for unreasonable delay of play.
- ❖ A Combination of the above.

It is not the purpose of the directors of the club to promote sanctions for slow play, and the club will only advocate sensible and tactful use of the above measures. However, when a player or group has repeatedly caused pace of play issues and failed to alter behavior after requests, appropriate action will be taken by the BOD for the benefit of the other players using the course.

## **NO SHOWS**

“No Show,” is defined as a member who has registered for a tournament and did not show up and did not contact a board member of their absence. Members that fail to inform the proper persons about their absence cause multiple problems;

- ❖ Delays in tee time
- ❖ Odd numbers in group
- ❖ Inconvenience for playing partners

The following actions will be enforced by the BOD against a member that is designated as a “No Show.”

- ❖ First Offense – Warning. A warning (verbal and/or written) will be provided to members from the Secretary/ Treasurer.
- ❖ Second Offense – Suspension from next scheduled tournament
- ❖ Third Offense – Suspension from multiple tournaments

The board is aware that there may be situations that may precede this policy and they will be handled on a case-by-case basis.

Implementation of this policy is to ensure that club members understand that there is an impact on players and tournaments when a member makes the decision to be a “No Show.”

Any penalties imposed are on an annual basis.

## **MEMBER/GUEST TOURNAMENTS**

For Member/Guests tournaments any guest must play with a member of the club. Guest's will play as a scratch golfer unless:

- They have a verifiable handicap in the GHIN system.
- They can be vouched for by a BOD who can recommend an equitable handicap.
- The maximum guest handicap allowed is 10 without a GHIN number.

### **Maximum Handicap/Tee Exceptions**

- ❖ Junior / Adolescent golfer
- ❖ Physically handicapped.
- ❖ Any golfer deemed by the BOD to be an exceptionally high scorer.
  - ❖ In these instances, a handicap will be set by the BOD.

# Approved Club Formats

- ❖ Stroke Play
- ❖ Match Play
- ❖ Scramble
- ❖ Shamble
- ❖ Alternate Shot
- ❖ Two Man / Four Man Best Ball
- ❖ 6-6-6
- ❖ Gold / White / Blue
- ❖ Stableford
- ❖ Lone Ranger-Best Ball / Money Ball
- ❖ Chapman or Modified Chapman
- ❖ Ryder Cup – Picking teams / Pairings
- ❖ Ryder Cup Format
- ❖ Club Championship
- ❖ Senior Club Championship

- Sponsors may choose any of the approved formats for their tournament. They cannot dictate how the club pays out.
- Sponsors may elect to change the format of their tournament up to two weeks prior to the date of the tournament.
- Handicapping for the particular format will follow USGA guidelines.
- Any player 65 years of age with a handicap of 14.6 or more can play from the Yellow/White senior tees in all tournaments with the noted format exceptions. For example, if a player has a handicap of 14.6 or above from the White tees and is 65 years of age or older, they qualify to play from the Yellow/White senior tees with the adjusted handicap for the Yellow/White senior tees, still playing in the C Flight.
- If an event is cancelled after it's started the monies collected as an entry fee will be carried over to the next event.
- If a group for any reason is reduced below that format's minimum number. The remainder of that group must join the group in front / behind them, or be joined by an impartial spotter for the remainder of the round.

## **Stroke Play**

Stroke play is a form of play where a player, or players competes against all others in the competition by comparing a total score for one or more rounds. In regular, individual stroke play, you need to hole out on every hole. Each hole score for every hole in the round is added up to calculate your final score.

### **Tees**

Determined by Handicap and age when applicable.

Below 10 = "A" Division

10 – 14.5 = "B" Division

14.6 and higher = "C" Division

Over 65 (seniors) with a 14.6 Handicap are White/Yellow senior tees

Handicap are based on White tees

### **How Handicapped**

95%

## **Match Play**

Match play is a form of play where a player, or players, plays directly against an opponent, or opponents, in a head-to-head match. You win a hole by completing it in the fewest number of strokes, and you win a match when you are winning by more holes than remain to be played. You, or your opponent, may concede a stroke, a hole, or even the match to each other. If your next stroke has been conceded, you are permitted to putt out, unless this will help your partner, by showing them the line for their putt.

A player or players receive the difference between their own Playing Handicap and that of the lowest Playing Handicap player. The lowest handicap player plays off 0.

## **Tees**

All players - White

## **How Handicapped**

Individual – 100%

Four Ball – 90%

## **Scramble**

Each player plays from the teeing area on each hole, one of the tee shots is selected and all the players play their second shots from within 1 club length of that spot, no closer to the hole, while not improving the original position of the lie or surface (i.e., rough to fairway fringe to green). Continue selecting the best of each successive shot until the ball is holed. Putts are to be placed within 6" of a selected shot no closer to the hole.

