



2017 SENIOR'S MORNING

All you need to know about the 2016 season!

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Lessons: Free Group and Private

Titles to Be Won

Senior Champion: This is the highest honor that can be awarded in the Shelter Valley Pines Senior's League. This is the individual that displays golfing excellence on a weekly basis and collects the most points over the season in the Senior Championship Race.

Senior Match Play Champion: This is the second highest honor an individual can be awarded in the Shelter Valley Pines Seniors League. This is in the last senior standing in the match play elimination tournament. See "Match Play" for full details.

Putting Champion: This honor is awarded to the individual with the lowest putting average in the league. Must have at least ten games where putts are entered to win this award.

Year End Championship Team: This is the team that demonstrates extreme skill & ability and wins the 4 Person Low Net at the Year End Tournament.

League Games & On Course Competitions

Scramble: This format is used for team play. In this format all golfers tee off and then play from the best shot. They continue using and playing from the best shot until the team has holed out. When choosing the best shot it should be noted that players may not change the lie of the ball (ie if the ball is in the rough, all golfers must hit from the rough).

Best Score: This format is used for team play. In this format everyone in the group plays their own ball (like regular stroke play) and at the end of each hole, the scorekeeper circles the lowest score of the group and uses that score as the team score. Typically when the club runs a best score, handicaps will be applied and each group will be given a scorecard that has the handicaps applied for their players.

Stroke Play: also known as medal play, is a scoring system in the sport of golf. It involves counting the total number of strokes taken on each hole during a given round, or series of rounds. The winner is the player who has taken the fewest number of strokes over the course of the round, or rounds. IE REGULAR GOLF

Shamble: This format is a combination of the scramble and stroke play. All golfers in the group (2 or 4) will tee off and go to the best shot (like a scramble). From the best tee shot, players finish out the hole with their own ball (like stroke play).

Guess Your Score: Players are required to guess what they will shoot on their round before teeing off. The player closest to their actual score will win a prize.

Flag Golf: In this game each player is given a flag with their name on it. Before you tee off the club will give you a simulated score (par plus 70% of your handicap). When you reach this simulated score, you will place your flag on the spot your ball lands. IE – Your simulated score is 34 and you are hitting your 34th shot in the middle of the fairway on hole 8. You will place your flag where this shot lands (or equivalent distance in fairway so we can find it later). The player whose flag is closest to the final hole wins. If you finish the round without having to place your flag down you will be entered into a draw with any other participants who still had their flag. **You will also be required to mark your flag placement at the clubhouse when you are done.**

Partners Drive: In this game both you and your partner take their tee shots. After both have hit, you will play the hole out from your partner's tee shot and your partner will play out from your tee shot.

3 Club Challenge: The 3 club challenge is a game played where individuals are only allowed to use 2 clubs and the putter (for a total of 3 clubs) during their round of nine holes. This format is played on the front nine

Closest to Pin: This competition is used mostly on par 3's. The player who is closest to the pin (must be on green) on their tee shot is deemed the winner. The player marks their location with

the marker provided. In the event your shot is directly in front of the hole we do ask that you place the marker behind the hole at the equivalent distance. This way you will not block a potential hole in one.

Closest to Rope: For this competition the player who is closest to the rope will win the prize. Please note that the rope may not always be a straight line. If you overshoot the rope we congratulate you on your great drive but you have knocked yourself out of this competition.

Longest Drive: Awarded to the person who hits the longest drive (must be in the fairway)

Shortest Drive Awarded to the person who hits the shortest drive (must be in the fairway)

Farthest from Pin: The opposite of Closest to the Pin, this prize is awarded to the player who hits their tee shot farthest from the pin BUT STILL ON THE GREEN

In The Drink: On this hole any player who hits their tee shot into the water can circle their name on the scorecard. They will then be entered into a draw to win a prize.

Closest to the Bottle: Similar to the closest to pin, the club will place a bottle in the middle of the fairway. The player who is closest to the bottle off their tee shot will win this prize. (Must be in fairway)

Longest Putt: Awarded to the individual who sinks the longest putt. You cannot win this by just having a long putt, you must drain it as well. **Also you must be on the green surface for this to count. League rules state that a putt is from the green surface only.**

Senior Morning Rules 2017

- USGA rules as modified by local rules shown on the scorecard and noted in this section will govern all play at the *Shelter Valley Pines Golf Club*.
- Summer rules will apply unless notified by the league committee. The ball may not be moved and must be played as it lies. If you're in a divot, play it from the divot.
- Male golfers aged 55 to 75 will play from the white tees, male golfers aged 76 and older will play from red tees while ladies will play from red tees.
- The league will play and follow the schedule noted on the web page and sent to you via email
- Alternating 9's: The league will alternate between front and back nines on a week to week basis starting on the back nine.
- Handicaps: Players will earn three handicaps through the year; a front nine, back nine and average handicap. Front and back nine handicaps will be used for your matches in the match play. Average handicaps will be used for all other point's races and rankings.
- Pace of Play & Tee times: Each group is responsible for playing 9 holes in 2:15 minutes or less. Please keep pace with the group ahead of you. Players are to be on the first tee by their tee time. If your tee time is at 4:47 and you arrive to the club at 4:47, you are late for your time and your group has teed off without you.
- To qualify for prizes, players must attend 9 of the 18 scheduled events. If an event is rained out, the number of days to qualify will be reduced by the number of rained out days. Whenever we have a rainout, we will run a rain date on the following Saturday evening (pending no events) with the same events and activities planned.
- Each player is responsible for his own score. Opponents should point out any miscouts. *Any disputes will be decided and resolved by the league committee.*
- One group member will keep the official score for the group. **Enter the FIRST INTIAL and Full Last Name of all players** on the scorecard. Please write the date on the card. The scorecard must be signed and attested before being handed in. **MAXIMUM 9 PER HOLE.**
- Please print the score clearly and keep track of putts. A sample scorecard is shown below. Note the large number indicates the number of strokes and the small number indicates the number of putts. **Balls must be on the green to count as a putt.**

