



Jackson Park Men's Golf Club
GUEST MEMBERSHIP SIGNUP
(all others signup online)

GUEST MEMBERSHIP REQUIRES A CURRENT GHIN WITH ANOTHER CLUB. The cost is \$44.

Dues run from January 1st of the current year to December 31st of the following year and are not prorated.

Whether a new or returning member, please complete the information requested below.

Printed Name: _____

Address: _____

E-MAIL (PLEASE PRINT LEGIBLY): _____

Home Phone: _____ Cell Phone: _____

The following must be completed in order to process your application:

GHIN # _____ CLUB # _____

Applications may be dropped off at the Jackson Park Pro Shop with the proper fees (cash or check made out to: **Jackson Park Men's Golf Club**) or mailed to: Jackson Park Golf Course, 1000 N.E. 135th St., Seattle, WA 98125

New to Jackson Park Men's Club, or have any questions about joining?
Contact John Clements, *New Member Liaison*, at jandgclements@comcast.net

This application is for Guest members only. (REGULAR, JUNIOR, or SUPER SENIOR MEMBER join or renew online at JacksonParkMensGolfClub.org.)



JACKSON PARK
GOLF COURSE

Jackson Park Men's Golf Club

Membership Handbook

2020

Updated August 2020

<http://www.jacksonparkmensgolfclub.org>

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Welcome to Jackson Park Men's Golf Club

Jackson Park Men's Golf Club (JPMGC) exists to run golf tournaments and serve its members. We run a year-round tournament schedule at Jackson Park Golf Course offering generous payouts for our golfing members of all handicap levels. Your elected Board of Trustees strives to improve the club in all aspects and welcomes all member input. We invite you to join us for great golf and camaraderie!

Your membership in JPMGC entitles you to many benefits:

- Includes membership in the USGA, Golf (formerly WSGA) and Pacific Northwest Golf Association.
- Establish/Renew your USGA Handicap Index and maintain online through the GHIN system. Be official for all tournament play.
- Play in men's club weekend events every month
- Two weekday tournaments per week from May to August
- Play in match play/club championship brackets each summer
- Generous payouts in gross and multiple net divisions
- Numerous honey pots each tournament – optional side cash games
- Win book money to spend in the Jackson Park Pro Shop
- 10% discount on select non-sale merchandise in Jackson Park Pro Shop
- New members receive a one-time 25% discount on select non-sale merchandise.

Board of Trustees

President	Walt Dickhoff	waltdickhoff@gmail.com
Vice-President / Membership	Lee Jones	jones5030@comcast.net
Secretary	Reid Swick	rswick@earthlink.net
Treasurer	Dave Foreman	dforeman@csuchico.edu
Tournament / Handicaps	Jeff Schoening	jds.37.gr@gmail.com
Even-Year Trustees	Jimmy Bucher	valveface@hotmail.com
	Cory Rockey	cory@badalberts.com
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	Dan Puetz, Sr.	senior_roofing@hotmail.com
	Jeff Schoening	jds.37.gr@gmail.com
	Mark Ohrenschall	marko@newsdata.com

Tournament Policies

Event Registration – For all regular Tuesday and monthly tournaments, members are encouraged to use the online signup sheets on Jackson Park Men’s Golf Club website. Thursday tournaments can only be booked at the Pro Shop.

Forward tee eligibility - Please notify the Tournament Chairman by Thursday of tournament week if you are eligible and would like to play from forward tees. The default tees in Weekend Field Day and Two-Day tournaments are the Blue tees. You may play from the White tees if the sum of (1) your age at your last birthday, and (2) your handicap index, is greater than 73. To play from the Gold tees, the total must exceed 98. Note that only Blue tee players are eligible for Low Gross of Field.

Prizes – In general, **50%** of the field will receive prize distributions (“purses”) for monthly tournaments, major championships, and Tuesday tournaments. For Thursdays and Match Play, **25%** of the field will receive prize distributions (“purses”). Thursday tournament distributions are mostly honeypots (“points”), with the club adding about \$3 per player for the purse. Tournament purses are Pro Shop credit at all Premier Golf facilities in the City of Seattle. Pro Shop credits won in tournaments do not expire. In general, honeypot winnings (“points”) are cash and available immediately after the tournament is completed and will be held in the Pro Shop for 30 days.

