



# *Poppy Estate Senior Men's Golf Club*

## *Schedule for the Year 2012*

<b>March 28</b>	K.P.s, Qualifying (new members) and individual stroke play <b>Shotgun start 07:45</b> <i>Spring information meeting to follow</i>
<b>April 4</b>	K.P.s and Monthly Stroke Play
<b>April 11</b>	K.P.s and Yellow Ball (Team Event)
<b>April 18</b>	K.P.s and Two Hole Throw Out
<b>April 25</b>	K.P.s and 2 Partners Against the Field (Team Event)
<b>May 2</b>	K.P.s and Monthly Stroke Play
<b>May 9</b>	K.P.s, Fewest Putts (by Flight) and <i>Match Play Qualifier (Stroke Play)</i>
<b>May 16</b>	K.P.s, 2 Hole Throw Out, and <i>1<sup>st</sup> Round of Match Play</i>
<b>May 23</b>	K.P.s and <i>2<sup>nd</sup> Round of Match Play</i>
<b>May 30</b>	K.P.s, Fewest Putts, and <i>3<sup>rd</sup> Round of Match Play</i>
<b>June 6</b>	K.P.s, Monthly Stroke Play, and <i>4<sup>th</sup> Round of Match Play</i>
<b>June 13</b>	K.P. s
<b>June 20</b>	K.P.s, and Yellow Ball (Team Event)
<b>June 27</b>	K.P.s and Fewest Putts
<b>July 4</b>	K.P.s and Monthly Stroke Play
<b>July 11</b>	K.P.s and Partners Odd & Even (2-Man Team)
<b>July 18</b>	K.P.s and 2 Hole Throw Out
<b>July 25</b>	K.P.s and Best Ball (Four Man Teams)
<b>August 1</b>	K.P.s and Monthly Stroke Play
<b>August 8</b>	K.P. s and 2 Partners Against the Field (Team Event)
<b>August 15</b>	K.P.s and 5 Club Event (only 5 clubs allowed) ( <b>not counted for HCP</b> )
<b>August 22</b>	Shamble (Team Event) ( <b>not counted for HCP</b> )
<b>August 29</b>	K.P.S, <b>Club Championship and Senior's (over 74) Championship (1<sup>st</sup> Round)</b>
<b>September 5</b>	K.P.S, <b>Club Championship and Senior's (over 74) Championship (2<sup>nd</sup> Round)</b>
<b>September 12</b>	K.P.s and Monthly Stroke Play
<b>September 19</b>	K.P.s and Fewest Putts ( <b>by Flight</b> ),
<b>September 26</b>	K.P.s and Turkey Shoot
<b>October 3</b>	Texas Scramble (Team Event) ( <b>not counted for HCP</b> ) <b>Shotgun start at 07:45</b> <i>AGM and Banquet to follow</i>

***Winners of Low Gross prizes are not eligible for a Low Net prize in the same game. To be eligible for prize money, you must have an established handicap (minimum 5 games). Match Play participants must have played a minimum of 10 games with the club. Club/Over 74 Championship participants must have played a minimum of 10 games with the club.***



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### Game Definitions

#### **Best Ball**

Four man team event. Each player on the team plays his own golf ball throughout the round and, on each hole, the low **net** score - or "best ball" - of the group serves as the team score. Player A gets a **net** 5, B gets a **net** 4, C gets a **net** 6, D gets a **net** 6, then the team score for that hole is 4, because the low score of the group was B's **net** 4.

**Gross Score recorded for handicap purposes.**

#### **Club/Over 74 Championship**

**All participants must have played a minimum of 10 games with the Club.** The players' course handicaps in effect at the time each round is played are to be used and will be posted on the Bulletin Board.

**Gross Score recorded for handicap purposes.**

#### **Fewest Putts (by Flight)**

Ball **must be completely on the green** to count as a putt. **All Putts must be holed out.** Record putts on the bottom line of the scorecard, and total them for your score.

**Gross Score recorded for handicap purposes.**

#### **Match Play**

Handicaps at the start of the tournament are to be used throughout the tournament. Participants must have played a minimum of 10 games with the Club. In the event of a rainout, the round will be moved to the next week. If there is a tie after 18 holes, proceed to Hole 1 for a sudden death playoff – handicap rules still in effect. All players are to adhere to the CGA Rules of Golf.

