



Member Handbook

Table of Contents

General Policies.....	1
Purpose	
Membership	
Tee Times	
Dress Code	
Player Conduct	
Tournament Policies.....	2-4
Tournament Rules	
Maximum Score Rule	
Tournament Registration	
Re Entry	
Scorecards	
Scorecard Attestation	
Scorecard Submission	
Flights	
Tees	
Pace of Play	
Inclement Weather	
Posting Scores	
Maximum Hole Score for Handicap Purposes	
Holes-in-One.....	5
Tournament Descriptions.....	6-8



General Policies

Purpose: Whitney Farms Men's Club, established in 1984, promotes and encourages playing golf and participation in related social activities to enhance interaction and fellowship among its members.

Membership: An active member in good standing is at least 18 years old and has submitted a completed membership application along with the annual membership dues for the golfing season. There are three types of memberships offered.

Full Member

Unlimited access to all tournaments
Preferred tee times 9 days in advance
Access to all social events
USGA handicap
Pro shop discounts

Associate Member

Access to 5 tournaments excluding the Club Championship and President's Cup. For the 3 Day Member-Guest, Associates may play as the Member with a guest only if space is available; however, Associates may play as the guest of a Full Member. Associates are eligible to play in the 2 Day Member-Member (at an additional cost) as one of their five tournaments.
Preferred tee times 8 days in advance
Access to all social events
USGA handicap
Pro shop discounts

Honorary Member

Honorary member is a person who shall be designated as such for meritorious contributions to the Club or its objectives. An Honorary Member shall have the same privileges as noted above for Full Members.

Tee Times: Full Members can book a tee time 9 days in advance but must play with at least two other members in the WFMC. Associate Members can book a tee time 8 days in advance and must play with at least two other members in the WFMC.

Dress Code: Whitney Farms Men's Club participants are expected to comply with Whitney Farms Golf Course requirements of proper golf attire.

Player Conduct: Whitney Farms Men's Club members shall always conduct themselves in a courteous and responsible manner. Any failures to follow the Rules of Golf, or excessive lack of golfing etiquette or disrespect to a fellow player, Men's Club Member, golf course staff member, or any other individual, or the golf course or golf course equipment may be grounds for disqualification from any tournament and expulsion from the Men's Club. In addition, members are responsible to report any infractions of the above or the Rules of Golf by any member that may be cause for disqualification from a tournament or the Men's Club.



Tournament Policies

Tournament Rules: Whitney Farms Men's Club members shall follow all USGA, local, and tournament rules including scoring, submitting scores, and following the Rules of Handicapping, including Appendix C: Handicap Allowances for all tournaments as follows:

Format of Play	Type of Round	Handicap Allowance
Stroke play	Individual	95%
	Individual Stableford	95%
	Four-Ball	85%
Match Play	Individual	100%
	Four-Ball	90%
Other	Best 1 of four stroke play	75%
	Best 2 of four stroke play	85%

Maximum Score Rule: All WFMC stroke play events will be played under the "Maximum Score" form of stroke play. A player's score for each hole is capped at a maximum of 10 strokes. A player who does not complete a hole (often referred to informally as "picking up") is not disqualified from the tournament, but simply gets the maximum score of 10 for the hole.

Tournament Play

i. **Tournament Registration** – A sign-up sheet for the current tournament will be located in or just outside the Pro Shop. To register for that tournament, you must put a checkmark in the box next to your name for the day being played. All members must sign up for a given tournament prior to starting their round. Any member who fails to sign up before teeing off on their 1st hole will not be entered into the tournament and will not be eligible for any prizes.

ii. **Re-Entry:** Any member who wishes to re-enter into a weekend tournament can do so by paying a \$10 re-entry fee. Check off the sign-up sheet, put \$10 into the envelope provided, put your name on the envelope and place envelope in the box hanging on the wall. The re-entry fee must be paid prior to starting the round; re-entry is NOT permitted once a member has started play. Any member who submits a scorecard but does not pay the re-entry fee or submits the re-entry fee after starting play will be disqualified from that round.

iii. **Club Championship.** Participation in the Club Championship tournament requires full membership by May 31st of that year and played in at least five WFMC tournament rounds prior to the Club Championship.

