

THE HOLLOWS
*Senior
Men's Golf
Association*

Est. 1993

Operations

Guide

ASSOCIATION
MEN'S GOLF
SENIOR

Hollows Senior Men's Golf Association's Operational Guidelines

OBJECTIVES:

- To ensure the growth of the Association members are allowed to bring guests. A person may play 3 times as a guest.
- To inform the Association members of the procedures to be followed.
- To play by USGA rules except for our state local rules.
- To address Association and golf issues in a timely manner
- To allow seniors a chance to compete with others in a friendly atmosphere
- To maintain ties with the VSGA

POLICIES:

- The Association is a nonprofit organization. All money that is collected must be spent within the current year. The Association maintains a required balance of \$500 in the account to not pay monthly fees
- The Association golf season runs from the first Monday in March through the last Monday in September.
- The Senior group plays all year long. Any money collected is returned in the form of prize money or accounted for under operational expenses.
- Dues are collected in December for the upcoming season.
- Dues are a combination of \$25 (club member), \$45 (nonmember) +GHIN fee, set by VSGA.
- The Association is open to men 50 years of age or older.
- The Association membership elects officers for a two-year term: President, Vice President/Secretary and Treasurer. Assistants to the Vice President/Secretary and Treasurer are encouraged, but not required. Responsibilities are spelled out in the by-laws.
- Vice President/Secretary and Treasurer membership fees (not including GHIN fee) are paid by the Association.

PROCEDURES:

Tee Time Schedule

- 8:00 AM: May 1 — September 30
- 9:00 AM: October 1 — November 30
- 10:00 AM: December 1 — February 28
- 9:30 AM March 1 — March 31
- 9:00 AM April 1 — April 30

Sign Up Procedures

- All members are placed in the Golf Genius Database. The basic information contains Name, email address.
- The Vice President is responsible for an invitation to be sent out at least 5 days in advance of the upcoming game.
- The invitation allows the member to choose to play or decline for that game.
- A member must sign up prior to Golf Genius being closed (normally, 12 noon the day before the game is played). *If they show up and there is an opening on any of the teams, the member at the discretion of the President or Vice President will be allowed to play.*

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Fee Collection

- Each member of the Association who plays the weekly game pays a fee of \$6 (summer) & \$4 (winter). Half of the fee is reserved for weekly prizes and the half for operational expenses, including year-end activities.
- Two Hole-in-one pots are maintained. **They are optional.** In-season runs from March 1 — September 30 and is \$5, the other is the winter season and is \$3. Members pay once; the money stays in the pot until it is won.
- Two closest to the pin pots. **They are optional.** Each member pays \$1 per CTP.

Disbursement of Prize Money:

- Prize money will be paid out based on the number of players in the game. Normal distribution would be 1st Place—\$8, 2nd Place—\$7, and 3rd Place—\$6 = \$84. With fewer players we may pay only 2 places. We can only pay out based on what we took in. The Treasurer determines the amount available for payout.
- Money will be paid the following Monday. Any money not claimed within 3 weeks is placed back in the general funds. The Treasurer has the option to hold money longer under some circumstances.
- Each CTP is paid to the member getting the closest to the pin.
- Any member may request a look at the books.

LOCAL RULES:

- In a game where a player is required to hit an extra shot, (3-man teams) the second shot cannot be used to win the CTPin or a Hole-In-One.
- A member may use an alternative drop instead of stroke and distance when in a penalty area (SeeAppendix).
- Players with a handicap of 24.5+ play from the forward (Red) tees.
- Stay up with the group in front of you not ahead of the group behind you.
- During non-postable scoring games (1) Putts inside the end of the putter and the beginning of the grip are considered good to speed play. **Keep it fair to Keep it fun and moving along.** (2) Max score is a Double Bogey for these fun rounds.
- For Postable rounds, "A" players max score is double bogey, "B & C" players max score is triple bogey and "D" players max score is quadruple bogey. Golf Genius will correct scores to net double bogey for individual holes.
- Players without a Handicap Index are encouraged to play postable rounds during the week and submit their scores to GHIN.

