



**ROLLING MEADOWS
MEN'S GOLF
ASSOCIATION**

**2017
TOURNAMENT
BOOKLET**

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Rolling Meadows Men's Golf Association

MISSION STATEMENT

- We want to have an organization that promotes a fun and enjoyable golfing experience which will encourage the retention and addition of new members on an annual basis
- We will do this by providing a variety of weekly events to encourage as much participation as possible while adhering to the rules of golf as set by the USGA
- The Board will always consider the best interest of the membership as a whole ahead of any policy changes

PLAY READY GOLF

Ready Golf simply means moving to your ball as quickly as possible and being ready for the next shot. If it is safe for the other players and not distracting, you may play your ball even if it's ahead of one or more of the others in your foursome. This especially applies when the foursome is spread out over the fairway.

The same practice can work on the greens. Line up your putt as soon as you can and putt when you are ready. For instance, three of you can at least lag putt if the fourth is off somewhere trying to recover from a sculled pitch shot in the rough or the woods.

Talk to the others in your foursome and agree on how you can play **Ready Golf**. You'll enjoy the round more.

Speaking of lost balls (and that is a big topic on the back nine), USGA rules say you have **five minutes** to look for your ball. Also, if you are pretty sure that your first shot off the tee is a goner, or any other shot for that matter, **hit a provisional ball**. If you can't find the first, the provisional helps keep play moving. By the way, you **lie three** after hitting a provisional ball if your drive is the ball that is in question. The original shot, the provisional and a one-stroke penalty if you don't find the first shot. If you do find your original and your provisional is 100 yards away on the other side of the fairway, ask some member of the foursome who is closer to get it for you.

Carts help keep play moving, but when you get to the green make sure you park it out of the way and **on the way to the next green**. Once everyone has puttied out, move off the green. You can mark the card and rearrange your bag on the next tee. If in the fairway, after your shot take club and go to cart and proceed to your partners ball. Clean your club while your partner is hitting his shot

We know that we should replace divots and fix ball marks, and we have a tip on repairing ball marks. When you insert your ball mark tool or tee, push the top of tool **toward the middle of the mark**, not away. The agronomy experts say that this method will do less damage to the roots. **Remember**, a ball mark that goes 15 or 20 minutes without a touch-up usually dies and marks the green. Fix yours and the other one that someone missed.

GENERAL POLICIES

1. One-day tournament fees are \$ 7.00 (**CASH ONLY**), plus green fees, cart etc. Two-day tournament fees including kickers are \$14.00 plus two days of green fees. All fees will be collected on the first day of the tournament, cart fees are not included.
2. The tournament registration book is in the Pro Shop next to the Computer to accommodate early registration up to two weeks.
3. When you sign-up for a tournament you **must** put down your **first and last name**. Your tee time will be confirmed by email on Monday morning by the Pro Shop. Your tee time will also be verified by the Pro Shop on Friday. Your tee time may be moved up by the Pro Shop to keep Men's Club time continuous. Any available times may be open to the public as of Friday evenings.

4. All new members who don't have an established handicap will play 5 tournaments to be scored using the Callaway Scoring System. These scores will be recorded with GHIN. **There will be no more Callaway scoring after June 26th.**
5. Only paid Association members may enter a tournament. Association dues must be paid prior to any participation in tournament play. If you are activated on the computer, your dues have been recorded as paid. If you have any questions contact the Treasurer.
6. If after signing up for any tournament a member is unable to fulfill his commitment to play, he must notify the Pro Shop by Thursday 6:00 pm. **You will be charged a penalty fee for no-show if you do not notify the Pro Shop by 6 PM Thursday.** Penalty Fees will be posted. Penalty Schedule; 1st occurrence - \$7.00, 2nd occurrence - \$14.00. 3rd occurrence - \$21.00, 4th occurrence - you will be requested by the Executive Board to explain why you cannot cancel scheduled tee times by the deadline
7. Association members are responsible for scoring their own cards.
8. **It is each member's responsibility to make sure that immediately following completion of the round that the signed scorecard is turned into Pro Shop staff. Failure to do so will result in disqualification.** All scores will be posted to GHIN by the Pro Shop staff. The results from the events will be emailed, and posted on the "RMCC" web site and bulletin board by the following Thursday.
9. On weekends with two day events scheduled, an alternate one day tournament may be scheduled depending on availability of tee times. The two day event has the preferred tee times. Check with the pro shop for details.
10. On the Opening Tournament and Year-end Tournament, you must sign up by the Monday before so the restaurant knows how much food to prepare.
11. Chits will be honored until the end of November.
12. Special orders from pro shop must be done by Oct 15
13. Slow Play - Rangers will be monitoring the spacing between groups. If there is a large gap between your foursome and the one in front of you and you are slowing the pace of play behind you, the ranger will ask you to increase your pace of play.
14. Members 70 and older have the option to play from the Gold Tees. This is an addition option to the **Rule of 85**. If a qualified member wishes to play from the gold tees, they must notify the Pro Shop.
15. Weather Policy - if 60% of the field completes 18 holes the event will stand. If less than 60% of the field completes 18 holes, but 60% completes 9 holes, then the event will become a 9 hole event. If less than 60% of the field completes 9 holes then the event will be canceled and the \$7.00 tournament fee will be carried over to the member's next event.
16. Please leave the rakes inside the bunkers, do not leave the rakes outside of the bunkers.