Scorecards

All scorecards must be legible and include your LAST NAME and indicate TEE PLAYED. Scorecards must be dated, signed and attested by a WFMC member. A scorecard SHOULD NOT have any player listed on it who is not entered into the WFMC tournament. Any side games or points should be done on a separate scorecard. Failure to provide this information or follow any of these rules will result in disqualification.



TOURNAMENT POLICIES



Scorecard Attestation.

i. Individual Event Tournaments. There must be at least two Club members in a group for either one to participate in an individual event tournament. The scorecard must be signed by the Club member submitting the scorecard and attested by a different Club member that played in the same group as the Club member signing the card.

ii. 2-Man Team Event Tournaments. There must be two (2) Club members playing as a team to participate in a 2-Man Team Tournament (no single players can enter as a team). The scorecard must be signed by one member of the 2-Man Team submitting the scorecard and attested by another Club member that played in the same group as the 2 Man Team (the other Club member may or may not be part of the 2-Man Team).

iii. 4-Man Team Event Tournaments. There must be at least three (3) Club members that are part of a 4-Man Team to participate in a 4-Man Team Tournament. The scorecard must be signed by one member of the 4-Man Team and attested by a different member of that 4-Man Team.

Scorecard Submission: A picture of your properly signed, dated, and attested scorecard must be submitted via email to wfmclub@gmail.com prior to 6 p.m. of the day played. Scorecards submitted after 6 p.m. will not be considered for that weekend's tournament.

Ruling Questions: If there is a question regarding a golf ruling, please play two balls pursuant to USGA Rule 20.1(c) (note that this is applicable for stroke play events ONLY). A decision will be made by the Club Professional or the WFCM board.

Flights: Flights are determined by dividing the total number of participants by the format of a given tournament. Tournament formats include individual medal events which typically have 4 flights, two-man events which typically have 3 flights, and four man events which typically have 2 flights. The number of flights may be changed at the discretion of the WFCM Board for any tournament based on the number of players/teams.

Tees: Unless otherwise indicated, members have the choice of playing Blue, White, Green (if qualify), Green/Gold Combo (if qualify) or Gold (if qualify) tees. To play from the Green Tees, either (i) you must be at least 70 years old (no Handicap Index requirement), OR (ii) your Handicap Index must be 15.0 or higher AND your age plus Handicap Index must be 75 or more. To play from the Green/Gold Combo Tees, you must be at least 70 years old AND your age plus Handicap Index must be 86 or more. To play from the Gold Tees, you must be at least 75 years old. Women may play from the women's tees. You can play from different tees each day for a replay if you so choose.

Pace of Play: The goal to finish a round of golf at Whitney Farms is 4 hours 20 minutes or less. It is the responsibility of every golfer to keep up with the group in front of them, not just ahead of the group behind them. Here are some tips from the USGA to improve pace of play.

1. Arrive on time and ready for your tee time
2. Minimize your time on the tee. On the tee it is usually acceptable for players to "hit when ready." You can also save time by playing a provisional ball (Rule 18.3) if you think your original ball might be lost or out of bounds
3. Keep your pre-shot routine short



TOURNAMENT POLICIES



4. Don't wait in the cart for your partner. Drop him off, go to your ball and get ready for your shot. If you want to leave the cart with your partner, take a couple of clubs and start walking to your ball. Nothing wastes more time than sitting in the cart watching someone else play
5. Be helpful to others in your group
6. Be aware of how much time you spend looking for balls in the woods - Rule 18.2a limits search time to 3 minutes
7. Be efficient on the putting green
8. Fill out the scorecard on the next tee box
9. Accept responsibility: Recognize that slow play isn't just the other guy's fault

Inclement Weather: Severe weather-related conditions may prevent, delay or suspend play when the course is rendered unplayable, or the safety of players is at risk, as determined by golf course staff. A tournament may be canceled for the day due to weather conditions at the discretion of the Board. Tournaments, especially in the spring and fall, can be delayed due to frost. Participants should remain on the premises and wait for the tournament to start.

