

Bargara Junior Golf Programme 2018

This programme booklet not only gives you a list of the proposed events for 2018 but also information on etiquette and some of the basic rules of golf. Please take time to read the book, not necessarily all at once, but over several weeks. Good luck with your golf in 2018.

ETIQUETTE ON THE GOLF COURSE

Golf, like any other sport is played for enjoyment. Certainly, there are winners and losers as in other games but the overriding principle is that consideration should be given to others on the course at all times.

The following are some very simple etiquette rules that players should observe on the course.

1. Behaviour.

Everyone plays bad shots and it is necessary to curb one's frustration and temper by putting the bad shot behind you and trying harder on the next. Swearing, hitting balls away, throwing clubs and hitting clubs onto the ground, especially on tees and greens will not be tolerated.

2. Safety.

- a. Golf clubs can travel at nearly 200 km/hr at the bottom of a swing and no one should ever be put in danger of being struck by a club. Players should make sure that no one is standing close by or in a position to be hit by the club, the ball or any stones, twigs or the like when they make a stroke or practice swing. Be aware of where players are around you at all times.
- b. Players should not hit up on the group ahead until all players are out of range of your best shot.
- c. If green staff or other people are in danger, alert them that you are about to play a shot or if you've played a wild shot that may hit them, by calling loudly "Fore!" Don't wait until the ball is nearly there because they need time to dodge the ball if it is really close. .

3. Disturbances or Distractions.

- a. Players should always show consideration for others and should not disturb their play by talking or making any unnecessary noise.
- b. On the teeing ground a player should not tee his ball until it is his turn to play.
- c. Players should not stand close to or directly behind the ball or the hole when a player is about to play.
- d. Players should not be moving or walking while a player is making a shot.
- e. On the putting green, the player should mark his ball by placing a suitable flat marker behind the ball and then lift the ball if it interferes with another player's putt.
- f. On the putting green, players should not stand on or behind the other player's line of putt or cast a shadow over his line.

4. Pace of play.

- a. Players should play at a good pace. You can take time over a shot but should move quickly between shots, without walking in front of other players who are yet to play their shot.
- b. Be aware of whose shot is next. Generally, the player furthest from the hole should play first. In some cases, to speed up play you can ask if it is alright if you play before them if you are ready and you are just a little bit closer.
- c. Walk safely to your ball and prepare for your shot while other players are making their shots. Standing, walking and talking as a group and then having to walk some distance to your ball slows up play.
- d. On the putting green players should stay on or close by the putting green until all players have puttied out. The first player to putt out should collect the flagstick and replace it gently in the hole after the last putt has been holed.
- e. Do not mark your card on the putting green. Collect your clubs and move briskly to the next teeing ground where scores must be checked and recorded before playing the next hole.
- f. If there is a lost ball in your group you have only 5 minutes to look for it before declaring it lost. If the group behind you is ready to play and it seems as if the ball will be hard to find, then you should invite the group behind to play through. Signal to them by waving them on and then continue to look for the ball while keeping an eye out for the shots from behind. Once you have called the group through, even if you find the ball straightaway, you should not continue to play until the group passed and is out of range, unless they invite you to continue.
- g. If you think there is any chance of your ball being out of bounds or lost outside a water hazard, then to save time the player should immediately declare to his marker that a provisional ball is going to be played. This saves time walking back. If the first ball is in play then you continue with that ball and simply pick up the provisional ball. You may also play the provisional ball up to the point where the first ball may be out or lost and should the first ball be in play, then none of those strokes with the provisional ball count.