TOURNAMENT RULES

1. All Association events must be played with another Association member on the tournament date.
2. Individual tournament rules and guidelines will be posted in the Pro Shop and on the first tee that day.
3. USGA rules govern all play. Any questions that arise regarding USGA rules will be interpreted by the Director of Golf. **That judgment will be final.**
4. Participants must play with the current handicap (GHIN) in all events.
5. Participant's golf balls must be "positively identified" before and during each event as required by the USGA.
6. All scores will be adjusted and posted by individual Association members or the Pro Shop. **Turn in all scorecards - dated, signed and attested. Failure to comply will result in disqualification from the tournament.** All scores will be adjusted per the GHIN method that is posted above the computer.
7. All ties will be broken per USGA Rules, Appendix 1, page 144, paragraph c: "An acceptable method of matching cards is to determine the winner on the basis of the best score for the last nine holes. If the tying players have the same score for the last nine, determine the winner on the basis of the last six holes, last three holes and finally the 18th hole." During the Flight Championship and the Liquori Cup tournaments, a tie for first place will be broken by a sudden victory playoff starting from the eighteenth hole.
8. Participation in the Club Championship dictates that you must have a valid handicap and played in a minimum of **5** RMCC Men's Association tournaments prior to the tournament.
9. In order to participate in served meals and raffle, you must be playing in the tournament.
10. Individual Men's Club events which will be recorded in the computer as a "T" will be listed in the RMMGA schedule as a Tournament Event.
11. If a player disqualifies (DQ) himself from a tournament, they are still eligible to win closest to the pin for that day. They are not eligible for kickers.

RMMGA 2017 Tournament Schedule

March 25 Sat	Individual Gross/Net – OPEN
March 26 Sun	Individual Gross/Net – OPEN
April 1 Sat	Individual Gross/Net -OPEN
April 2 Sun	Individual Gross/Net -OPEN
April 8 Sat	2-Man - OPEN
April 9 Sun	2-Man – OPEN
April 14 Fri	(GOOD FRIDAY) Individual Gross/Net OPEN
April 15 Sat	Individual Gross/Net - OPEN
April 16 Sun	(EASTER)Individual Gross/Net
April 22 Sat	OPENING TOURNAMENT – 8:00 AM SHOTGUN (4 Man Best Ball) computer pick A,B,C,D
April 23 Sun	Individual Gross/Net
April 29 Sat	Individual Gross/Net-Tournament
April 30 Sun	Individual Gross/Net-Tournament
	<u>- Deadline for Colonel Cup registration</u>
May 6 Sat	Individual Gross/Net
May 7 Sun	Individual Gross/Net
May 13 Sat	Individual Gross/Net Alt. LADIES/MEN'S CLUB SHAMBLE – OPEN - 8:30 AM SHOTGUN
May 14 Sun	(Mother's Day)Individual Gross/Net -
May 20 Sat	Individual Gross/Net – Tournament Score
May 21 Sun	Individual Gross/Net – Tournament Score
May 27 Sat	MEMBERS MEMORIAL TOURNAMENT – 8:00 AM SHOTGUN – OPEN
May 28 Sun	Individual Gross/Net – OPEN
May 29 Mon	(Memorial Day) Individual Gross/Net – OPEN
	<u>- 1st round of Colonel Cup deadline (all players)</u>
June 3 Sat	Individual Gross/Net
June 4 Sun	Individual Gross/Net
June 10 Sat	Individual Gross/Net
June 11 Sun	Individual Gross/Net
June 17 Sat	2 Man Best Ball
June 18 Sun	(Father's Day) 2 Man Best Ball
June 24 Sat	MEMBER/GUEST TOURNAMENT – 8:00 AM SHOTGUN
June 25 Sun	Individual Gross/Net – Tournament Score
	<u>- 2nd round of Colonel Cup deadline (half the field)</u>
July 1 Sat	Individual Gross/Net
July 2 Sun	Individual Gross/Net
July 4 Tues	(Independence Day) WHITE/BLUE/RED – OPEN
July 8 Sat	LIQUORI CUP – OPEN- Tournament Score
July 9 Sun	LIQUORI CUP – 8:00 AM SHOTGUN -OPEN - Tournament Score
July 15 Sat	Player Quota Tournament
July 16 Sun	Individual Gross/Net
July 22 Sat	27 HOLE ROUND ROBIN (min. player sign up required)