Posting Scores: The Handicap Committee will post **all** scores from WFMC events to GHIN. Members are responsible to post their own scores for every other round played (whether at Whitney Farms or elsewhere) if the round has been played:

- In an authorized format of play (see Rule 2.1a of the USGA Rules of Handicapping - Played in an Authorized Format of Play) over at least the minimum number of 9 holes required for a 9-hole score or 10 holes for 18-hole score to be acceptable. For holes not played for an 18-hole score (any of holes 11-18), the handicap system will automatically calculate an expected score so that an 18-hole Score Differential can be calculated.
- In the company of at least one other person, who may also act as a marker (subject to satisfying any other requirements of the *Rules of Golf*),
- By the *Rules of Golf*. For any holes not completed, record your most likely score or net double bogey, whichever is lower.
- On a golf course with a current Course Rating and Slope Rating.
- On a golf course during its active season.

Failure by a member to post scores in the situations above can result in the member's handicap being reduced for WFMC events. Repeated failures by a member to post applicable scores will result in suspension of tournament playing privileges.

Maximum Hole Score for Handicap Purposes: For those rounds in which a member should post his score as noted above, such scores should be posted under the guidelines of Maximum Hole Score for Handicap Purposes (USGA Rules of Handicapping Section 3.1).

For a player with an established *Handicap Index*, the maximum score for each hole played is limited to a *net double bogey*, calculated as follows:

Par of the hole + 2 strokes + Any handicap stroke(s) that the player receives on that hole



TOURNAMENT POLICIES



Holes-in-One: The WFMC will cover the cost of beverages, up to a maximum of \$300, for any members present in the Sand Trap or Player's Club following the round in which any member playing in a WFMC event makes a verified hole-in-one during his round. The WFMC shall cover the cost of only 1 drink for each member present in the Sand Trap or Player's Club. Additionally, for any member that makes a verified hole-in-one during a WFMC event, a nameplate will be engraved for the Men's Club Hole-In-One plaque hanging in the clubhouse.



Tournament Descriptions

2 Man Best Ball:

This is a 2-man team gross/net event. Each member of the team plays his own ball. On each hole, the low gross score of the team counts as the team gross score, and the low net score of the team counts as the team net score.

4 Man Best Ball:

This is a 4-man team gross/net event. Each member of the team plays his own ball. On each hole, the low gross score of the group counts as the team gross score, and the low net score of the group counts as the team net score.

4 Man Net Total:

This is a 4-man team net event. Each member of the team plays his own ball. On each hole, the total net score for all 4 team members counts as the team score.

4 Man ChaChaCha:

This is a 4-man team net event. On Hole 1, you count the best one net ball of the foursome. On Hole 2, you count the best two net balls of the foursome. On Hole 3, you count the best three net balls of the foursome. The process then repeats so that we are back to counting the best one net ball on the 4th hole, best two net balls on the 5th hole, and so on.

Beat the Pro's Score:

This is an individual net event. Each player plays his own ball and his score alone counts toward his total. If the player's net score for the round is better than the pro's gross score, the player wins.

Play with the Pro

This is a season long tournament where WFMC members play with the Pro in a team event against other teams. Each team has four members: the Head Pro, and three others who are members of the WFMC. Each member may only play on one team during the season (you cannot play twice in this event). Rounds must be scheduled with the Pro. The format is the aggregate of the best one gross score and best two net scores of the foursome (the same ball cannot be counted more than once).

Club Championship:

This is a match play event. The Championship and First Flights will be determined based on qualifying criteria and are played without any handicap (no strokes). All other flights are flighted based on Handicap Index and matches played at 100% handicap.

Individual Medal:

This is an individual gross and net event. The player plays his own ball and his score alone counts toward his total. There will typically be 4 flights for scoring the event, with each flight containing approximately the same number of players.