## **Tees**

All players - White

65 years and older with a handicap of 14.6 or above are Yellow/White senior tees

## **How Handicapped**

2 Man – 35% of lower, 15% of Higher handicap player

3 Man – 30% low, 20% middle, 10% high handicap player

4 Man – 25% low, 20% 2<sup>nd</sup> low middle, 15% 3<sup>rd</sup> high middle, 4<sup>th</sup> highest handicap 10%

## **Shamble**

Each player on a team tees off, and the team chooses the best drive. Players then hit their next shots from the position of the selected drive, staying within one club length, no closer to the hole, while not improving the original position of the lie or surface (i.e., rough to fairway fringe to green). Players continue to play their own balls for the rest of the hole, until they hole out.

The team score for each hole is the lowest individual score.

If playing an Aggregate Shamble each player's score is added together for the team total score.

## **Tees**

All players - White

65 years old and older with a handicap of 14.6 or above are Yellow/White senior tees

## **How Handicapped**

2 Man – 35% of lower, 15% of Higher handicapped player

3 Man – 30% low, 20% middle, 10% high handicap player

4 Man – 25% low, 20% 2<sup>nd</sup> low middle, 15% 3<sup>rd</sup> high middle, 4<sup>th</sup> highest handicap 10%



## **Alternate Shot**

Alternate shot, played either in match play or stroke play, where two partners compete together as a side by alternating in making strokes at a single ball. The Rules for this form of play are essentially the same as for individual play, except for requiring the partners to alternate in teeing off to start a hole and to play out each hole with alternate shots.

## **Tees**

All players - White

65 years and older with a handicap of 14.6 or above are Yellow/White senior tees

## **How Handicapped**

50% of team Total Handicap

## **Best Ball - 2 man / 4 man**

Best Ball is a format in which two golfers compete together as a side, with each player playing their own ball. Each player plays their own ball and records their score on the scorecard. The team's score for a hole is the lower score of the team of either 2, 3, or 4 players on that hole.

Unlike in other formats, the player furthest away from the hole doesn't necessarily have to play first – rather, each team can play in the order that they determine is best.

### **Tees**

All players - White

65 years and older with a handicap of 14.6 or above are Yellow/White senior tees

### **How Handicapped**

Stroke Play, 2 or 4 Man - 85% handicap

Match Play - 90%

Best Ball skins is a team skins game and not an individual skin. You cannot cut your partner by both players scoring the same score. We encourage every player to putt out allowing for individual scores to be posted.

## **6 - 6 – 6**

**Holes 1-6, Scramble**

**Holes, 7 – 12, Alternate shot**

**Holes, 13 – 18, Best Ball**

### **Scramble**

Each player plays from the teeing area on each hole, one of the tee shots is selected and all the players play their second shots from within 1 club length of that spot, no closer to the hole, while not improving the original position of the lie or surface (i.e., rough to fairway fringe to green). Continue selecting the best of each successive shot until the ball is holed. Putts are to be placed within 6" of a selected shot.

### **Alternate Shot**

Alternate shot, played either in match play or stroke play, where two partners compete together as a side by alternating in making strokes at a single ball. The Rules for this form of play are essentially the same as for individual play, except for requiring the partners to alternate in teeing off to start a hole and to play out each hole with alternate shots.

### **Best Ball**

Best Ball is a format in which two golfers compete together as a side, with each player playing their own ball. Each player plays their own ball and records their score on the scorecard. The team's score for a hole is the lower score of the two players on that hole. Unlike in other formats, the player furthest away from the hole doesn't necessarily have to play first – rather, each team can play in the order that they determine is best.

### **Tees**

All players - White

65 years and older with a handicap of 14.6 or above are Yellow/White senior tees

### **How handicapped**

2 man - 35/15%

Alternate shot – 50% of combined team handicap

Best Ball - 85% of combined team handicap

## **Chapman / Modified Chapman**

Both golfers on a side play their drives. For the second strokes, each plays the other's drive. Golfer A goes to Golfer B's ball, and Golfer B goes to Golfer A's ball.

After the second stroke, one ball is selected to continue with, and that ball is played alternate shot into the hole. The golfer whose second stroke was **not** selected is the one who plays the third stroke.

**(No golfer should ever hit the same ball twice in a row)**

### **Modified Chapman**

On par 5's, for the third shot players again play each other's previous shots. The golfer whose third stroke was **not** selected is the one who plays the third stroke.

After the third stroke, one ball is selected to continue with, and that ball is played alternate shot into the hole.

**(No golfer should ever hit the same ball twice in a row)**

### **Tees**

Determined by Handicap and age when applicable.

Below 10 = "A" Division

10 – 14.5 = "B" Division

14.6 and higher = "C" Division

65 and over with above a 14.6 Handicap are Yellow/White senior tees

### **How handicapped**

60% of low/40% of high handicap

# **Red / White / Blue**

## **& 2 Man Scramble Red / White / Blue**

Players select 6 holes each of Red / White / Blue Tees.

Players select the color of the tee in any order they choose.

Player or Team must finish with 6 of each color Tee played

### **Stroke Play**

Stroke play is a form of play where a player, or players competes against all others in the competition by comparing a total score for one or more rounds. In regular, individual stroke play, you need to hole out on every hole. Each hole score for every hole in the round is added up to calculate your final score.