Ties – Ties will split money. (Example: Three tied for first place would equally split the total money for 1st, 2nd and 3rd place). The Tournament Committee will review exceptional situations involving ties and make a final decision the day of the tournament. **Exceptions:** Ties for Low Gross of Field in the Two-Day play sudden death, as do all match play competitions when tied after 18 holes.

Visiting Players – Any member may bring a visiting player during Tuesday and Thursday events, if space is available. Selected monthly tournaments are open to visiting players.

Cancellation Refund Policy – To withdraw from a tournament, please contact the Tournament Chair a minimum of 48 hours prior to the competition’s first tee time. Refunds will not be issued after that time.

Tournament Golf Rules

Jackson Park Men's Golf Club play is governed by USGA rules, modified by the local rules below. (This section includes all rules from the Jackson Park scorecard¹ plus others that are not on the scorecard.)

The Tournament Chairman and the Rules and Green Committee will act as rules officials during tournaments. See USGA rule books, web site, and/or mobile app for official rules.

There is a separate section in this handbook on Pace of Play rules.

Local Rules

Drop Zones are not used for penalty areas. For a ball in a penalty area, refer to **rule 17**.

Winter Rules: When in effect, a ball lying in the *general area*² may be marked, lifted, cleaned, and replaced. If the ball is on grass cut to fairway height, it may be placed within one scorecard length (6"), no closer to the hole. This may be done *once* for each lie. (See Committee Procedures model local rules 8E-2 and 8E-3 - "Cleaning Ball" and "Preferred Lies".)

Temporary Greens: Putt out as on all other greens. There is no maximum number of putts.

Note: This is new in 2020 - to conform to the rules of golf.³ (See **rule 1.1**.) The actual score counts for the competition.⁴

Power Lines and Poles: A ball striking a power line *must* be replayed. No penalty. A ball striking a power pole, guide wire or transformer must be played where it lands.

Stroke and Distance alternative: To save time, when a player has not played a provisional ball and their ball is lost or out of bounds, instead of stroke and distance, the player *may* proceed as follows:

Two stroke penalty. Drop in the general area no closer to the hole - on or behind a line between two club lengths outside the estimated spot lost or out-of-bounds and two club lengths into the closest fairway point that is not closer to the hole.⁵

For example, if a tee shot went out of bounds, and the player did not play a provisional ball: the player could add two strokes and, referencing the spot where the ball went out of bounds, drop within two club lengths of the nearest fairway edge that is not closer to the hole and hit their 4th shot from there.

See the Stroke and Distance Alternative Local Rule page below for more.

¹ As of 2020, there are no longer any Environmentally Sensitive Areas. The scorecard's mention of this is out-of-date.

² The *general area* is the entire golf course other than the *teeing area* of the current hole, penalty areas, bunkers, and the putting green of the current hole.

³ The JPMGC 2019 local rule was "unauthorized".

⁴ For handicap, holes with temporary greens that reduce the effective playing length of the course should be posted as *net par*. In this case, competition scores will be different than the scores to post for handicap. Unfortunately, our tournament scoring software has no way to accommodate this. And no local rule can fix this issue. (See [Rules of Handicapping interpretation 2.1/3](#) and [WA Golf on temporary greens](#).)

⁵ This closest fairway point may be *further* from the hole than the estimated spot lost or out-of-bounds.

Relief from cart path on #5 is to the right. To save time,⁶ where the cart path is less than 2 feet from the OB fence, relief is on the right side of the cart path on hole #5.

Drop Zone for practice area near 18th green.

Please do not play from the practice area – anywhere inside the circle of cart paths that surround the practice putting and chipping greens (outlined in the satellite image). Free drop within two club lengths of the intersection of the cart paths left of the 18th green, on the side closest to the 18th green (circled in blue). The ball must be *found* (otherwise, see **rule 18.2** – *lost ball*.)



Local rules for COVID-19

See the [USGA COVID-19 guidance statement](#) for more information.

Bunkers. There are no rakes in the bunkers. For a ball in an unraked area, the player may place the ball in the bunker within one club length of the nearest point of relief, no closer to the hole. Please smooth the sand with your feet afterwards.