5. Care of the course.

- a. Bunkers. Before you leave a bunker, use the rake to carefully fill in any holes or footprints made by yourself or any others nearby left by other players. Rakes should be placed inside the bunker, near a point of entry to a bunker, with the head of the rake pointing towards the hole.
- b. Divot marks. Every player must carry a bucket of sand during their round and repair divots by filling with sand and smoothing or flattening with the shoe. This even applies to divots in the rough.
- c. Ball marks. When the greens are soft, the ball when it lands on the green leaves a small crater or ball mark. These should be repaired by gently lifting the flattened mark with a 2-pronged tool or you can use a tee. Don't tap the lifted soil down with the putter unless it is above the grass level and then do so very gently. You are allowed to repair someone else's ball marks on the green if they are on the line of your putt, without penalty, but always check with your marker first. You cannot repair or tap down spike marks on the green that are anywhere near your putting line. Spike marks can be repaired only after all players have puttied out.
- d. Players should avoid damage to the course by removing divots when taking practice swings or by hitting the head of the club into the ground, whether in anger or for some other reason. Practice swings should not be taken on the teeing ground.
- e. Avoid damage to the course and putting greens when putting down bags or clubs. Wheeling buggies across the putting surface is not permitted, go around.
- f. Flagstick. Remove and replace the flagstick vertically in relation to the hole. Treat it gently and do not slam or drop it into the hole.

SCORECARD

The player is responsible for making sure the following are entered correctly on the scorecard.

Your name, both first name and surname allows your marker to call you by your first name and helps when you have two or more people with the same initial. Your club membership number. Since most clubs are dependent on Golf Link for the keeping of handicaps, your membership number is unique and is used to enter your score on the day.

Your correct handicap. Always check your handicap on the computer or wherever it is recorded. If you write a handicap that is more than your official one, then you are automatically disqualified from nett events. If you write one that is less, then that stands and your nett score is calculated using this lower handicap.

The correct score for each hole. Markers do make mistakes but there is nothing you can do once the card is signed and handed in. If you sign for a score on any hole that is less than you actually had, you are automatically disqualified from the event. If you sign for a score that is more than you had, then that score stands irrespective of what you may have written down on the card you have marked.

Your marker must sign in the correct space on the card and the player must also sign the card before handing it in. Failure to sign the card results in automatic disqualification from the event.

It is really important to check the following before handing the card in –

Name, golf link number and handicap correctly written on the card
card signed by both player and marker

scores for *each hole* are correct and legible, not just the totals for each nine or 18 holes.

It is the responsibility of the player to hand their own card in at the completion of each round.

RULES OF GOLF

Every player needs to know and understand the rules of golf. There seem to be many of them but they all are based on common sense. As soon as you can, get yourself a copy of the full rules and carry the book with you for reference on the course.

Here we will look at some of the basic rules that occur in nearly every round of golf. The information has been kept brief and there is much more information in the full rules. The corresponding rule number reference has been given but the explanation has been kept as simple as possible or additional information given.

Rule 4 Clubs.

4-4 You can only carry a maximum of 14 clubs in your bag. In stroke play, there is a 2 stroke penalty for each hole on which the excess clubs have been carried.

4-3 If you deliberately damage a club during a round, you may not use that club to play any shots for the remainder of the round.

Rule 6-5 Identifying the ball.

To make sure you don't hit someone else's ball during the round, (you will find there isn't a great range of numbers any more on the balls), you should place your own distinctive marking on the ball in the form of dots or lines using a permanent marker.

Rule 27 Ball out of bounds.

Out of bounds refers to areas that are beyond the confines of the course. They are usually fences or fence lines that define the course. Pegs painted black and white are used to define the out of bounds lines.

The "line" for out of bounds where pegs are used is an imaginary straight line drawn between the inside edge of the base of the two pegs between which the ball lies. For the ball to be out of bounds, all of the ball must be outside this line. If the ball is declared out of bounds, then a penalty of 1 stroke is added and the ball must be replayed from as near as possible to the spot from which it was originally hit. So, if the ball was hit out from the tee, that is 1 shot, plus a penalty of 1 makes 2, so you are now playing your 3rd shot from the tee. If it was your 3rd shot that went out, add 1 makes 4 and you would be playing 5 from the original spot. You cannot simply drop a ball near where it went out of bounds and continue to play. Some people do that in social play to save time, but it is not allowed in competition.

Rule 26 Water hazards.

Water hazards are any lake, pond, dam, drain, water course and so on that may or may not contain water at any given time. There are two types of water hazards and these are defined by permanent stakes.

Yellow stakes usually define water hazards that cross fairways. Red stakes define lateral water hazards that usually run parallel to fairways. There are different rules relating to these types. At Bargara, all water hazards are lateral hazards and have red topped stakes defining their boundaries. Some holes have a "RED" painted line on the ground indicating the hazard boundary.