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APPENDIX A

Games and Contests (Brief Explanations)

The Senior Men's Golf Association plays a different game each week for the sake of variety and to encourage camaraderie. The Association uses Golf Genius to manage sign-up, pairings, and scoring procedures. Games and contests are designated as individual stroke play, team events, and scrambles. All games use handicaps to determine individual and team scores. All postable scores from Senior events are posted to GHIN.

Individual Games

- **Flighted By Handicap:** Players compete with other players in their designated flight. This is a stroke play, net score game. There may be instances where prize money is distributed unevenly due to the number of players in each flight.
 1. A Flight 0.0 —12.4
 2. B Flight 12.5—18.4
 3. C Flight 18.5—24.4
 4. D Flight 24.5+ (Players in this flight play from the forward/Red Tees)
- **Four Clubs & a Putter:** Players may carry and use only 4 regular clubs plus a putter for the entire round. Clubs may not be exchanged between players. Players compete with others in their designated flight. (See above) This is a stroke play, net score game. This game may also be played in a scramble format.

Team Events

- **Best Tee Shot, play your own ball in from there:** After the best ball has been selected each player hit his own ball into the hole from there. Team score is the total of all four scores.
- **Subtract 3:** This is a stroke play, net score game. All players play their own ball through the final putt. All scores are entered into Golf Genius which is programmed to select and eliminate the team's three worst scores to par.
- **Team Points:** This is a stroke play, net score game. All players play their own ball through the final putt. There is a designation of points for each hole per player. The points total is the team score.
 1. 1 point for a bogey
 2. 2 points for a par
 3. 3 points for a birdie
 4. 5 points for an eagle
 5. 10 points for a hole-in-one

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- **Net/Gross:** This is a stroke play game in which Net and Gross competitions are played concurrently, with both competitions having the same format. Golf Genius will score each team player for both Gross and Net scores and create two team scores. One team will win the Gross competition, and another team will win Net. The same team may not win both competitions.
- **2-Man Team (Alternate shot, Best Ball, Scramble, 6x6x6 or 9x9):** Generally, the player will select his own partner. These formats are:
 1. Alternate shot—Each player hits a tee shot, and they select the ball they wish to play and alternate shots into the hole. This is followed on each hole designated AS.
 2. Best Ball—Each player plays his own ball into the hole; the best score is the team score. This continues on each hole that is designated BB.
 3. Scramble—Each player tees off; both players hit from the site of the best ball. This is continued into the hole.
- **Straight Scramble:** Each player tees off; all players hit from the site of the best ball. This is continued into the hole.
- **Red, White, Gold Scramble:** Each team plays from 6 Red tees, 6 Gold Tees, and 6 White Tees. Each player tees off; all players hit from the site of the best ball. This is continued into the hole.
- **Florida Scramble:** Each player tees off; all players hit from the site of the best ball **except** the person who hit the selected shot. This is continued until the ball is on the green; everyone putts until first ball goes in the hole.
- **Scramble X4:** In this format the team must use each player's drive 4 times, including par 3's.

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Contests for Members

- **Closest to the pin:** This is voluntary. Each week there are two par 3's designated as CTP holes. Members who choose to participate put in \$1 in for each hole. All participants must play from the Gold tees to be eligible.
- **Hole-in-one:** This is voluntary. There are two separate pots, one for the summer season (\$5) and one for the winter season (\$3). They remain in effect until the money won. When a member gets a Hole-in-one, he receives the money and a new contest begins.

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APPENDIX B Penalty Areas

The Senior Men's Golf Association Rules Committee designates penalty areas for each 9-hole course. The purpose of these penalty areas is to provide options for relief for the player who finds his ball difficult to hit safely. Any relief taken cannot not be any closer to the hole or to improve line of flight to the green.