Flagstick. Do not touch the flagstick. It must be left in the hole always. There is no penalty for accidentally violating this rule. The penalty for *intentionally* violating this rule is the general penalty – 2 strokes.

Must hole out. Hole inserts may cause the ball to pop out – putt until the ball stays in the hole. It may seem unfair if this happens, but it is the same for everyone.

⁶ Otherwise, the rules require up to three drops to get the same relief.

Rules Reminders / Frequently Asked Questions

Here are some common USGA rules that are less known or understood.

Lost ball: A ball is lost if it is not found in a total of three minutes of searching. If found after, it cannot be played. (See the definition of *Lost* and **rule 18.2**.) Time searching for lost balls can slow play.

Known or virtually certain in penalty area: “If it is not *known or virtually certain* that your ball came to rest in a penalty area and the ball is lost, you must take stroke-and-distance relief.” (See rule **17.1c**) There are many penalty areas adjoining tall grass or brush where there can be a lack of certainty and stroke-and-distance is the only option.

Provisional ball: You may play a provisional ball if your ball might be lost outside a penalty area or out of bounds.⁷ “But if you are aware that the only possible place the original ball could be lost is in a penalty area, a provisional ball is not allowed and a ball played from where the previous stroke was made becomes your ball in play under penalty of stroke and distance” (See rule **18.3**.)

For example, on hole #4 there are trees and tall grass near the penalty area. It can be difficult to tell whether a ball is in the penalty area or lost outside the penalty area. You may play a provisional ball. This is different from the pond to the right of the 16th fairway, where a ball hit toward the right edge of the fairway is either in the penalty area or not. It will not be lost outside the penalty area. You may *not* play a provisional ball in this situation.

What to do next: If the original ball is found anywhere on the course, or it becomes known or virtually certain that it is in a penalty area, then the provisional ball must be abandoned. If the original ball is not found and it is not known or virtually certain that it is in a penalty area, then the ball is lost, and the provisional ball becomes the ball in play.

Moving or touching a ball in play is a one stroke penalty. Except in the *teeing area*,⁸ which the 2019 rules treat specially. There are 4 exceptions that apply to other areas of the course. (See **rule 9.4b**.)

Moving or touching a ball on the green without marking is a one stroke penalty. This includes the ball must be marked while cleaning it or rotating it in place. There is no penalty for *accidentally* moving a ball or ball mark on the green.⁹ (See **rules 13.1d** and **9.4b**.)

Must hole out. In individual stroke play,¹⁰ “you must hole out.” There are no “gimmes.” Picking up incurs a one stroke penalty (see previous paragraph), and you must replace the ball and complete the hole. If you do not do so before teeing off on the following hole, you are disqualified. (See rules **3.3c** and **9.4b**.)

Immovable obstructions: There is usually free relief outside of penalty areas. Examples of *immovable obstructions*¹¹ at Jackson Park: all paved or gravel cart paths¹², all irrigation system components, shed on the

⁷ There is also the stroke and distance alternative local rule discussed above.

⁸ The *Teeing Area* is the teeing location you are playing from on the current hole. “All other teeing locations... (whether on the same hole or any other hole) are part of the general area.”

⁹ A *mental lapse* is not part of the definition of *accident*. (**Interpretation 13.1d(1)/1**)

¹⁰ This is also true for any tournament format in which a player’s individual hole score counts. For match play handicap score posting for conceded holes, see the Handicap section.

¹¹ An *obstruction* is “any artificial object except for *integral objects* and *boundary objects*”. An *immovable obstruction* is an *obstruction* that cannot be easily moved or is intended not to be moved (such as a rock that is part of a rock wall).

¹² Bare dirt from repeated cart traffic is not an immovable obstruction because it is not artificial. There is no free relief.

left of #1 layup area, fence on the right of #3, bathroom behind the 6th green, rock wall left of the 11th green, water fountain behind the 15th green,

Relief is available when there is interference¹³ for playing a "reasonable" shot. The obstruction must be in bounds. (See the rules definitions and **rule 16.1** for details, including relief exceptions and procedure.)