**Summer Rules are in effect throughout the tournament.**

**Partners Odd & Even** Before teeing off, decide who the partners are in each foursome. **Put only those 2 names on your scorecard. Before you start, decide** which *partner's* score will be counted on the *even holes* and which will count on the *odd holes*. **On the bottom line score the 9 even hole net scores** of the even partner **and the 9 odd hole net scores** of the odd partner and add them up for your team score.

**Gross Score recorded for handicap purposes.**

#### **Shamble**

Each team member tees off; team selects the best drive (at least 3 drives from each player must be used during the game). All players play their second shot from the selected spot, **and then play out their own ball in a normal manner.** Score individual *Gross Scores* and pick out the 2 best Net Scores for the Team Score on each Hole.

Scores not used for handicap purposes.



# *Poppy Estate Senior Men's Golf Club*

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### Game Definitions (continued)

- Turkey Shoot** Stroke play. Prize coupons from **JD Farms** will be awarded for the **top 3 Low Net scores in each flight**.
- Texas Scramble** All players tee off at each hole. The team captain then selects the best drive and marks the position (within 6 inches) with a tee. Players retrieve their balls and play from that area through to the green. Golf balls shall be placed on closely mown areas and shall be dropped if the chosen ball is in the rough or in a hazard (the ball is to be dropped in the rough or the hazard). On the green the same method applies until the ball is in the hole (Note: if a player putts and misses but then inadvertently knocks the ball into the hole, *then that score counts*). Score the shots chosen from each spot, for that hole. At the end of the round, the total score will be added up for the **Gross Score**. Subtract the team handicap for your **Net Score**. Each player must have a **minimum of 3 drives**.  
The *Ambrose* method of handicapping will be used for each team's handicap. Players' **handicaps are added together and divided by eight** to produce the **Team Handicap** (for a **threesome divide the total by 6**). Example:  $16 + 21 + 23 + 27 = 87 / 8 = 10.87 = 10.9$  is the Team Handicap. **The Club Captain will calculate and post the team handicaps and calculate the Net Team Score.**
- Two-hole throw-out** Record your gross score as usual, and **MARK your card FLIGHT A, B, or C**. **Deduct** one hole from the Front Nine, and one hole from the Back Nine. Total your score excluding the two holes you have deducted (**circle the holes**).  
**Deduct 50% of your Handicap**, i.e. Handicap is 17 then 8.5 is the handicap to be applied. **This gives you a Net Score** for the competition.  
**Gross Score recorded for handicap purposes.**
- Two Partners Against The Field**  
**Pick a partner out of your foursome, and put both names on a single scorecard.** Record the gross score of each player on every hole. **Record the lowest net score for the partners for each hole** on the bottom line of the scorecard. At the end of the game total the 18 low net scores for the team total.  
**Gross Score recorded for handicap purposes.**



# ***Poppy Estate Senior Men's Golf Club***

## ***Schedule for the Year 2012***

### **Game Definitions (continued)**

- Yellow Ball**     **Determine, before starting, the rotation of the players numbered 1, 2, 3, and 4.**  
Things to consider; players numbered 1 and 2 will have to play 5 holes each, while players numbered 3 and 4 will only score on 4 holes each; holes with water hazards, etc. must be considered – if you lose the *Yellow Ball* the team score ends at that point.  
The player with the yellow ball will be using his handicap for that hole, and his net score will be recorded.
1. ***Use a separate score card for the game itself.*** Individual score cards are to be used for handicap purposes.
  2. ***Player No. 1 will play the Yellow Ball on the 1<sup>st</sup>. Hole and record his score with it. He will then give the Yellow Ball to Player No. 2 who will play Hole No. 2 with it and record the score for that hole. Player No. 3 will play the next hole, etc. etc. until (if you are lucky) you will have completed all 18 holes recording a score using only the Yellow Ball.***
  3. ***The rotation of Players must stay in the same order for all 18 holes.*** No changing of the rotation during the round.
- Do not throw away the team scorecard if you lose your ball.*** We still need you to hand it in, even though you haven't fully completed the round.

Jack McEwen  
Club Captain  
(604) 626-4479  
[zambezi69@shaw.ca](mailto:zambezi69@shaw.ca)