

Eden Golf Club



Competition Rules

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1.0 DEFINITION OF TERMS

1.1 Committee: The Gents Section committee as appointed by members at each AGM.

- *Captain*
- *Vice-Captain*
- *Treasurer*
- *Handicap Secretary*
- *Competition Secretary*
- *Committee Member (x3)*
- *Honorary Vice President* (Management appointment)

1.2 Competitor: Except where the rules for a particular competition allow otherwise, all competitors must be members of Eden Golf Club and have paid to the club all current subscriptions and any other monies due

1.3 Competition Entry: Either via the “HowDiDiDo” system or occasionally via a paper entry sheet in the locker room, where members will either indicate their preferred tee time or zone (for drawn competitions).

1.4 Entry Fee: The cost to enter the competition.

1.5 Handicap: A recognised CONGU handicap.

1.6 Honorary Vice President: This is awarded to a member for outstanding contributions to Eden Golf Club and is held for a period of 3 years (and can be renewed).

The duties of the post are to provide;

- A link between the Gents Section Committee and the Management
- To assist with the overall policing of the course, etiquette, etc.
- To represent Eden Golf Club at Cumbria Union of Golf Club events, as required.

1.7 Membership: The different category of membership as defined in the Club Rules.

1.8 Winter Hours: That part of the year after the clocks go back in autumn to when they go forward in spring.

(All subsequent reference to the above terms are in *italics*).

2.0 RULES

2.1 Committee

All competitions are the responsibility of the *Committee* who shall delegate to the Competition Secretary at their discretion. In practice, the running of the competitions is further delegated to the Pro Shop staff. However, the decision of the *Committee* shall be final.

2.2 Committee Membership

Committee members may hold office for 3 years, however after 3 years they must seek re-election (does not apply to *Honorary Vice President*).

Any member seeking nomination to the *Committee*, must have been a member of Eden Golf Club for the last 2 years (consecutive), prior to seeking office, see appendix.

2.3 Entry Fee

The entry fee for club competitions will be set by the *Committee*.

The *Committee* will determine the value of prize money to be paid out together with the number of prizes. This will vary depending on the number of competitors.

2.4 Competition Entry

- a) For non-knockout competitions, all *competitors* must sign on the Psi Touch Screen terminal and pay the entry fee in the Pro Shop.
- b) For knockout competitions which are “drawn”, all *competitors* must pay the entry fee prior to the draw. The entry fee to be paid in the Pro Shop.
- c) Failure to “sign in” or non-payment of the entry fee will result in disqualification.
- d) All competition tee times shall be booked on the HowDidiDo system, unless otherwise stated on the website, where joining instructions will be stated.
- e) Tee times for a competition can be booked 2 weeks prior to the competition, unless it has been advertised as a special competition (such as the Trophy Winners Texas Scramble).
- f) If a *competitor*, having booked either on the HowDidiDo system or having been drawn, does not show up after the draw has closed, it will be deemed to be a

serious breach of the Competition Rules and will be brought to the attention of the Competition Secretary who will take action as appropriate.

First offence = 1 game ban; Second offence = 3 game ban; Third offence = 5 game ban (measured in 12 month rolling period).

- g) Late entries to competitions will be considered, however these are at the *Committee's* discretion. Only single late entries will be considered.
- h) Only members may enter club competitions, not guests.

2.5 Competition Rules

All competitions shall be played in accordance with the Rules of Golf as defined by the Royal and Ancient Golf Club of St. Andrews, including Local Club Rules.

2.6 Marking Cards

Cards must be marked and signed by any member with a competition handicap, i.e. that member does not have to be a *competitor* in the same competition. England Golf now uses the "c" notation to denote a competition *handicap* and the "i" notation will no longer appear. Any non-competition *handicap* will have no notation after it.

2.7 Practice

Rule of Golf 7.1.b "No play or practice on the course on the day of a competition" applies to all stroke play competitions. When starting any round of golf it is forbidden to practice putting anywhere other than the putting green. This should be noted particularly when playing in a shotgun event.

2.8 Stroke Play Competitions

In stroke play competitions, unless otherwise indicated in the rules for a specific competition, ties will be decided according who has the best last 9 holes. If still tied, then last 6 holes; if still tied, then last 3 holes; if still tied, then the last 1 hole will be used. Fractional Handicap allowance will be applied.

2.9 Match Play Competitions

- a) The *Committee* will set a time limit for the completion of each round up to the final.
- b) Competition entry fee (both players for fourballs / foursomes) must be paid prior

to the draw, failure to do so will result in disqualification.