NOTE: The fences surrounding the course and the driving range are *boundary objects*, not *obstructions*, defined as: "Artificial objects defining or showing out of bounds, such as walls, fences, stakes and railings, from which free relief is not allowed."

Relief must be taken separately for each condition. For a given lie, it may be necessary to take relief more than once. Areas to be used for free relief or penalty relief¹⁴ - "may result in better or worse conditions." Further relief *may* be taken if there is interference by an (another) abnormal course condition. (See the definition of *Nearest Point of Complete Relief* and **rule 16.1** Interpretations.)

For example, when taking lateral penalty area relief for the penalty area to the left of #16, dropping and playing from right of the cart path incurs a 2-stroke penalty for playing from a wrong place. (**Rule 14.7**.)

Drop, drop, place. When dropping, if the ball twice fails to come to rest in the *relief area*¹⁵, then it must be placed on the spot where it first touched the ground on the second drop. You are permitted to drop near the edge of the *relief area* with the hope that the ball will roll out of the *relief area* so that it may be placed after two drops. (See rule **14.3**.)

Resolving Rules Issues During Round. Avoid unreasonable delay. You may protect your rights during play as follows:

Match Play – If you are unsure of the rules during a match, you and your opponent may agree on how to decide a rules issue. If you do not agree, you may notify your opponent and then request a ruling when the tournament committee is available. See rule **20.1b** for details.

Stroke Play – There is no right to decide rules issues by agreement. If you are uncertain about the right procedure during stroke play, you may complete the hole with two balls. When doing so, before making a stroke, you must announce you are playing two balls, and which ball you want to count. Regardless of what happens with the two balls (for example, even if you believe you resolved the question on your own, or even if both balls score the same), before submitting your score, you must report the facts to the tournament committee. See rule **20.1c** for details.

Protect Other Players in the Competition. "If you know or believe that another player has breached the Rules and does not recognize or is ignoring this, you should tell that player, the player's marker, a referee or the Committee. You should do this promptly, and certainly before the player returns his or her scorecard. Your failure to do so could be serious misconduct resulting in disqualification." (See **rule 20.1c**.)

¹³ *Interference* means "your ball touches or is in or on the abnormal course condition, or the abnormal course condition physically interferes with your area of intended stance or area of intended swing". Interference does not include visual distraction or *line of play*. See **rule 16.1** for more.

¹⁴ The penalty relief area for an unplayable ball or a ball in a penalty area may be in any area of the course. The *nearest point of complete relief* from an *abnormal course condition* for a ball in the general area must be in the general area. (There are separate rules for bunkers.)

¹⁵ This was changed for 2019. Previously, the ball could roll up to two club lengths and still be considered a valid drop, it did not have to stay in a relief area. (*Relief area* is a new term for 2019.)

Tournament Pace of Play Rules

Please keep up with the group in front. Please punch the scorecard clock on holes 1, 10, and 18 as described below. Penalties will be assessed for slow play as follows.

Maximum time for round

If a group finishes the round more than 15 minutes behind the group in front of them and over 4 hours and 30 minutes after they started, all players in the group will get a penalty as follows.

16-21 minutes behind – one stroke

22-37 minutes behind – two strokes

38+ minutes behind – disqualification

This rule is based on *USGA Committee Procedures* Pace of Play Policies model local rule 8K-1.

Scorecard clock

The scorecard clock will be located on #1 tee, near #9 green or #10 tee, and next to the 18th green or inside the restaurant after the round. Please designate one scorecard to be used for the clock and punch that scorecard on the back as follows:

#1: As soon as the starter gives the OK for your group to tee off, before any player hits.¹⁶

#9-10: When you leave the green, or arrive at the tee.

#18: Immediately after your whole group finishes the hole. (Do not delay. You may verify scores and sign scorecards after punching the clock.)

Failure to punch the clock may be cause for disqualification.

Appeals

If you are penalized for slow play because of delays beyond your control, you may appeal to the tournament chairperson before tournament results are finalized. Note that time for ball searches and walking are included in the maximum time for a round.

¹⁶ Not *after* the last player hits - the total time to play a round includes the time to tee off on the first hole.