Name	1	2	3	4	5	6	7	8	9	Total
J. Doe	5 ₂	6 ₃	3 ₁	3 ₂	5 ₂	4 ₁	3 ₂	6 ₃	2 ₁	37 ₁₇

OR

Name	1	2	3	4	5	6	7	8	9	Total
J. Doe	5	6	3	3	5	4	3	6	2	37
<i>Putts</i>	2	3	1	2	2	1	2	3	1	17

- At the end of each round, the scorer is responsible for writing in each participants score and putts on the score sheet located next to the score card box before handing in the score card.
- Members on the committee are the only individuals allowed to change a HDCP
- Weekly prizes will be awarded the following week All stats will be posted on the web by 6:00 PM on Monday evening. www.shelteryvalleypines.com

Senior Championship Race

This race will crown the 2016 Senior Champion! This race uses handicaps and is based on net scores. Each week players have the ability to earn points based on excellent play. During the weeks when points are available (see your schedule), players can earn points for low net scores and participation. Points are given out in the following manner.

Low Net, 2 nd , 3 rd , 4 th Lowest Net	10 Points
5 th , 6 th , 7 th and 8 th Lowest Net	9 Points
9 th , 10 th , 11 th and 12 th Lowest Net	8 Points
13 th , 14 th , 15 th and 16 th Lowest Net	7 Points
17 th , 18 th , 19 th and 20 th lowest Net	6 Points
All other scores entered	4 Points

Please note the first four weeks of play, players may earn participation points only.
Maximum points available for one player to achieve over the year: 170 (10 Weeks Total)
Two of the weeks will be worth double points.

Match Play Rules 2017

Players will have until May 7th to let the club know if you would like to participate in this year's match play.

To qualify you must have submitted two scores (one back/one front) before the third week of play. These scores do not have to take place during league play. One 18 hole round would qualify you if you handed your score in. We will use these scores to determine your ranking in the Match Play.

How does Match Play work? Match play is a play in golf in which the score is reckoned by counting the holes won by each side, as opposed to the number of strokes taken. The person who wins the most holes wins the match. In the event of a tie, low net will be used to break that tie. In the event the low net is tied, retrogression will be used. See examples below.

Example

	1	2	3	4	5	6	7	8	9	Total
<i>Hole Handicap</i>	2	8	6	16	18	10	4	12	14	
John (hdcp 5) score	5	3	4	4	4	6	3	4	6	39
<i>Strokes Given</i>	1		1				1			
<i>Adj Score for John</i>	6	3	5	4	4	6	4	4	6	42
Jason (hdcp 8) score	5	5	5	4	3	5	5	5	6	42

- John's handicap is 5, Jason's is 8....John must give Jason 3 strokes over 9 holes
- The 3 strokes are given on the 3 hardest holes on the front nine as indicated by the scorecard. These holes are 1, 3 and 7.
- John wins holes 2, 7 and 8....Jason wins holes 1, 5 and 6...IT'S A TIE!
- To break the tie we use low net. John's low net was 34 (score 39 – hdcp 5), Jason's low net was 34....IT'S A TIE!
- We now use retrogression. We look at the last hole played (hole 9) and see who scored the lowest. They both scored 6 so we then look at hole 8. John scored a 4, Jason a 5. John wins the match.

The round of 32, round of 16 and round of 8 are played in the Fantasy Match Play world. This means that you and your opponent will not play in the same grouping and the club will match your scores accordingly. During these rounds the club will use current handicaps to make each match as fair as possible.

What scores over the 3 week period will we use? Here is where it does get a little tricky and changes have been made to this. As you will see each round runs over a 3 week period. The

club will use the first round entered when both of you play on the same day.

Example

	Front Week 1	Back Week 2	Front Week 3
Jason		38	37
John	34	41	31

We would use Back week 2 to complete the match play. Even though John shot the lights out on Week 3 we still have to use week two because it was the first week both played on the same day.

In the event **both you and your opponent do not play on the same day** the following will occur, please see the examples below.

Example 1

	Front Week 1	Back Week 2	Front Week 3
Jason		42	37
John	34		

We will match John's Week 1 game Vs Jason's Week 3 game

Example 2

	Front Week 1	Back Week 2	Front Week 3
Jason (Hdcp 5)	35		37
John (Hdcp 7)		38	

The player with the lowest net score over that stretch will advance. Jason's low net scores were 30 and 32, John's was 31. Jason will advance with the score of 30.

Example 3

	Front Week 1	Back Week 2	Front Week 3
Jason (Hdcp 5)		42	
John (Hdcp 7)	34		

The player with the lowest net score over that stretch will win. Jason's net score is 37 and John's is 27, John would advance.

Semi Finals and Final Matches are played head to head. These matches are to be arranged between you and your opponent at a time convenient to both of you. As a congratulations to making it to the semis and Finals in the match play, participants green fees are covered by the club. In the event of a tie during one of these matches we will follow the same tie breaking procedure as all other matches. Low net will be used first and retrogression second if needed.