- c) Within seven days of the start of each round, the first-named player/pair will contact their opponent(s) and offer 3 dates and times, which must be a mix of week and weekend dates. If these dates are not acceptable to the second-named player/pair, they (the second-named player/pair) must offer 3 alternative dates and times, again which must be a mix of week and weekend dates.
- d) If the players cannot agree a playing date and time, they must report to the Competition Secretary, two weeks prior to the closing date for the round. Extensions to the published round completion date will not be considered, except in extreme circumstances. In the case of dispute, the *Committee* will adjudicate.
- e) All *competitors* must ensure that their names are entered into the next round by the published closing date for each round. If no name is entered on the morning after the closing date, both players/pairs may be eliminated from the competition and the next round's opponents awarded the tie.
- f) The following handicap allowances will apply;
 - Championship - no allowance, all players play off scratch
 - Fourball - each player receives 90% of the difference from the lowest player
 - Foursomes - half the difference of the combined handicaps
 - Singles - full difference
- g) Proposed dates for Finals shall be arranged with the Competition Secretary who will arrange for the Captain to referee the match if available, or for the Captain to appoint a substitute.
- h) Match play competitions will be played to a finish by playing extra holes from the first hole played, on a sudden death basis, with strokes taken as indicated on the card.
- i) All players must have played in 3 qualifying competitions prior to the commencement of the second round.

2.10 Trophies

All trophies remain the property of Eden Golf Club, Gents Section, but may be retained by the winner/s until next competed for. Engraving will be at the Club's

expense.

2.11 Handicaps

The *Handicap Secretary* shall have the responsibility of implementing the CONGU Unified Handicapping System.

Handicaps used for the marking of a card are as stated on the Psi Touch Screen terminal and is also accessible to members via the website: <http://www.howdidido.co.uk>.

Club Competitions are open to all players up to a maximum handicap of 54. However, eligibility for the Trophy Competitions (Stroke Play competitions only) will be limited to a maximum handicap allowance of 28

2.12 Starting Times

- a) Weekend competition tee times are from 8:00 to 10:30 and 12:00 noon to 13:30.
- b) Mid week competition tee times are not fixed and members should arrange their own tee times, confirming the same with the Pro Shop.
- c) Captain & Pro competition tee times are from 4:30pm until 6:00pm; however members may play out with these times by arranging their own tee times, confirming the same with the Pro Shop.
- d) Scratch match tee times are 5:00 until 6:00pm, as dates listed on website fixture list. Members must provide courtesy of the course to the teams.
- e) On competition weekends, members may play a social round outside the time allocated to the competition but preferably only in 2 & 3 balls and provide courtesy of the course to competitors.

2.13 Seasonal Changes

All competitions may be played in 4 Balls in the winter hours.

2.14 Conditions

- a) Subject to any specific requirements laid down by the presenter of any trophy, the Committee shall decide the conditions under which all competitions take place.
- b) Conditions for competitions will be displayed on the HowDidiDo system or on the competition entry sheet in the locker room as appropriate.

2.15 Eligibility

The Categories of membership eligible to enter competitions are as indicated in the rules of each competition. The specific terms and conditions of each Category of membership are defined in the Club Rules. However, unless specifically stated in the competition rules, tee times may be booked only as follows:

- a) Full members may play in all competitions at any time.
- c) Juniors with a handicap of 18 or better are permitted to play in Gents competitions, with the following provisions;
 - Juniors must play with at least one Gents member, i.e. two or more juniors cannot play together.
 - Entry will only be accepted prior to the competition tee times being published, i.e. no late entries will be permitted.
 - Juniors cannot win trophies, with the exception of the Club Championship.
 - Entry to the match play knockout competitions is not permitted.
 - Entry to Gents competitions is by invitation and the *Committee* may withdraw this privilege at any time.

3.0 GENTS COMPETITIONS

3.1 Trophy Competitions

All trophy competitions will be played in medal format, unless otherwise stated.

All trophy competitions will be drawn.

3.2 Captain's Drive In

Format: See separate Appendix.

Balanced teams are drawn by the computer system, once the draw has closed.

3.3 Dennis Willey Ouzeler

Format: A modified 18 hole stableford. One "ouzeler" is added to your score on the par 3's, if your tee shot is on the green and you then achieve a nett par or better. Ouzelers are only used in the event of a tie.

3.4 High Handicap Trophies

Open to: Any *competitor* with a division 3 handicap or higher.

3.5 Bogey

Format: Similar to a stableford competition with a "+" awarded for a net birdie or better, a "0" for a net par and a "-" for a bogey or worse.

3.6 Captains Day Trophy

Format: Singles competition with Captain's "twist".

3.7 McKellar Cup (Past Captain)

Open to: Past Captains only. The event will run concurrently with Captains Day Trophy.

3.8 Singles Match Play Knockout

Format: Each *competitor* plays own ball, with the best nett score winning the hole, see also rule 2.9.

