

2010 Policy Letter

9) Match Play Championship

a) Eligibility

- i) The annual Match Play Championship is open to all Club members. No minimum number of rounds is required to enter.

b) Registration

- i) During March sign-ups, registration for the Match Play Championship will be taken.
- ii) A onetime \$10 registration fee will be charged each participant. This will fund the competition's prizes.
- iii) In the event more than 64 players register for the competition, a qualification round will be held in the month prior to the 1st Match Play round.
 - (1) The low 64 net scores will move to the first round of match play.
 - (2) Any registrants, unable to play in the qualifier, will be dropped from the competition.

c) Flights

- i) If there are 64 players, four flights will be created with 16 players in each flight based on handicap index.
- ii) If there are less than 64 players, up to four flights will be created based on the number of participants. The goal will be to have about the same number of participants in each flight. Based on logical breaks in range of player indices, there could be some differences in the number of player in each flight.
- iii) There will be one winner from each flight. These flight winners will continue in a two round play-off to determine the Club's Grand Match Play Champion. Pairing for the first round will be by blind draw.

d) Seeding

- i) Seeding and byes in each flight will be based on the USGA Major Event Seeding Procedures.

e) Match Play Rounds

- i) The Club will designate certain events as "Match Play" events. All Match Play remaining-registrants will be scheduled to play their match at each such event.
- ii) Matches may be played at another time and on another course upon the mutual agreement of both match participants. Any rescheduled match must be completed one week before the next Club scheduled Match Play round. Failure to do so will result in the disqualification of both participants.

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- (1) If one participant is unable to play on the Club scheduled date, it becomes his responsibility to obtain agreement for the time and place of the rescheduled match. Failure to obtain agreement with the opponent will result in the automatic loss to the opponent by the member who was unable to play on the date scheduled by the Club.
- (2) The member unable to play on the Club scheduled date is required to notify the TD/ATD prior to that date of the postponement and of the opponent's acceptance of a new date and course. Failure to make this notification will result in the automatic loss to the opponent by the member who was unable to play on the date scheduled by the Club.

f) Strokes Given / Received

- i) Match play competitors are to compare handicaps prior to the start of the round. If their handicaps are the same, no strokes are given or received and they play scratch.
- ii) If there is a difference, the lower handicap player gives the difference in strokes (low handicap subtracted from high handicap) to the higher handicap player beginning on the 1st handicap hole.

g) Ties

- i) Any match which ends in a tie after 18 holes, the winner will be determined by matching cards as follows:
 - (1) Compare net scores on the 1st handicap hole (ranked number one on the card). The lower net score is the match winner.
 - (2) If there is still a tie, compare net scores on the next ranked handicap hole. The lower net score wins.
 - (3) If there still is a tie, continue with (2) above until there is a winner.

10) Handicaps

a) NCGA

- i) Every Club member **MUST** also be a NCGA SIR GC Area 9 Br 102 member (Club # 53-102).

b) Authority

- i) Except for rules adopted in 12) below, the Club stages events under Rules of Golf as established by the USGA and Royal and Ancient Golf Club of St. Andrews.
- ii) Additionally, the Club through the Handicap Chairman follows the NCGA Handicap Manual.

c) Posted Scores

- i) The Handicap Chairman will post the appropriate adjusted score for each player participating in a Club medal play event.
- ii) All Club members are expected to post their own adjusted score immediately after every non-Club round.

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- iii) Scores are posted as Tournament Scores from:
 - (1) Club Championship rounds,
 - (2) Area 9 medal play qualification rounds, and
 - (3) Carson City medal play championship.

11) Hole-in-One Insurance

a) Club Member Responsibility

- i) Any member making a hole-in-one during the course of play in a SIR Branch 102 event is expected to purchase a keg of beer for the membership at the next Monthly Luncheon.

b) Insurance

- i) A Hole-in-One insurance fund is operated by the Club.
 - (1) A premium of \$2 is collected by the Treasurer.
 - (2) The premium is charged after each member hole-in-one beginning at the next Monthly Luncheon.
 - (3) All member insurance remains in effect for all events between a member hole-in-one and the next Monthly Luncheon.
 - (4) New Club members are encouraged to pay their premium upon joining the Club.
- ii) Insurance Claims
 - (1) For any insured member who shoots a hole-in-one, the Club will purchase the keg of beer and give any remaining insurance fund proceeds to the winner.
 - (2) In the event there are multiple members who shoot hole-in-ones between Monthly Luncheons, a single keg of beer will be purchased and any remaining insurance fund proceeds will be split evenly among the insured "aces."