Stroke and Distance Alternative Local Rule

The following is excerpted from [Committee Procedures Model local rule 8E-5](#). The USGA web site or mobile rules app has full text and diagrams. Also see: [Stroke and Distance: New Local Rule](#).

GOLF'S NEW RULES: STROKE AND DISTANCE

A new Local Rule will provide an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds. This new Local Rule will be available beginning January 1, 2019.

BALL OUT OF BOUNDS



LOST BALL



If the Local Rule is in effect, you can still take stroke-and-distance relief, but you will now have the following additional option that comes with a penalty of two strokes:

A DETERMINE SPOT where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).

B FIND NEAREST FAIRWAY EDGE no closer to the hole.

C DROP YOUR BALL IN SHADED AREA as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.



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Figure 1- Stroke and Distance local rule

Purpose. When a provisional ball has not been played, significant issues with pace of play can result for a player needing to take stroke-and-distance relief for a ball that is out of bounds or cannot be found. The purpose of this Local Rule is to allow a Committee to provide an extra relief option that allows a player to play on without returning to the location of the previous stroke.

When a player's ball has not been found or is known or virtually certain to be out of bounds, the player *may* proceed as follows rather than proceeding under stroke and distance.

For **two penalty strokes**, the player *may* take relief by *dropping* the original ball or another ball in this relief area (see **rule 14.3** [for dropping procedures]):

Two Estimated Reference Points:

- a. **Ball Reference Point:** The point where the original ball is estimated to have:
 - Come to rest on the course, or
 - Last crossed the edge of the course boundary to go out of bounds.
- b. **Fairway Reference Point:** The point of fairway of the hole being played that is nearest to the ball reference point, but is not nearer the hole than the ball reference point.

Size of Relief Area Based on Reference Points: Anywhere between:

- A line from the hole through the ball reference point (and within two club-lengths to the outside of that line), and
- A line from the hole through the fairway reference point (and within two club-lengths to the fairway side of that line).

But with these limits:

Limits on Location of Relief Area:

- Must be in the *general area*, and
- Must not be nearer the hole than the ball reference point.

Once the player puts a ball in play under this Local Rule:

- The original ball that was lost or out of bounds is no longer in play and must not be played.
- This is true even if the ball is found on the course before the end of the three-minute search time (see **rule 6.3b**).

But the player may not use this option to take relief for the original ball when:

- That ball is known or virtually certain to have come to rest in a penalty area, or
- The player has played another ball provisionally under penalty of stroke and distance (see **rule 18.3**).

A player may [also] use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.

Club Tournaments

See the *Appendix I-III* at the end of the handbook for more tournament details.

- **Monthly Saturday Tournaments**

Time – Saturday mornings, monthly. January – November. Schedule listed in Appendix I.

Format – Individual and team competitions with several flights. See Appendix I.

Entry Fee – \$65 for members and guest members. \$75 for visiting players in select tournaments in which visiting players are welcome. \$130 for the Two-Day Jackson Classic. See Appendix I for tournaments open to Visiting Players.

- **Tuesday Morning Tournaments**

Time – Tuesday mornings, weekly. April – October. Schedule listed in Appendix II.

Format – Varies. See Appendix II for full schedule.

Entry Fee – \$50 for members and guest members. \$55 for Visiting Players.

- **Thursday Evening Eclectic Tournaments**

Time – Thursday evenings, weekly. May – September. Schedule listed in Appendix II.

Format – Varies. See Appendix II for full schedule.

Entry Fee – \$22+ (taxes and fees extra) with drink or hot dog, \$10 honey pots.

- **Match Play Club Championships**

*Net, Gross, Senior Gross, and Two-Man Net Championships
(No Two-Man Net in 2020 due to Covid-19.)*

Time – May – September. Schedule by players

Entry Fee – \$20 a player for each tournament

- **Match Play Non-Championship**

Gross flighted match play (Cancelled in 2020 due to Covid-19.)

Time – May – September. Schedule by players

Entry Fee – \$20 a player for each tournament

Prizes – Players/teams cannot win both gross and net competitions & will be awarded the higher valued prize.

Scoring Formats

Stroke-Play

Each golfer plays their own ball for the entire hole, typically with gross and net scoring. This is the typical field day format and may be played with R – W – B, Tombstone, etc., but not with scrambles.