A ball is in a water hazard if any part of it touches the hazard line. You cannot ground your club in a hazard. You may play the ball as it lies in a water hazard especially if there is no water over the ball. Usually, the ball is lost in the hazard in deep water and cannot be retrieved. In this case most players take the choice of estimating the point where the ball crossed the hazard line and dropping another ball within 2 club lengths of this point but no nearer the hole. There is a penalty of 1 stroke for doing this.

You cannot play a provisional ball if you think the ball may be in the hazard. You need to go forward and either find the ball in the water hazard or if not seen to enter the hazard, get confirmation from your fellow players that the only place the ball can be is in the hazard, before you proceed with playing your next shot. If you play another ball without confirming that the ball is in the hazard, then that ball is now in play and you must abandon the first ball even if you find it is outside the hazard. The first ball has been declared lost and so a 1 stroke penalty also applies.

Rule 13-4 Bunkers

You may not ground your club in a bunker. This incurs a penalty of 2 strokes. You cannot test the sand in the bunker and cannot remove any loose impediments such as stones, leaves, paper and the like.

Often you see a player hit a ball in a bunker and it doesn't clear the bunker. If that player were to hit the sand with his club in disgust with the shot, that is a two stroke penalty. You may smooth out the first divot in the bunker so long as it doesn't improve the lie of the ball for the next shot.

Division 3 players only – if you have had 1 shot to attempt to get out of the bunker and it was not successful, you are permitted to drop the ball out of the bunker (without penalty) providing it is no nearer the hole.

Local Rules.

All clubs have ongoing work or conditions on their course that require special rules, some permanently, others for only a short time. You should always read the local rules before you play, even on your own course as they may have changed from yesterday. At Bargara there are a few local rules that you should be aware of. Some are on the back of the scorecard, others on the notice board near the Pro Shop.

GUR (Ground under repair). These are areas where work is being performed by the greens staff or patches where it would be unfair to expect players to play their balls from. We believe that you must take a free drop with no penalty from these spots that are defined with white lines or markers. You must find your nearest point of relief, drop within 1 club length, no nearer the hole. You cannot stand in the GUR to play the shot.

Cart paths/tracks. There are a number of defined cart paths and tracks used regularly by vehicles on the course. You may drop from these paths if you wish under the same conditions as GUR. You cannot stand on the cart path to play your shot.

Dropping the Ball (Rule 20-2)

When you are required to drop a ball the original position of the ball should be marked, say using a tee, where possible. The nearest point of relief is then found according to the rule that applies and this point also marked. The ball is then dropped so that it first strikes that part of the course that applies to the rule under which the ball is dropped.

The correct method for dropping the ball is for the player to stand erect, hold the ball at shoulder height and arm's length and drop it. If incorrectly dropped and not corrected, there is a 1 stroke penalty.

These are just a few of the rules that you will come across in every round of golf that you play. These basics will get you by in most cases. It is the responsibility of every player to spend some time reading through the rules book. There are pictorial versions and simplified versions as well as the official rule book. Carry it with you so that if you have a difficult decision out on the course you can find the reference.

Contact for Information about Bargara Junior Golf

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IMPORTANT INFORMATION FOR ALL JUNIORS.

- Every attempt has been made to schedule play on as many Sundays as possible throughout the season. There are days when the course is unavailable due to other competitions being held.
- Every effort will be made to notify you of unavoidable changes to the program in advance either at Sunday competitions, by text message, on the Bargara Golf Club website or via the noticeboard.
- Specific competitions will be decided on the day of play depending on numbers of players. There may be days (when numbers are low) that a clinic will be run instead of a competition.

PLEASE NOTE: To be eligible to compete in the **Junior Club Championships**, players must have been present at a **minimum of 6 JUNIOR events** in the current calendar year. This includes representing the club at other junior carnivals.