12) Pace of Play

a) Goal

- i) One of the goals of the Club is to stage golf events in which all members have a fun and enjoyable time. One key to this is to ensure all players are able to complete a round in a reasonable amount of time ... something well under 5 hours.
- ii) In an effort to speed the pace of play the Club has adopted the following Local Rules.

b) State Rules

- i) Winter Rules
 - (1) Unless otherwise announced in advance of an event, the Club plays under "winter rules" year around.

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- (2) A player may lift, clean and place his ball from tee to green except when:
 - (a) in a hazard (red or yellow staked), or
 - (b) in a bunker.
- (3) The placing of the ball must be within 6" of the original position in medal or match play and within 1 club length, when off the green, in scramble play. The placement may not be:
 - (a) any closer to the hole,
 - (b) from out-of-bounds to in-bounds, nor
 - (c) from off-the-green to on-the-green.

ii) Putt Out

- (1) A ball in play must always be holed out. No putts may be conceded or taken in stroke play except as provided in c)iii)(2)(b) below.
- (2) In competitions in which both stroke and match play are occurring simultaneously, one's match play opponent may concede a putt or hole at any time for purposes of the match. However, for stroke play purposes, the player must still finish the hole by actually holing-out.

c) Additional Branch Rules

i) Play Provisional Ball Immediately

- (1) If there is any question that a shot may have gone out-of-bounds or otherwise be lost outside a water hazard, Play a Provisional Ball immediately.
- (2) However, upon reaching the spot where you believe your shot has landed and you can not immediately find your ball (limit search to 3 minutes or less) or you find it to be out-of-bounds (and no Provisional Ball has been played),
 - (a) go back to the approximate spot the ball crossed out of the fairway,
 - (b) drop a ball at that spot in the fairway, and
 - (c) take a two stroke penalty.

ii) Distance Measuring Devices

- (1) As permitted under USGA Decision 14-3/0.05, the Club permits optical, laser and GPS distance measuring devices to be used in any event.
- (2) The goal in the allowance of such devices is to speed play, therefore:
 - (a) On any particular shot, the amount of time the measuring device is used must be limited to less than the amount of time it would take to "walk-off" the yardage.
 - (b) On any particular shot, distance estimation is limited to either the use of a measuring device or the "walk-off" method, **not both**.
 - (c) Additionally, a player may share distance information with any player in his group without penalty.

iii) Fall Behind Group Ahead

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- (1) It is each player's responsibility to:
 - (a) play "ready golf,"
 - (b) encourage his playing companions to do the same, and
 - (c) pay close attention to your playing companion's shots to note where his ball has likely come to rest.
- (2) If a group falls more than **three shots** behind the group immediately ahead of them, they must try to get back in position (this is defined to be **one shot** back) within completion of the next hole.
 - (a) If they are unable to get back into position each player in the group is to pick-up and move to a spot which is one shot behind the group ahead.
 - (b) Each player is to add to his score the number of strokes he would have most likely incurred to reach the point of his drop.
 - (i) In applying this rule, it is foreseeable that a group picks up on the fairway of one hole and drops in the fairway of the next hole.
 - (ii) Each player would calculate how many strokes it would have taken to hit the green (these would be average strokes not career shots), assume two putts to hole out. Add these assumed strokes to the number of strokes taken on the hole prior to the pick-up.
 - (iii) Additionally, in dropping in the next fairway, assume the number of average strokes it would have taken to reach the drop point.
 - (c) Each player is to mark each hole on which he has "assumed strokes" with an X. The X will disqualify each player from the event.