Any penalty area not marked will be treated as a RED area. There is always the option of playing a provisional ball. The following five options are available to the golfer:

- Play the ball as it lies, no penalty.
- Back-On-the-Line Relief. Drop the original ball or another ball (see [Rule 14.3](#)) in a relief area that is based on a reference line going straight back from the hole through the estimated point where the original ball last crossed the edge of the penalty area, and take a 1-stroke penalty.
- Move the ball to the fairway, no closer to the pin, and take a 2-stroke penalty. This local rule is used to speed up play, in lieu of Stroke and Distance.
- Lateral Relief: Estimate the point where the ball last crossed the edge of the penalty area, taking two club lengths, no nearer the hole, and add a 1-stroke penalty.

PENALTY AREAS	
Hole #	Road Course
1	The trees and ditch up the right-hand side of the fairway.
2	The trees and ditch up the right-hand side of the fairway.
5	The trees up the right-hand side of the cart path.
8	The ditch running across the fairway.
	All native or tall grass areas are entitled to lateral relief.
Hole #	Cottage Course
1	The trees up the right & left-hand side of the fairway, area left of the cart
3	The Pond, designated drop area on the forward tees
4	The area right of the fairway.
5	The trees between the 5 th and 6 th fairways. The trees along the right-hand side of the fairway
6	The trees up the right-hand side of the fairway.
	All native or tall grass areas are entitled to lateral relief.
Hole #	Lake Course
1	The Driving Range
2	The Lake
3	The Lake
6	The Pond
7	The Pond and the ditch crossing the fairway in front of the green
8	The Pond
	All native or tall grass areas are entitled to lateral relief.

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APPENDIX C

Suggestions for Improving Pace of Play

Playing Ready Golf

- Plan your shot (including club selection) before you get to your ball.
- Be ready to play when it's your turn. Hit when ready and safe, regardless of who has the honors.
- Line up your shot and trust yourself. Take a maximum of 30 seconds to hit your shot (including your practice swing).
- Watch your ball flight and landing spot, noting landmarks to help locate the ball. Do the same for your playing partners. Hit your own ball before searching for anyone else's.
- Take no more than 3 minutes to search for a lost ball.
- Move promptly from shot to shot and hole to hole.
- Keep up with the group in front of you. If you can't, invite the players behind you to play through.
- Carry a spare ball in case you need to hit a provisional (Rule 27-20).
- Never delay a stroke due to conversation.
- Set a good example for your playing partners, and politely encourage them to keep moving.

A Few Suggestions on the Tee

- Proper pace of play begins with teeing off at the appointed time.
- Arrive early for your tee time. Allow time for unloading your equipment, putting on your golf shoes, any desired practice or warm-up, purchasing any refreshments and driving your cart to the first tee.
- Play the right course for your ability level. Choose a set of tees with a rating of your handicap index, or just tee it forward.
- Establish your position on the course:
- -If the round begins with a par 4, tee off when the group ahead has reached the green.
- -If the round begins with a par 5, tee off when the group ahead has hit their second shots and moved toward the green.

Tips for Fairway Play

- Develop an eye for distance. Use yardage markers, an electronic range finder, or GPS as aids. There is no penalty for exchanging yardage information with other players.
- When waiting for the group ahead to clear the fairway, let shorter hitters go ahead and hit.
- Players across the fairway from one another may hit at the same time.
- Don't travel as a pack, waiting on each golfer to hit. Each player should proceed to his ball.
- If you are driving/sharing a cart, let the shorter hitter hit first. The longer hitter walks or drives to the site of his ball, hits, then either returns to pick up his partner, walks back to the cart, or waits to be picked up.
- If you must park your cart on the cart path, take more than one club when you walk to your ball so you don't waste time returning to get a different one.
- When chipping around the green, also carry your putter. Every hole ends with a putt

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Saving Time on the Green

- Park your cart at greenside as close to your expected exit point after holing out. Don't park in front of the green.
- Mark your ball and lift and clean it when you arrive at the putting green.
- Study/line up your putt while others are putting.
- Putt continuously until you hole out unless restricted by another golfer's line.
- On non-postable (Scramble/Team) games use the end of putter to beginning of grip rule. (partner give).