Individual Medal Premium Event:

Same as Individual Medal with increased payouts for 1st, 2nd and 3rd place only.



TOURNAMENT DESCRIPTIONS



President's Cup:

This is a season long match play event, with matches required to be played during the specified time period. Entry is limited to the first 64 players that sign up. Entrants will be broken into 4 brackets of 16 players by random draw. If there are less than 64 entrants, the past year's champion will be awarded a bye and any remaining byes will be randomly awarded. Matches will be played at 100% handicap.

Ryder Cup:

This is a 2-man team 18 hole event - 9 holes best ball and 9 holes shamble best ball. For the first 9 holes (holes 1-9), each member of the team plays his own ball. On each hole, the low gross score of the team counts as the team gross score, and the low net score of the team counts as the team net score. The second 9 holes (holes 10-18) shall be a shamble best ball format (at 80% handicap for net score) where each member of the team tees off and the team chooses the best drive to use. From there, each member plays his own ball until holed. The low gross score of the team counts as the team gross score, and the low net score of the team counts as the team net score.

Stableford:

This is an individual gross and net event based on a point system in which points are awarded based on the number of strokes taken on each hole as follows:

Double Bogey or higher:	0 Points
Bogey:	1 Point
Par:	2 Points
Birdie:	3 Points
Eagle:	4 points
Double Eagle:	5 Points

2 Day Member-Member:

This is a two-day team event where each team consists of 2 full members, a full member and associate member, or 2 associate members. The format for each day is 2 Man Best Ball. Team gross and net scores from each day are combined for a two-day gross and net total.

Tournament of Champions:

This is an Individual Medal Play tournament. To qualify for the Tournament of Champions, you must be the winner of an Individual Medal Play tournament, the Club Championship, or the President's Cup.

Lone Ranger Hot Ball Tournament:

This is a 4-man team event. One Hot Ball will be provided to each foursome. For each hole, one player in the foursome is assigned to be the Lone Ranger and must use the Hot Ball. On the 1st hole, the player in position 1 on the scorecard is the Lone Ranger and must use the Hot Ball. On the 2nd hole, the player in position 2 on the scorecard is the Lone Ranger and must use the Hot Ball. On the 3rd hole, the player in position 3 is the Lone Ranger and must use the Hot Ball. On the 4th hole, player in position 4 is the Lone Ranger and must use the Hot Ball. The cycle then repeats throughout the rest of the round. The team score will be the combined score for the Lone Ranger's ball (net) and the best net ball of the other 3 players. So, two balls will be counted on each hole. You must complete with round with the Hot Ball. If the Hot Ball is lost during the round, your team is out of the tournament.



TOURNAMENT DESCRIPTIONS



3 Clubs and a Putter:

This is a 4-man team event with a scramble format. Each member of the team will select 3 clubs to make up their bag and a putter (ex: Player A selects driver, 7 iron, PW and putter, Player B selects 3 wood, 8 iron, GW and putter and so on). Each member can only use the clubs they selected in their bag, **NO SHARING CLUBS!!** All players on the team tee off and the preferred tee shot is taken. All players then play from the preferred ball. Play continues until the ball is holed. Each player must play his ball within one club length of the preferred ball but no closer to the hole. The lie of the ball may not be improved. When on the putting green, each person must play from the exact location of the preferred ball. The team must use at least 2 tee shots of each member during the round.

3 Day Member-Guest:

This is a three-day event where each two-man team consists of a full member and guest (an associate member may play as a guest of a full member). The format is five separate 9 hole matches, best net score wins the hole. Each hole is worth 1 point. If the hole is halved both teams get ½ point. The team that wins the match earns 1 bonus point. If the teams tie they both receive ½ bonus point. Points scored during all five matches will be combined for an overall 3-day total.

This event is limited to the first 60 full members that submit a fully completed application and payment. All guests must have a current and active USGA Handicap Index indicated on the application for an application to be accepted. The WFMC Board will not approve a guest who fails to provide this information.