iv) Local Leaf Rule

- (1) The Local Leaf Rule is intended to speed play on courses in which there is an unusual condition; e.g. heavy accumulation of leaves or the rough is unusually high do to prior wet conditions.
- (2) Through the Green, if you are reasonably sure you golf ball went into the leaves or unusually high rough, but you can't find it, it is permissible to drop another ball, with no penalty, in the area where the ball is thought to likely to have come to rest. The next shot is to be played from in the leaves / heavy rough.
- (3) In the event there is either out-of-bounds or water hazard in close proximity to the leaf area or unusually high rough, to receive relief under this rule a consensus among the players in the group must be reached the ball did not go out-of-bounds or in the water hazard. Otherwise, play must continue under the applicable USGA Rule(s).
- (4) The club local leaf rule may NOT be applied during the course of play unless specific notification has been given by the Tournament Director prior to the start of play. Prior to the start of play for any

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event, the Tournament Directory will make a determination as to whether the Local Leaf Rule may be used. Typically, it will only be invoked in the fall on courses which are heavily tree lined or in the winter on courses that have not been able to mow the rough..

13) Member Appreciation Day

a) Purpose

- i) In the fall of the year, one event will be designated "Member Appreciation Day" to thank and reward those Club members who have actively supported the club throughout the year. A luncheon will be provided immediately after completion of the shotgun-start event.

b) Eligibility

- i) The event will be open to all Club members regardless of the number of rounds he has played throughout the year.
- ii) Every participant will be required to pay the standard SIR Tournament Fee.

c) Club Pays for Golf and Lunch

- i) The Club will pay for green fees, golf carts and lunch for each member participant who has played the Minimum Required Rounds.
- ii) Minimum Required Rounds will be $\frac{1}{2}$ of the scheduled events from January 1st through the end of August.
 - (1) In 2010 there are 38 scheduled events through the end of August.
 - (2) The 2010 Minimum Required Rounds will be 19.
- iii) Member participants who have not met the Minimum Required Rounds and have played in
 - (1) at least 13 events, will be required to pay the **one-half** of the green fee, golf cart and lunch expenses;
 - (2) fewer than 13 events, will be required to pay the **full amount** of the green fee, golf cart and lunch expenses.
- iv) The cost for the event will be published with the August sign-up sheet and be collected at the event.

14) Awards Banquet

a) Purpose

- i) The Club Annual Awards Banquet is held in the late fall of each year to celebrate our golfing year and elect a Board of Directors for the coming year.
- ii) Additionally, it is held to recognize and honor those players who have competed and won in the Club Championship and Match Play competitions.

b) Open to All

- i) The luncheon is open to all Club members;

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- (1) There is no required minimum length of membership time,
- (2) There is no minimum number of events that must have been played,
- (3) All Club members are strongly encouraged to attend the annual banquet.

c) *Special Player Awards*

- i) Each year the Golf Club recognizes exceptional season long performance through the Frank Tischer Award and Most Improve Player award.

d) *Frank Tischer Award*

- i) The *Vardon Trophy* is awarded annually by the PGA of America to the PGA Tour's leader in scoring average and is named after golfing great Harry Vardon. The PGA Tour presents its own *Byron Nelson Award* annually to the player with the lowest adjusted scoring average for the year. Our Frank Tischer Award is an annual SIR 102 Golf Club award given to the club member who has the season's lowest average net-score and who has actively participated in the Club's weekly golf events.

ii) Eligibility

- (1) Every member who has participated in at least 30 of the Club's current year weekly golf events (individual or team) from January 1st through October 31st is automatically in-the-running for this award.

iii) Lowest Average Net-Score

- (1) For each eligible member, their average net score is computed by summing their net scores from the weekly events in which individual scores were calculated and dividing this net-total by the number of scores accumulated. The average will be calculated to three decimal places. The winner is the member with the lowest average net-score.

e) *Most Improved Player*

- i) This award is given to the active club member who has the highest improvement factor in his handicap.

ii) Eligibility

- (1) Every member who has participated in at least 20 of the Club's current year weekly golf events (individual or team) from January 1st through October 31st is automatically in-the-running for this award.

iii) Highest Improvement Factor

- (1) *The USGA Handicap System* - Appendix H Method for Determining Most Improved Player
 - (a) Add 12 to the player's Handicap Index at the start of the season. This is value A. Add 12 to the player's Handicap Index at the end of the season. This is value B.
 - (b) Divide value A by value B, calculating to three decimal places. This is the improvement factor. The player with the highest improvement factor should receive the most improved player award.