July 23 Sun	Individual Gross/Net
July 29 Sat	Individual Gross/Net
July 30 Sun	Ryder Cup – 2 Man – <u>3rd round of Colonel Cup deadline (quarter of field)</u>
Aug 5 Sat	Individual Gross/Net
Aug 6 Sun	Individual Gross/Net
Aug 12 Sat	CLUB CHAMPIONSHIP – Tournament Score
Aug 13 Sun	CLUB CHAMPIONSHIP – Tournament Score
Aug 19 Sat	Ryder Cup -2 Man
Aug 20 Sun	Individual Gross/Net – <u>4th round of Colonel Cup deadline (1/8 field)</u>
Aug 26 Sat	4 Man Best Ball – Blind Draw– Alt. Ladies/Men’s Inter-club Match
Aug 27 Sun	Player Quota Tournament
Sept 2 Sat	Individual Gross/Net - OPEN
Sept 3 Sun	2 Man Best Ball - OPEN
Sept 4 Mon	(Labor Day) Individual Gross/Net – OPEN – <u>5th round of Colonel Cup deadline (final 4)</u>
Sept 9 Sat	Senior/Super Senior Tournament – “Two Day Event”-Tournament
Sept 10 Sun	Senior/Super Senior Tournament – “Two Day Event” -Tournament
Sept 16 Sat	Individual Gross/Net
Sept 17 Sun	2 Man BB – Inter-club Match vs Twin Hills–Home, Alt : Ind Gross/Net
Sept 23 Sat	Individual Gross/Net
Sept 24 Sun	2 Man BB – Inter-club Match vs Twin Hills– Away, Alt : Ind Gross/Net
Sept 30 Sat	Player Quota Tournament - Alt. LADIES/MEN’S CLUB SHAMBLE – OPEN - 9:00 AM SHOTGUN – <u>Final round of Colonel Cup deadline</u>
Oct 1 Sun	Individual Gross/Net
Oct 7 Sat	Player Quota Tournament
Oct 8 Sun	Player Quota Tournament
Oct 14 Sat	Individual Gross/Net
Oct 15 Sun	CLOSING TOURNAMENT – 8:00 AM SHOTGUN (4 Man Best Ball) computer pick A,B,C,D
Oct 21 Sat	Individual Gross/Net
Oct 22 Sun	4 Person Scramble – you pick your foursome - OPEN
Oct 28 Sat	Individual Gross/Net -TURKEY Shoot out
Oct 29 Sun	Individual Gross/Net - TURKEY Shoot out
Nov 4 Sat	Individual Gross/Net – OPEN –
Nov 5 Sun	6 th Annual GREENSKEEPER REVENGE – OPEN
Nov 11 Sat	Individual Gross/Net – OPEN
Nov 12 Sun	Individual Gross/Net – OPEN
Nov 18 Sat	Individual Gross/Net – OPEN
Nov 19 Sun	Individual Gross/Net – OPEN
Nov 25 Sat	Individual Gross/Net – OPEN
Nov 26 Sun	Individual Gross/Net – OPEN

EXPLANATION OF EVENTS

Our basic format is individual gross/net. For those who do not have a **formal** USGA handicap at the beginning of the season we will use the Callaway scoring method. Just put down your gross score until you have established a handicap. We ask that every score be entered so we can establish handicaps as quickly as possible.

Please make sure your scorecard has your full name and member number on it. The member who kept score must attest it by signing their name along with one other member of the foursome. The tournament committee will not accept incomplete scorecards.

