## Prior to Games

- Members will be advised that website is open for reservations 2 weeks prior to game day. This is on a first come basis.
- Website will close on the Sunday, 1 week prior to game or when numbers reach 40, whichever comes first
- The course is advised on the Monday morning of the final numbers of players, carts & lunches
- Cancellations by a member after a course has been notified of the numbers will result in that member paying the full fee \$65 or <u>actual cost</u> of subsidised games whichever is the higher:-
  - If their spot cannot be filled and or
  - The club has to pay any portion of green fee, including any penalties imposed by course

## \*\*There will be undoubtedly some extra-ordinary/emergency circumstances though; these will be handled privately on a case-by-case basis. \*\*

- If a member fails to notify Jesper by the Tuesday via <u>email</u>, that they do not require lunch, then the full cost (unsubsidised) of the lunch, will be paid by member.
- It is compulsory for green fees to be paid in advance via direct debit into clubs account by the <u>Wednesday</u> prior to game on Sunday. Reminders are sent out on the Monday via text
- No pay means NO Play
- There is an eligibility rule for the A.G.M. game in November. To receive the discounted rate, you would have played seven (7) of the ten (10) games before the November game. If you do not meet this criteria the full fee \$65 will be charged.
- A new member joining during the year, will have had to have played **70%** of the available games since joining
- Please arrive at least **30 minutes** before the schedule start time & attend pre start meeting
- If a member of your group has not arrived by tee off, you can waive other groups behind through & wait or you can just tee off. It will be up to the late comer to catch up
- If a member fails to turn up to play, all monies paid will be kept by the club
- In circumstances above members have the right to apply for the money to be transferred to the next game. This can be done in **writing** to Secretary (Jesper). The Executive will make the decision given all the circumstances. Money transferred will be for current year only. No money will be transferred to following year

## <u>The Game</u>

- The Low Marker in a group will act as Leader/Captain for the day. <u>He is responsible for:-</u>
  - o Interpretation & Enforcement of Rules of Golf
  - Maintaining the **Pace of Play** i.e. not getting a hole behind the group in front
  - <u>Hitting Up</u> i.e. **NOT** allowing any player to hit up when player/s in front are not out of range, irrespective of how many shots the player/s in front may have had
- <u>Gimmie Putts</u>: Are no longer allowed. The ball on the green **MUST** be putted out by all players.

(Match play is the only exception to above, as this forms part of the rules for this type of game)

- <u>You cannot mark your own card</u>. Someone in your group, usually the player sharing your cart, should mark your card & in turn you will mark his card. <u>Both scores are to be clearly marked on each card.</u>
- It is the MARKERS responsibility to confirm his partner's strokes, verify this with the player & record on the card. Any differences of opinion have to be worked out & agreed to on the spot. This is easy to do if you are keeping track of where each shot went. This should be done in a non-confronting manner, as we all make honest mistakes. At the end of the round both the player & marker agree on the totals for Gross & Net and sign the cards accordingly.

If the marker does not agree with the totals, then at the end of the round he should **NOT** sign the card. The card should be given to Dave D'Alterio & Stephen Perrin who will discuss with players & make a decision to accept the card or not.

- Once you play ten (10) shots you must pick up.
  If you do this 4 putts are to be recorded on card & you pay the fine.
  This rule is so we do not have hold ups in play
- If you play a hole with "out of bounds" on it & upon reaching the ball it is indeed out of bounds, <u>do not go</u> <u>back to tee</u>.

Go to point of entry on the out of bounds line, take <u>one club length only</u> relief, drop your ball & play your **fourth** shot (which includes 2 shot penalty). If you played a "provisional ball off the tee" you have the option to move to that ball & play your **fourth** shot (which includes 2 shot penalty).

• In competitions we play Preferred Lies (Lift, Clean & Place) through the Green, this means fairways & rough, but it excludes Penalty Areas (Hazards) Bunkers.

As always however, we will play to local club rule for bunkers on the day, e.g. Covid,

• If your ball lies on or near rocks or tree roots in the rough, & your club will impact them, possibly causing damage to a club or person, you can move the ball to get relief. It must be no closer to the green & done without improving your line.

## THIS MUST BE SIGHTED & AGREED TO BY YOUR MARKER FIRST.

- If a member does not attend the post-game presentation they will not be eligible to receive any prizes for the day. These include Grade Winners & Runners Up, Nearest the Pins & Eagles nest. In all cases prizes will go to the next player in line.
- In the case of members who are NOT fully vaccinated the above rule is not applicable
- <u>\*\*There will be undoubtedly some extra-ordinary/emergency circumstances though; these will be</u> <u>handled privately on a case-by-case basis. \*\*</u>