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(c) January 1st indexes will be the Starting Handicap Index

(d) November 1st indexes will be the Ending Handicap Index

(2) Example

(a) Starting Handicap Index: 22.6

(b) Ending Handicap Index: 17.4

(c) Value A: $22.6 + 12 = 34.6$

(d) Value B: $17.4 + 12 = 29.4$

(e) A / B: $34.6 / 29.4 = 1.177$

(f) Improvement Factor: 1.177

(3) Note

(a) The number 12 has been determined by the USGA as equitable in gauging the improvement of players encompassing the entire spectrum of handicaps. For example, it is relatively the same improvement factor to go from a 20.0 to a 10.0 Handicap Index (improvement factor of 1.454) as it is to go from a 5.0 to a scratch, or zero Handicap Index (improvement factor of 1.416), yet the change in Handicap Index is "10" (20 - 10) versus "5" (5 - 0) strokes. The number 12 takes into consideration the level of a player's improvement rather than the net change in Handicap Index.

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Addendum

15) Thoughts on Slow Play

(Previously published by the Club in April, 1996)

No foursome, whether deliberately or by indifference, should be so ungentlemanly as to hold up a foursome behind them. Usually, during open play on a public course, these holdups can be attributed to ignorance of the courtesy of the game or complete indifference to others. We find these same people on public roads abusing the right of way of other motorists. In both cases, it upsets those who have to deal with the situation.

Some of our members, because of age or other physical restrictions are prone to be slower than their younger or healthier counterparts. No one should fault them as they have the same rights as anybody in the club. Fortunately, these factors do not significantly contribute to slow play as they usually ride carts and have more experience than some of the younger players. The ability to hit the ball long and accurately as all pros do should speed up play. If this were true then why do some pros play faster than others? I think the main reason is that the faster pros plan and execute their games better. If we retain this thought and make some adjustments to the way we play the game we can not only speed up the game but, everyone will appreciate the efforts of the group as a whole.

Let's examine some of the reasons for delays that ultimately cause slow play if no effort is made to catch up with the foursome ahead of you. The most common problems causing game delays are:

- looking for one or more lost balls on a given hole,
- having to return to the tee box or point of last shot,
- on every hole, using the "honors system",
- too many practice strokes,
- not preplanning the shot, and
- waiting from 250 yards out after a 180 yard tee shot.

After all these delays, the group finally gets on the putting green and don't make any attempt to line up their putt until it's their turn. At least one in the group pulls the Jack Nicklaus — let's spend some time thinking about this putt — misses and wastes more time doing a three-putt. Meanwhile his buddies do the same exercise in the power of positive thinking. Nobody leaves the green until the scorecard is complete.

The above examples are just the tip of the iceberg. With the average handicap of the club in the middle 20's it would seem that this club should play slowly by nature. This is not true. Handicap has nothing to do with slow play. One of

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members tells the story of joining a group of three ladies as a single. After the first hole the ladies decided they would not count more than thirteen strokes per hole. After the third hole, the group had caught up with the foursome in front of them and remained there the rest of the round. There is absolutely no reason we cannot play a standard course in four hours if we apply a little common sense and save a few minutes per hole. Do not wait until you are a hole behind before taking action!

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16) Fast Play Common Sense

General:

- Always keep up with the group in front — Don't look back!
- Hit when ready — Forget honors.
- Always be ready to hit.
- Take no more than one practice swing.
- Don't search for lost balls more than three minutes.
- Hit a provisional ball immediately if yours may be lost or out of bounds.
- Always have an observer (behind you) on your tee shot or long fairway shot.
- While others are putting do green chores — Read green, etc.
- Putt out – Don't mark unless essential.
- Keep track of your own scores.

Cart Riders:

- Putt together; thereafter immediately go to next tee!
- Drop-off closest player and drive to the other ball.
- Walk forward to your cart — Don't wait to be picked up.
- Take three clubs when in doubt.
- Plan your shot as you approach your ball.
- Recognize your distance limits!
- After hitting, ride with clubs in hand until next shot
- Park cart between green and next tee.