Opening & Closing Tournament - Four Man Best Ball (Gross & Net)

Computer generated foursomes based on handicaps; each member plays their own ball from tee to hole out on the green. Each foursome records their best score gross and net. One drink ticket will be supplied to each player.

Two-Man Best Ball

Each two-man team plays out every hole and the team score is determined by which member has the best gross and net score on each hole. Please enter the **team** score clearly on a line below the individual scores.

Members Memorial Tournament

Members pick their foursomes, everyone plays their own ball on each hole, record the best scores for net and gross on each hole, tournament pay-outs will favor net scores. You may use the same score for net & gross. One drink ticket will be supplied to each player.

White-Blue-Red

This is an individual gross/net. Each hole will be marked denoting the tee to be used.

White tees on the first hole

Blue tees on the second

Red tees on the third and so on.

The order of the flags settings will change each year.

Open

A member may bring a guest (non-member) to participate in a Men's Club event. The guest will pay green fees and tournament fee. ALL guests WITHOUT GHIN Handicap will use the Callaway Scoring System

Winnings will be paid in Pro Shop credit.

NOTE: The bringing of guest/non-members is limited to specified events.

Club Championship and Liquori Cup

If playing from the Gold Tees you can not be the Club Champion

2 Man Best Ball Ryder Cup

Partners must have a handicap within 5 strokes. If the difference is greater than 5 strokes, the higher handicap will be reduced to within 5 strokes of the lower handicap.

1ST-6 Holes - Best Ball - played as stroke play with the best holes added up at the end of the round.

2ND-6 Holes - Alternating Shots- team alternates hitting the same ball. The first player tees off, the second player hits the second shot, the first player hits the third shot, and so on until the ball is holed.

TEE BALLS ARE ALTERNATED SO THAT THE SAME PLAYER DOESN'T HIT EVERY DRIVE.

3RD-6 Holes - Scramble - Each player tees off on each hole. The best tee shots are selected; players play their second shot from that spot. The better of the second shot is determined, and then all play their third shot from that spot, and so on until the ball is holed.

27 Hole Round Robin

Two Man - Best Ball match play tournament, partners handicaps must be within fives strokes of each other. Three nine hole matches against different partners will determine the flight champions. █

Players Quota Tournament

Subtract your handicap from 36. This becomes the "quota" that you must meet. You get 8 points for an eagle, 4 points for a birdie, 2 points for a par and 1 point for a bogie. These are gross scores on each. The goal is to get more points than your quota. The person with the MOST points OVER their quota wins.

Example; You are a 16 handicap, $36 \text{ minus } 16 = 20$. 20 is now your quota to beat, similar to par minus your handicap. If you get 6 pars ($6 \times 2 \text{ points each} = 12 \text{ points}$) and 9 bogies ($9 \times 1 \text{ point each} = 9 \text{ points}$), your total points would be 21. You beat your quota by +1 point.

Two & Four Man Best Ball - Blind Draw

The twosomes and foursomes will computer generated. You **do not** have to play with your partner or your foursome. The Pro Shop will make every effort to post the twosomes or foursomes by end of your round the day of the Tournament

Ringers Competition

Entry fee is \$10.00 cash, this is a year long gross Tournament and will be flighted. Your flight will be based on the October 1, 2017 handicap update. Each participant must record their best gross score on *each hole* during the year. A score book will be provided in the Pro Shop. You are responsible for entering your own score along with the date you shot the lowest gross score. Only scores from a Men's Club event will be counted. No Match Play scores will be counted, unless played in a Men's Club event. The Handicap Chairman will oversee this Tournament. Finally decisions will be made by the Tournament Committee if needed. Winners will be announced at the EOY tournament.

Gold Tee Rule of 85

In order to stay in-line with other clubs and to better follow the USGA's direction to "play it forward" we are modifying our gold/senior tee guidelines. Solely using age has been deemed to not be the best method. The new guidelines utilize both age and handicap. The rule of 85 is exactly as it sounds, if your age plus handicap is 85 or greater you can elect to hit from the gold/senior tees. If you feel this new rule will apply to you and you are interested in moving forward, please talk to the pro-shop staff so they can document/manage your status. We don't regularly store our member's ages, so it will continue to be an honor system as it is today. Now that handicap is a part of the equation it is possible for people to move above and below the 85 number during a handicap revision. We don't expect this to happen very much, if at all, but if you move above or below then you will need to follow the rule based on which way you moved. This is an additional option to the **Rule of 70**.