3.9 Fourball Match Play Knockout

Format: Each *competitor* plays own ball, with the best nett score winning the hole, see also rule 2.9.

3.10 **Foursomes Match Play Knockout**

Format: Each *competitor* plays alternate shot, with the best nett score winning the hole, see also rule 2.9.

3.11 **Order of Merit**

Format: Points system based on nominated competitions. Points are awarded by each division, with no skipping for tied positions, i.e. 10, 10, 9, 8, etc. The winner is the *competitor* with the most points at the end of the season.

3.12 **Midweek Order of Merit**

Format: Points system based on nominated competitions. Points are awarded by each division, with no skipping for tied positions, i.e. 10, 10, 9, 8, etc. The winner is the *competitor* with the most points at the end of the season.

3.13 **Club Championship**

Format: See separate Appendix.

3.14 **Medal Final**

Open to: All *competitors* who have achieved a nett 72 or better in any medal competition.

3.15 **Stableford Final**

Open to: All *competitors* who have achieved 36 points or better in any stableford competition.

3.16 **Frank Walker Trophy**

Open to: Any *competitor* aged 55 and over (managed and organised by the "Mallards" Section).

3.17 **Captain v Vice-Captain**

Format: See separate Appendix.

3.18 **Trophy Winners Texas Scramble**

Format: See separate Appendix.

Balanced teams are drawn by the computer system, once the draw has closed.

3.19 **Winter Competitions**

Format: Determined on a yearly basis.

3.20 **Christmas Cracker Texas Scramble**

Format: See separate Appendix. Competitors select their own team.

3.21 **Yellowball – 3 Man Team Event**

Format: See separate Appendix.

3.22 **Double Greensomes**

Format: See separate Appendix.

CLUB CHAMPIONSHIP

1. Qualification for the Championship will occur during May and June with four competitions being designated qualifying rounds.
2. An individual's two best scores from the qualifying rounds would then determine which Championship (A, B or C divisions) they would play in, together with their seeding position.

Player	Round 1	Round 2	Round 3	Round 4	Total	
Player 1	71	76	74	76	145	Championship
Player 2	78	71	79		149	
Player 3	85	82	75	87	157	
Player 4	79	80	80	84	159	
Player 5		79	80	82	159	
Player 6	82	78			160	
Player 7	84	81	80	80	160	
Player 8	84	82	80		162	
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Player 9	86	79	92	94	165	"B" Championship
Player 10	87	81	86	91	167	
Player 11	83	97	84		167	
Player 12	85	92	83	91	168	
Player 13	82	86	98	92	168	
Player 14		87		82	169	
Player 15	85	86	84	90	169	
Player 16	86	84	86		170	
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Player 17		85		85	170	"C" Championship
Player 18	81		90	90	171	
Player 19	91	95	81		172	
Player 20	125	86	86		172	
Player 21	88	91	85	125	173	
Player 22		84	89	92	173	
Player 23	85		91	89	174	
Player 24		84	93	91	175	
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Player 25		95	89	87	176	
Player 26		125	93	83	176	

3. The qualifiers would then play in a knockout match play event, with the finals being played on the Sunday set aside, refer to fixture list.

4. Rules for general match play competitions would then apply, see rule 2.7

TEXAS SCRAMBLE RULES

1. Each team to consist of four players (or three players depending on the number who enter the event).
2. Handicap Allowance: 1/10th of combined handicaps (3 shots will be deducted from teams of three).
3. All players tee off on all holes.

A minimum of 3 tee shots per player must be used (minimum of 4 tee shots for teams of three).

4. Nominated Team Captain then selects the drive to be used and marks the position with a tee peg (not nearer the hole). The other players then retrieve their balls.
5. All players then play within 150mm (6 inches) of the tee peg, not nearer the hole, in any order.

A ball maybe lifted, cleaned and then placed on the general area, cut to fairway height or less, but must be dropped in any other general area (excludes bunkers & penalty areas).

6. The above method of play is followed until the green is reached.
7. On the green the same method applies. The ball chosen is marked and all players putt from that spot in any order.

3 Man Team: Highest handicapper receives one extra putt.

8. Each player marks the ball after putting. Play continues from each position until the ball is holed.

If a player putts and misses and then inadvertently knocks the ball into the hole, that score counts.

9. The gross score for each hole must be clearly marked on the score card against the player whose tee shot was used, e.g. A, B, C or D. Any ambiguity will result in disqualification.
10. The score card to be signed by two members of the team.

CAPTAIN v VICE-CAPTAIN

1. A 4 Ball Better Ball pairs competition with competitors selecting their own partner.
2. In the event of an odd number of pairs the Captain and Vice-Captain will play a singles match, with the Captain and Vice-Captain's partners forming a pair to joining the odd pair.
3. Each pair will compete for either the Captain or the Vice-Captain.
4. Individual matches decided by best nett score. Each winning pair scores one point for either the Captain or Vice-Captain. Halved match ½ point.