Nassau

Play follows the same format as an individual stroke-play, but with three separately scored games over the course of the round: Front-9 score, Back-9 score, 18-hole total score. Gross and net scoring is typically used and prizes are awarded to winners in each game.

Stableford Points

In this individual/team game the object is for golfers to earn as many points over their round as possible. Points can be awarded for both gross and/or net scores, depending on the rules of the event, as follows:

Bogey – 1 | Par – 2 | Birdie – 3 | Eagle – 4 | Double-Eagle – 5

Best Ball

Each golfer plays their own ball for the entire hole. The best score(s) is/are taken on each hole to serve as the team score. Game can be played in teams of two or four with various numbers of gross and/or net scores used per hole. Golfers receive 85% of their Course Handicap, with player's net strokes allotted on holes as they fall.

Chapman

Each golfer hits a drive, then for the second shot hits their partner's ball. On the third shot, the team decides which ball to play, alternating turns playing until holed out. Two-stroke penalty for playing out of turn.

Scramble

Each player hits a drive. Each member of the team plays their second shot from the location of the preferred drive within one club-length, no nearer the hole. The team continues this way until holing out.

One-Man Scramble Rules and Format

The rules are basically the same as in a standard four-person scramble with one big difference – this is an individual format. This format will be played in threesomes to speed play along.

Double Mulligan Format – Each player is allowed to hit two (2) “mulligans” on each hole. Players cannot use more than one mulligan on one shot (only one mulligan per shot). Mulligans can be used on any shot from the tee through the green, including putts. Players choose their best shot and mark the ball within one club (no closer to the hole) and continue play from that point. Players may not use the one club-length to extricate themselves from a penalty area, bunker, or rough. Players may not use the one club-length to move onto the putting surface. Players may not use the one club-length on the putting surface, instead 6 inches on the putting surface or fringe. All shots will be played as “Winter Rules” (lift, clean, and place). Unused mulligans **cannot** be “**carried over**” to the next hole. The decision to use a mulligan must be made immediately at the point from which each shot was taken.

Maximum Score – Maximum score allowed on a hole is GROSS triple bogey. Once a player has missed both attempts at double bogey, the hole is over and he receives a score of three-over par.

Scramble Strategies – Every player knows his own strengths and weaknesses as a golfer. Players will have plenty of opportunities to correct their mistakes, but they will be faced with decisions many times during the round of when to use their mulligans. Players that hit an “acceptable” drive or lay-up, for example, may choose to save the mulligans for the approach shot or the chip and / or putt.

Bunkers – If a player uses a mulligan in a bunker, they must place the second ball within one club-length as long as the ball stays in the bunker. The bunker may be raked before placing the second ball.

Penalty Areas – All USGA rules for penalty areas apply as relates to penalty shots and ball placement. If a player chooses to use a mulligan in a penalty area, the one club-length rule is in effect, but the placed ball must remain in the penalty area. If a player chooses to play the ball from the penalty area without a mulligan, all USGA rules apply (play the ball as it lies, etc.). The player must find and hit the original ball from its original position.

How do the mulligans work? – You hit a drive and if you like it, you don’t have to hit another one. You go to your ball, and just like in a regular scramble, you put a tee in the ground to mark your spot, clean off the ball, and place it back down within one club-length, and hit the shot. If you hit a mulligan, you place the ball and hit another shot from the same area. You then choose the better shot of the two. You DO NOT have to play the mulligan if the original shot was better. Remember, only one (1) mulligan per shot, and no carrying over unused mulligans to the next hole.

Shamble

Each player hits a drive. Each member of the team plays their second shot from the location of the preferred drive, within one club-length, no nearer the hole. Each player then plays his own ball until holing out.

Skins

Golfers pay an additional entry fee to join the contest, with all entries funding the prize pot. The value for each skin is dependent on how many skins hold up upon completion of play. Game can be played during both individual and team competition. Skins may be awarded within flights or over the entire field, and could be gross or net, depending on the event. The skin is won by the single, unshared low net or gross score on a hole.