USGA DECISION 3-5/1

Regarding players competing from different tees(with different course ratings) in the same event.

Example below utilizes men's club course rating from RMCC.

Example 1: Men's club members playing from the gold tees where the men's USGA course rating in 67.3 compete against members playing from the white tees where the men's USGA rating in 69.6. The members playing from the white tees will add 2 strokes ($69.6 - 67.3 = 2.3$ rounded to 2) to the course handicap or Gold Tee players will deduct 2 strokes, This will be determined by the Pro Shop prior to Printing event scorecards.

Senior/Super-Senior

This tournament is a two day event. Eligible participants for this tournament will be broken down into two separate divisions which will remain separate for winners/prizes. The Senior flight will be eligible for anyone between 50-64 years of age as of September 1st. The Super-Senior flight will be eligible for anyone 65 years of age and older. As usual, anyone not eligible for this event may participate in an alternate Individual Gross/Net tournament on these days.

Colonel Cup (formerly Match Play)

This tournament is run like "March Madness" where individuals are matched up against other members and play head to head. Handicaps at the time of the match will be used and the difference is 100% i.e. Joe is a 6 and Mike is a 15, Mike will receive 9 shots. This is determined by the scorecard's rating beginning with number 1. Check master event sheet for completion time lines. Fee is \$10.00. Rule of 85 & USGA Decision 3-5/1 Apply

OPTIONAL Starting Times

Any member can tee off up to 11:00 am, as long as they are playing with an active men's or women's club member. They are eligible for all tournament prizes including closest to the pin. Please coordinate with the pro shop staff regarding this option.

SOME NOTES ON RULES

All RMCC Men's Club tournaments are played according to USGA rules. You should be familiar with them, as everyone who joined the USGA has received a copy the USGA Rules of Golf book. Below are some explanations of situations you may encounter around the course.

Unplayable

You hit the ball into thick brush. It's unplayable. You have three options, each with a one-stroke penalty:

1. **Drop within two club lengths**, no closer to the hole
2. **Drop any distance back** from the ball's position keeping your original ball's placement in line with drop and flag
(no closer the hole)
3. **Replay** the original shot

You should know that you *can't rip up* the bush or *anything* else that is *growing*. You also can't bend or trample any of the surroundings to improve the situation. Loose impediments, pine needles, stones, sticks, leaves etc. can be moved, but *if the ball moves* too, it's a *one stroke penalty*. In a hazard you can't move anything or take practice swing within the stakes to determine the conditions.

Ground Under Repair

You can drop without penalty within one club length or nearest point of relief if your ball lands in casual water (standing water on the course from rain or a sprinkler for example) or ground under repair (marked or roped off) or a hole made by a burrowing animal. If you should lose a ball in these conditions you can drop with no penalty within one club length (no closer to the hole) from where the ball entered the condition.

If your ball should land in casual water in a bunker you can take a drop without penalty in the bunker or drop behind the bunker (no closer to the hole) with a one-stroke penalty.

Lateral Hazard (Red Stakes)

Lateral Hazards come into play on holes # 1 - 2-3 - 4 -5 -6- 9.

(1st) tee, the wooded area left of the tee box up to the maintenance golf cart path

(2nd) pond on the left side

(3rd) right side of hole following the brook and the pond

(4th) right side from the tee box to the road past green ,includes field past the pond

(5th) the overgrown area to the left of the tee box, through to the end of the overgrown area

(9th) ninth tee, the wooded area to the left of the tee box, through to the end of the wooded area

All areas will be designated and marked accordingly as a lateral hazard. All members will abide by the USGA rules applying to lateral hazard play and relief, providing your ball is not found and played from within the hazard.

Lost or Out of Bounds #1-2-6-14-17

If you hit a ball off into the woods, you should hit a second, provisional shot. Make sure to tell your playing partners you're hitting a provisional beforehand and the balls identification. If you can't find the first ball or it is out-of-bounds (Holes 2 and 14 marked by white stakes) you take a one shot penalty and play the provisional. If you hit a provisional and it turns out your first shot is in a bunker, you must play the first ball.

#1 right side wall that begins after the 18th tee box

#2 right side

#6 left side over fence

#14 right side and behind the green

#17 behind the green

150 Yard Marker

The 150 yard markers are "barber poles". The poles are placed in the center of the fairways. These poles are removable in the event that it impedes your swing or ball flight. Please make sure to replace the pole immediately after your shot.