	Captain	Nett	v	Vice-Captain	Nett	Diff.	Win / Loss
Match 1	Player A & Player B	66	v	Player A & Player B	73	5	Captain
Match 2	Player C & Player D	70	v	Player C & Player D	71	1	Captain
Match 3	Player E & Player F	71	v	Player E & Player F	69	-2	Vice-Captain
Match 4	Player G & Player H	67	v	Player G & Player H	69	2	Captain
Match 5	Player I & Player J	75	v	Player I & Player J	71	-4	Vice-Captain
Match 6	Player K & Player L	72	v	Player K & Player L	72	0	Draw
Match 7	Player M & Player N	70	v	Player M & Player N	73	3	Vice-Captain
	Result:			Captain Wins	4.5	to	2.5

5. *The winner has the bragging rights for the remainder of the day.*
6. An overall individual pairs competition will also be held.

TEXAS SCRAMBLE RULES (Christmas Cracker)



1. Each team to consist of three players (teams can be mixed – ladies and gents). *Christmas jumpers optional.*
2. Handicap Allowance: 1/10th of combined winter handicaps (mixed teams – each lady will receive two courtesy shots).
3. All players tee off on all holes (Gents: White tees; Ladies: Red tees).

A minimum of 3 tee shots per player must be used.

4. Nominated Team Captain then selects the drive to be used and marks the position with a tee peg (not nearer the hole). The other players then retrieve their balls.
5. All players then play within 150mm (6 inches) of the tee peg, not nearer the hole, in any order.

A ball maybe lifted, cleaned and then placed on the general area (excludes bunkers & penalty areas). The above method of play is followed until the green is reached.

6. On the green the same method applies. The ball chosen is marked and all players putt from that spot in any order.
7. Each player marks the ball after putting. Play continues from each position until the ball is holed.

If a player putts and misses and then inadvertently knocks the ball into the hole, that score counts.

8. The gross score for each hole must be clearly marked on the score card against the player whose tee shot was used, e.g. A, B, or C. Any ambiguity will result in disqualification.

YELLOW BALL - 3 MAN TEAM EVENT

1. Each team to consist of three competitors.
2. It is not obligatory to play with a “yellow ball”.
3. Each player takes it in turn to play the “yellow ball” in rotation, as below;
Player 1 = holes 1, 4, 7, 10, 13 & 16 (this player must score on these holes)
Player 2 = holes 2, 5, 8, 11, 14 & 17 (this player must score on these holes)
Player 3 = holes 3, 6, 9, 12, 15 & 18 (this player must score on these holes)
4. Two scores to count on each hole, one of whom must be the “Yellow Ball” player. However the “Yellow Ball” player must also score 1 point or better on their designated hole/s for the team to score any points on that hole.
5. If the “yellow ball” is lost it may be replaced on the next hole.
6. A ball maybe lifted, cleaned and then placed on the general area, cut to fairway height or less, but must be dropped in any other general area (excludes bunkers & penalty areas).
Remember to mark your ball before lifting; otherwise a one shot penalty is incurred.
7. Remember to sign into the Psi Touch screen prior to play, mark your card correctly and enter the scores into the correct column in the Psi Touch screen against the players who scored on the hole, i.e. A, B & C, immediately after your round.
8. The score card to be signed by two members of the team.
9. It is the Team’s responsibility to ensure that the card is clearly marked; any ambiguity will result in disqualification.

Double Greensomes

1. Format: Stableford
2. Handicap Allowance: (Lower handicap x 0.6) and (Higher handicap x 0.4).
Ladies will receive the equivalent of 2 additional shots.
3. A ball maybe lifted, cleaned and then placed on the general area, cut to fairway height or less, but must be dropped in any other general area (excludes bunkers & penalty areas).
Remember to mark your ball before lifting; otherwise a one shot penalty is incurred.
4. Double Greensomes is a slight twist on normal Greensomes, as follows;
 - Player A and Player B both tee off.
 - Player A then plays Player B's ball and Player B plays Player A's ball.
 - After both second shots are played one ball is chosen by the team as the one ball to be played from that point on, until the ball is holed. The unselected second shot is picked up.
 - The player, whose ball is picked up, then plays the third shot and all future odd-numbered shots on this hole.
 - Repeat the above for all 18 holes.
5. Remember to sign into the Psi Touch screen prior to play, mark your card correctly and enter the scores into the Psi Touch screen terminal immediately after your round.
6. Ensure that the card is clearly marked; any ambiguity will result in disqualification.