

CHILTERN U3A GOLF GROUP

LOCAL RULES/GUIDELINES

SECTION A GENERAL

1. Membership is open to all current members of Chiltern University of the Third Age (CU3A)
2. The objective of the group is the enjoyment of the game of golf in the company of fellow members of CU3A
3. The principal National U3A objective is that of a self help learning group. We believe that the golf group observes this by
 - a. Believing that regular play improves ability
 - b. Membership being open to beginners and golfers of any ability
4. The rules and etiquette of the game of golf should be observed at all times
5. The group offers a game of golf every Monday throughout the year except for bank holidays, weather permitting. We will endeavour to play on the Wednesday following a Bank Holiday Monday
6. All games are played to the Stableford format with group handicaps set as per Section C
7. We aim to play at flat, parkland courses within a 20 mile radius of Amersham. Occasionally we may play at other courses which may be more challenging
8. Currently we play an 18 holes game on the 1st, 3rd and 5th Monday in the month. We play a 9 holes game on the 2nd and 4th Mondays. Wherever possible we will try to provide the opportunity to play a 9 or 12 holes game on the same course as the 18 holes game on the 1st and 3rd Mondays
9. Participation is generally limited to a maximum of 28 players for the 18 holes games and 28 for the 9 holes games.
10. All places need to be reserved in advance by booking with the Convenor. Places will be allocated on a first come, first served basis. If necessary a waiting list will be instituted
11. Payment for green fees, prizes etc will be made to the Treasurer. He will pay the club and purchase and supply prizes as required.
12. Players should arrive at least 30 minutes before their tee off time.
13. Surplus funds will be put towards the Christmas function
14. All communication is made by e-mail
15. Guests will be welcome if places are available.
16. In the unlikely event of a dispute the Convenors decision will be final

SECTION B PLAYING GOLF

1. Men will always play off yellow tees and ladies off the red tees.
2. We allow a mulligan on the first hole in a round provided it is a par 4 or par 5. A mulligan should only be taken to correct a bad drive and not to improve a poor drive
3. If you cannot score be prepared to pick up and move on
4. We allow a "gimme" putt to speed play up. This should be approved by your playing partners. The acceptable limit is the metal shaft of a regular putter. It does not include the handle or the head.
5. We normally play for a prize and levy a small surcharge to purchase the prize. No one is compelled to pay this surcharge it is purely voluntary.
6. WINTER RULES. If your ball lands in a divot, you can pick up your ball, clean it and place it behind the divot without incurring a penalty. Similarly, if your ball has mud attached to it, you can pick up your ball, clean it and place it where it was without incurring a penalty or improving your lie.
7. BUNKERS. Players must not ground their club in a bunker before playing the actual shot **otherwise there is a one stroke penalty**. In the event of flooded or water hardened bunkers, this can be treated as GUR and you can have a free drop behind the bunker. Ideally this should be raised with the group leader before play commences to get a ruling.
8. LOST BALL. If a player misdirects their shot and believes their ball is lost or out of bounds, please play a provisional ball from the place where they had initially played their misdirected shot. If the first ball cannot be found and you have not played a provisional ball, we permit you to drop a ball two club lengths from where it is thought the original shot had gone. **You will incur TWO penalty shots.**
9. OUT OF BOUNDS. If your ball is out of bounds and you have not played a provisional ball, we permit you to drop a ball two club lengths from where it is thought the original shot had gone out of bounds. **You will incur TWO penalty shots.** You must not play your ball from an out of bounds lie.
10. If the original ball is found then that is the ball in play, not the provisional. You cannot choose between playing your first ball or the provisional depending upon their position.
11. A WATER HAZARD is treated in accordance with the normal rules of golf. i.e. If the ball enters a water hazard and is found or the player is virtually certain that the ball is in the water hazard, they can drop a new ball behind the water hazard on a line back from where the original ball was deemed to have entered the water hazard. **This incurs a penalty of one stroke.** Some courses have Drop Areas where the shot must be played from. If this is the case, you are obliged to use the Drop Area.
12. Unplayable Ball. If a player deems their ball as unplayable, **they must under penalty of one stroke**
 - a. Drop a ball behind where the original ball lay
 - b. Drop within 2 club lengths but not nearer the hole

13. Slow play is the bane of modern golf. An 18 holes game should not take more than 4 hours and a 9 holes game not more than 2 hours. To help this please observe these simple guidelines:

- a. Prior to the day of the match players should investigate demands of the course and book a buggy if they suspect it may be physically taxing for them.
- b. Any player arriving late for their slot on the 1st tee shall automatically move back to the next group available with a nominated player moving from their slot into the vacant position.
- c. Players should assemble at the first tee at least 5 minutes before their allotted group time to be ready to play immediately they are free to do so. To avoid delay from a group ahead shorter hitters from the tee should take their shots out of order when safe to do so.
- d. Practice swings should be limited to 2 for all shots.
- e. Mulligans on the 1st par 4 (or 5) may only be taken for a potentially lost ball off the fairway or one that does not travel off the teeing area. They should not be taken for miss hit straight shots that simply do not go very far.
- f. ALWAYS keep up with the group ahead NOT just ahead of the group behind.
- g. Only players with balls located on the same side of the fairway as that of an errant shot should assist in finding the lost ball.
- h. When approaching the green players should park their trolleys on the side closest to the route to the next tee.
- i. A ball on the putting green should be marked by its owner without waiting to be asked to do so.
- j. Players should be ready to take their shot or putt immediately after their playing partner has completed. Where a ball search is underway, or a delay in play occurs such as waiting for the game in front to be out of range, other members of the group shall take their shots forward out of turn on a '**Play When Ready**' basis to keep things moving.
- k. Cards must **not be marked** at the completed green but on the next tee.
- l. On completing a green the pin should be immediately replaced, vacated and the approaching players waved ok to play their approach shots.
- m. Players who have already taken more shots than will allow them to score on a hole should pick up unless the following group are not waiting to play.
- n. Where possible a faster playing group behind should be allowed to play through to avoid continuous waiting.
- o. Whilst not rushing it is the duty of all players to make sure their group moves along at a good pace that does not spoil the enjoyment of the game for those behind them.
- p. At the end of a round all players must sign the score cards as either Marker or Player. All cards to be submitted to the group leader for the day, even those when the round was not completed. The scores will subsequently be used to update the handicaps on the spreadsheet. For players in the last group, please ensure that you submit your cards to the group leader before putting all your stuff away.

SECTION C - OUR HANDICAP SYSTEM

We have adopted this handicap system which is designed to recognise actual playing results and gives everyone a chance of winning a prize. Maximum permitted handicap for men is 36 and for women 45

18 HOLES

Winner	cut 2 shots
Runner Up	cut 1 shot
Score 36+	cut 3 shots
Score 31-35	cut 2 shots
Score 27-30	cut 1 shot
Score 24-26	no change
Score 20-23	add 1 shot
Score 15-19	add 2 shots
Score 14 or less	add 3 shots

9 HOLES

Winner	cut 1 shot
Runner Up	No Change
Score 18+	Cut 2 shots
Score 15-17	Cut 1 shot
Score 10-14	No Change
Score 7-9	Add 1 shot
Score 6 or less	Add 2 shots

For example playing 18 holes and winning with a score of 36 points would have the handicap cut by 5 shots

But most important of all enjoy your golf. Remember 'Enjoy not endure'

CHILTERN U3A GOLF GROUP ORGANISERS

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