Programme of Events for 2018

Sunday 4th Feb	Opening Day - Tee off 8.30am – all divisions. To be followed by an information session for all players and a sausage sizzle.
Sunday 11th Feb	Stroke 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 18th Feb	February Monthly Medal – Stroke & Putting Comp 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 25th Feb	Stroke 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 4th Mar	Stroke 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 11th Mar	March Monthly Medal – Stroke & Putting Comp 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 18th Mar	BARGARA JUNIOR CARNIVAL Nominations by 11 th March
Sunday 25th Mar	NO PLAY – (No Access to course)
Sunday 1st Apr	NO PLAY - EASTER
Sunday 8th Apr	NO PLAY – School Holidays
Sunday 15th Apr	Stableford Div 1 & Stroke All other Divs 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 22nd Apr	April Monthly Medal – Stroke & Putting Comp 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 29th Apr	Stroke 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 6th May	Juniors Stroke (Life Members Day) 9 Holes and 150mtr 9,6,3 Holes from 7.45am.
Sunday 13th May	Junior & Parent Ambrose + S/Sizzle 9 & 6 Holes from 8.30 COLOUR THEME DRESS
Sunday 20th May	Stroke (Women Stroke Champs Rnd 2) 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 27th May	Stroke (Women Stroke Champs Rnd 4) 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 3rd Jun	April Monthly Medal – Stroke & Putting Comp 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 10th Jun	ISIS JUNIOR CARNIVAL Nominations by 3 rd June
Sunday 17th Jun	NO PLAY. (GWB District Open & Closed Ladies at Bargara – Men at Bundy) No access to course
Sunday 24th Jun	BUNDABERG JUNIOR CARNIVAL Nominations by 17 th June

Sunday 1st Jul	1 st Rnd J & R McCracken Nipper Champs (Val Bazley)
Monday 2nd Jul	STATE QLD JUNIOR CHAMPIONSHIPS – Practice Round 2nd Rnd J & R McCracken Nipper Champs (Val Bazley)
Tue 3rd-Fri 6th Jul	STATE QLD Junior Championships
Sunday 8th Jul	Stroke 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 15th Jul	Stroke (Captains Day) 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 22nd Jul	July Monthly Medal – Stroke & Putting Comp 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 29th Jul	NO PLAY Mens Championships. (Juniors Coaching Clinic??)
Sunday 5th Aug	NO PLAY Mens Championships. (Juniors Coaching Clinic??)
Sunday 12th Aug	GIN GIN JUNIOR CARNIVAL Nominations by 5 th Aug
Sunday 19th Aug	Stableford Div 1 & Stroke All other Divs (Mens Open Day Buss Cup) 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 26th Aug	WIDE BAY JUNIOR OPEN & CLOSED C'SHIPS - BUNDABERG Nominations by 19 th Aug
Sunday 2nd Sep	NO PLAY – Happy Fathers Day
Sunday 9th Sep	Round 1 Junior Club Championships (Monthly Medal Qualifier) 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 16th Sep	Round 2 Junior Club Championships (Monthly Medal Qualifier) 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 23rd Sep	NO PLAY School holidays
Sunday 30th Sep	Stroke 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 7th Oct	Stroke 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 14th Oct	MARYBOROUGH JUNIOR CARNIVAL Nominations by 7 th Oct
Sunday 21st Oct	October Monthly Medal Stroke & Putting Comp 7am Div1 18 Holes, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes). JOHN BROOKS SHIELD EVENT FOR DIV 3 9 holes
Sunday 28th Oct	Pennants 1 st Rnd at H/Bay Juniors – Div 1 Stableford 7am, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes).
Sunday 4th Nov	HERVEY BAY JUNIOR CARNIVAL Nominations by 28 th Oct
Sunday 11th Nov	Pennants 2 nd Rnd at Bundaberg Juniors MONTHLY MEDAL FINAL – Stroke - Div 1 7am, 7.30am Div1B 13 Holes, 7.45am Div2 & 8am Div3(9,6&3Holes). All Players Welcome not just qualifiers.
Sunday 18th Nov	Presidents Cup at Bargara Juniors – Ambrose 9 & 6 Holes from 8am ?
Sunday 25th Nov	TBA
Sunday 2nd Dec	Break up and Trophy Presentation followed by Lunch. Pennants Rnd 3 at Maryborough