Walkers:

- Putt out, thereafter immediately go to next tee!
- Go directly to your ball — Don't linger while others hit.
- Put your bag between green and next tee before putting.
- Walk briskly between shots.
- Plan your shot as you approach your ball.

Remember:

- Slow play is ugly! Relax at the nineteenth hole!
- Let's all strive for four hour rounds on standard courses (Slope <=113).
- Replace divots.
- Fix ball marks.
- Rake bunkers — Take rake into bunker before your shot

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17) **New Golf Club Member Registration**

a) *Guests*

- i) Club Members are encouraged to invite their friends to play in any our regular weekly events. As a guest, they will not:
 - (1) pay the SIR Tournament Fee,
 - (2) be eligible to compete for the weekly prize money, nor
 - (3) have their scores retained or posted for handicap purposes.
- ii) They will have a good time playing golf with some great guys.

b) *Prospective New Members*

- i) Become a Branch Member
 - (1) To become a SIR 102 Golf Club member, one must first be a SIR Branch 102 member. The first step in becoming a branch member is to be introduced to the Branch Board by your sponsor at one of the regular monthly Executive meetings.
 - (2) The sponsor should then obtain a SIR Branch 102 *Application for Membership or Transfer* sheet from the Branch Membership Chairman, assist the prospective new member in filling it out., and see that it is returned to the Branch Membership Data Administrator.
- ii) Become a Golf Club Member
 - (1) The form and appropriate Golf Club Membership Fee must be submitted to the Treasurer / Asst. Treasurer. Until this form and correct fee is submitted, the prospective new member will be treated as guest.
 - (2) The SIR Branch 102 *Application for Membership or Transfer* form will be forwarded to the Branch Membership Data Administrator for final processing. If a new GHIN is being assigned, the Club Tournament Director will notify the new member of his assigned number.
- iii) Current Golf Club Membership Fee Schedule
 - (1) Every Club member must pay their annual Golf Club Membership Fee to retain their active club member status. The Club Membership Fee is the sum of the current applicable NCGA Fee and the current SIR 102 Golf Club Fee. The latter fee entitles each member to attend the awards banquet held in the late fall of each year.
 - (2) Each year the NCGA bills the Golf Club for every member on the books as of December 31st. Therefore, the Golf Club requires all renewing members to have made their payment prior to December 30th. On this date the Golf Club will remove from active status any member who is not paid-up. Thereafter, any renewing member will be required to pay the NCGA reinstatement fee.

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	Jan	Feb	Mar	Apr	May	Jun	Jul ⁽³⁾	Aug	Sep	Oct	Nov	Dec
NCGA (2010)										Open Enrollment		
New ⁽¹⁾	\$46	\$46	\$46	\$46	\$46	\$46	\$46	\$46	\$46	\$36	\$36	\$36
Renewing	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	\$36	\$36	\$36
SIR 102⁽²⁾												
New	\$20	\$20	\$20	\$20	\$20	\$20	\$10	\$10	\$10	\$20	\$20	\$20
Renewing	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	\$20	\$20	\$20

- (1) *Currently, the NCGA provides an "Open Enrollment" period from Oct 1st through December 31st. During this time they charge the same amount (currently \$36) for new and renewing members. Once this period has passed, both new and renewing members must pay the higher amount (currently \$46).*
- (2) *The Branch 102 SIR fee is in addition to the NCGA fee.*
- (3) *Starting in July, a new Club member may elect not to join the NCGA until the Open Enrollment period and still be eligible to play in the Club events.*

*New Members **without** a GHIN: In making this election the new member recognizes he will not be assigned a GHIN until December 31st, will not have his scores posted and will play as a scratch player in the weekly events.*

*New Members **with** a GHIN: May compete in the weekly events with their established handicap and will have their scores posted.*

All new members are required to pay the then applicable SIR 102 fee to become a Club member.

NOTE: *To be eligible to play in any SIR Area or State competition, a player **must have** a SIR 102 GHIN.*

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