



# Member Handbook



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# 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 paid the annual membership dues. There are three types of memberships offered.

## **Full Member**

Unlimited access to all weekly tournaments and 4 major tournaments (Member-Member, President's Cup, Club Championship, and 3 Day Member-Guest)  
Preferred tee times 9 days in advance  
Access to all social events  
USGA handicap  
Pro shop discounts

## **Associate Member**

Access to 5 weekly tournaments and 1 major - Member-Member  
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 time member looking to make a tee time can do so 9 days in advance but must play with at least two other members in the WFMC. Associate member looking to make a tee time can do so 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 conduct themselves in a responsible manner at all times. Any excessive lack of golfing etiquette or disrespect to a fellow player, golf course staff member, or any other individual 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 handicap system.

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 and 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 at least one additional Club member playing in the same group as a 2-Man Team for the 2-Man Team to participate in a 2-Man Team event. The scorecard must be signed by one member of the 2-Man Team submitting the scorecard and attested by the additional Club member that played in the same group as the 2 Man Team (the additional Club member cannot 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.

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 WFMC board.

Weekend Sign Up: A sign-up sheet for the current tournament will be located in the pro shop. Put a checkmark in the appropriate day being played. All members must sign up for a given tournament prior to starting his 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.

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 in the box in the pro shop. 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.



## TOURNAMENT POLICIES



**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.

**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 typically have 3 flights, and four man events typically have 2 flights. The number of flights may be changed at the discretion of the WFMC 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) or Gold (if qualify) tees. To play from the Gold Tees, (i) you must be at least 70 years old, and (ii) your age plus Handicap Index must be 86 or more. To play from the Green Tees, your age plus Handicap Index must be 70 or more. You can play from different tees each day for a replay if you choose too.

**Pace of Play:** 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. Plan your shot before you get to your ball
4. Keep your pre-shot routine short
5. 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
6. Be helpful to others in your group
7. Be aware of how much time you spend looking for balls in the woods - Rule 18.2a limits search time to 3 minutes
8. Be efficient on the putting green
9. Fill out the scorecard on the next tee box
10. 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. Whitney Farms Men's Club will do everything possible to complete the full number of holes in a tournament.

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.



## TOURNAMENT POLICIES



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 7 holes required for a 9-hole score or an 13 holes for 18-hole score to be acceptable. For holes not played, record a par plus any handicap strokes you would have received.
- 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.

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 \$200, for any members present in the Sand Trap 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. 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.

Additional Hole-in-One Insurance: Entry fee is \$5. Participation in this hole-in-one insurance pool is limited to active members in good standing and is **strictly voluntary**. This additional insurance will help offset costs over the \$200 Board Insurance. This pool applies only to official men's club weekend tournaments. If a member has paid to participate in the pool and records a hole-in-one, the money in the pool will be given to that member. If two or more members that have paid to participate in the pool record a hole-in-one during the same tournament, the money in the pool will be divided equally between them. After any tournament in which a hole-in-one is made by a participating member, a new pool will be created (sign-ups will take place in the Pro Shop prior to the first tournament of the year and after each tournament during which a hole-in-one was made). If no hole-in-one is made during the current men's club season, members that were in the pool at the end of the current season will automatically be carried over to the next season.



# 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.

## **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.

## **Club Championship:**

This is a match play event. The Championship Flight, Legends Flight, and Senior Championship Flight 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.

## **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, 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.



## TOURNAMENT DESCRIPTIONS



### 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.

**Hotball:** Details will be posted in the Pro Shop prior to the tournament.

### 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.

**All guests must have a current and active USGA Handicap Index in order to participate in the Member Guest tournament. The WPMC Board will not approve a guest who fails to provide this information. Any member's prospective guest who does not have a valid USGA Handicap Index can purchase one with our pro shop, however this should to be done well in advance in order to establish a handicap index.**