### **Scramble**

Each player plays from the teeing area on each hole, one of the tee shots is selected and all the players play their second shots from within 1 club length of that spot while not improving the original position of the lie or surface (i.e., rough to fairway fringe to green). One of the second shots is then selected, and all players play their third shots from that spot. All players putt from the same spot until the ball is holed.

### **Tees**

6 Red, 6 White, 6 Blue

Player has choice of order in which tees are used

### **How Handicapped**

Individual - 95%

2 Man - 35% of lower, 15% of higher handicap

# **Stableford**

Stroke Play rules apply. Scoring is determined by a point system. The object of Stableford is to post the highest score possible by trying to get the ball in the hole in the fewest strokes. That's how you score points.

## **Points**

Double eagle = 8 points / Eagle = 6 points / Birdie = 4 / Par = 2 / Bogey = 1 / Double bogey = 0.  
Player to take no higher than net double bogey

## **Tees**

### **Individual play;**

Determined by handicap and age when applicable

Below 10 = "A" Division

10 – 14.5 = "B" Division

14.6 and higher = "C" Division

## **Tees**

All players - White

65 and over with above a 14.6 Handicap are Yellow/White senior tees

## **How Handicapped**

Players start with their full handicap counting towards their point total. Additional points are awarded based on the player's scratch score.

## **Lone Ranger / Best Ball**

### **(Money Ball)**

The highlighted “Lone Ranger” and the Best Ball of the 3 remaining players

On every hole, one designated golfer, highlighted on the scorecard, known as the Lone Ranger (plays the Money ball if added). The Lone Ranger player’s score is combined with the remaining 3 players’ Best Ball score to form the team's score for each hole.

The designated Lone Ranger golfer rotates from hole to hole in succession, so that every golfer gets put in the Lone Ranger position every fourth hole.

If a Money Ball is added to the Lone Ranger Tournament the 4 Man team buys a Money Ball to be returned.

All teams successfully returning Money Ball are placed into a random drawing for \$

If the Money Ball is hit into a “Penalty Area” or “Out of Bounds” and is found, and retrieved, the ball may be placed back into play an assessed penalty strokes of golf applying.

If the team loses the Money Ball, they forfeit their eligibility to participate in Money Ball portion of the event. However, they continue to participate in the Lone Ranger event.

Player rotation still continues and the highlighted Lone Ranger players score continues to count towards the total score

## **Tees**

All players - White

65 years and older with a handicap of 14.6 or above are Yellow/White senior tees

## **How Handicapped**

85%

# **Special Events & Championships**

## **HPGC Ryder Cup**

### **Picking Teams**

Two Captains will flip a coin for the first pick. Once this is done, Captain A will choose out of the player pool. Players in the pool will be divided by Flights (A, B and C). If Captain A chooses a player from the B Flight with his first pick, Captain B will choose out of the same flight as well. Captain B will now make a selection for the third pick and Captain A must match whatever flight the player was chosen from. This will continue till everyone is picked. If a player is chosen to be the last in that flight, the other captain will choose someone close in handicap as the person just chosen.

### **Pairings for Matches**

Once teams are picked, pairings for matches are to be made where teams play as close to a scratch match as possible in each match.

For example, someone in the A flight shouldn't be playing against someone in the C flight for single matches on Sunday.

## **HPGC Ryder Cup Play**

Normal HPGC Rules apply to formats

### **Day 1**

Holes 1 – 9 / 2 Man Best Ball

Holes 10 – 18 / 2 Man scramble

1 point is awarded for each side for front and back and 1 point is awarded for the 18-hole match for 3 total points.

### **Day 2**

Match Play



# **HPGC Club Championship**

USGA and HPGC local rules apply

## **Stroke Play**

Stroke play is a form of play where a player, or players competes against all others in the competition by comparing a total score for one or more rounds. In regular, individual stroke play, you need to hole out on every hole. Each hole score for every hole in the round is added up to calculate your final score.

Flights for Club Championship will be determined based on sign up.

The Possibility exists of reducing flight requirements of ten if necessary.

## **Tees**

Below 10 = "A" Division

10 – 14.5 = "B" Division

14.6 and higher = "C" Division

Over 65 seniors with a 14.6 Handicap are Yellow/White senior tees

Handicap are based on White tees

Tees will be set for the Club Championship by the first group out which will include a minimum of one Board member.

## **How Handicapped**

95%

# **Senior Club Championship**

## **55 and older**

### **Stroke play**

Stroke play is a form of play where a player, or players competes against all others in the competition by comparing a total score for one or more rounds. In regular, individual stroke play, you need to hole out on every hole. Each hole score for every hole in the round is added up to calculate your final score.

### **Tees**

All Players – Yellow/White senior tees

Tees will be set for the Club Championship by the first group out which will include a minimum of one Board member.

### **How Handicapped**

95%

Adjusted to Yellow/White senior tees