Handicaps and Score Posting

“The purpose of the USGA Handicap System is to make the game of golf more enjoyable by enabling players of differing abilities to compete on an equitable basis.... Two basic premises underlie the USGA Handicap System, namely that each player will try to make the best score at every hole in every round, regardless of where the round is played, and that the player will post every acceptable round for peer review. The player and the player's Handicap Committee have joint responsibility for adhering to these premises.” (From the 2019 *USGA Handicap System Manual*.¹⁷)

General guidelines:

- Players will make every effort to play to their highest potential on every hole of every round, regardless of venue, course/weather conditions or format.
- Scores must be posted for all acceptable rounds played in the active season of the course played.
- Post the same day.
- Maximum hole score for handicap posting is net double bogey.
- For holes started but not finished – for example match play holes conceded – the score for handicap purposes is the *most likely score* on that hole (not to exceed net double bogey).
- For holes not played, record par plus handicap strokes on that hole.
- Post an 18-hole score if at least 14 holes are played. Post a 9-hole score if at least 7 holes are played.
- Posting may be done with the computer at Jackson Park Pro Shop or away golf course, or through the GHIN web site or mobile app.
- Scores for scheduled tournaments at Jackson Park will be posted on the player’s behalf. Thursdays may be an exception.
- Match play scores should be posted by the player.

The Handicap Committee will occasionally adjust a handicap to better reflect a player’s ability.

WA Golf Active Season:

- WA Golf handicapping *active season* is March 1st through November 14th.
- Scores made in Washington during this period should be posted. (The important date is the date the round was *played*, not the date it is posted.)
- Scores in other states or countries should be posted when made during that location’s active season.
- Handicap Indexes are automatically updated daily. (Including during the inactive season.)

The [WA Golf WHS page](#) provides more details.

About, for example:

- Maximum hole score
- Partial rounds played.
- Conceded strokes or holes.
- Temporary greens.
- How handicaps are calculated.
- Active and inactive seasons.
- Playing Conditions Calculation.

¹⁷ The manual is obsolete, but this quote is still relevant. Not expressed as clearly in the 2020 *Rules of Handicapping*.

Appendix I – 2020 Monthly Tournament Schedule

FEBRUARY	22	TIP ‘N TUCK	<i>(Visiting Players allowed)</i>
MARCH	21	RED—WHITE—BLUE (Canceled in 2020)	
APRIL	18	no event - CANCELED in 2020	
MAY	16	SPRING FIELD DAY honoring JOHN CLEMENTS	
JUNE	27-28	STROKE PLAY CHAMPIONSHIP	<u>(\$130 ENTRY FEE)</u>
JULY	18	SUMMER FIELD DAY honoring DICK ROVIG	
AUGUST	8	SIX – SIX – SIX	<i>(Visiting Players allowed)</i>
SEPTEMBER	12	FALL FIELD DAY honoring DAN PUETZ SR.	
OCTOBER	10	STABLEFORD	<i>(Visiting Players allowed)</i>
NOVEMBER	14	TURKEY SHOOT	<i>(Visiting Players allowed)</i>

Two-Day Stroke Play Championship – For those playing from the **Blue tees**, the player with **Low Gross of Field** is the **Stroke Play Champion** and **Alternate Club Champion**. In addition, the **Senior Member (age 55+)** who has the **lowest gross score** playing from the **Blue tees** is the **Senior Stroke Play Champion**. **Both Stroke Play Champions** are entitled to play in the **WA Golf Champion of Champions Tournament** held in **April**.

Mediocre Golfer Award winners from the **Summer Field Days Celebrating Dick Rovig**

2019	Bernie Alfred
2018	Roger Brown
2017	Larry Casey
2016	Mark Persinger
2015	Walt Dickhoff
2014	Travis Jones
2013	Cory Rockey

Appendix III – Match Play Championships and Club Championship

Entering

<u>DIVISION</u>	<u>ENTRY DEADLINE</u>	<u>BEGINS</u>	<u>ENTRY FEE</u>
NET (Handicap)	Jun 20	Jun 25	\$20
GROSS (Scratch)	Jun 20	Jun 25	\$20
GROSS SENIOR	Jun 20	Jun 25	\$20

The **Gross Match Play Champion** is the **Club Champion** and, along with the **Senior Gross Match Play Champion**, is entitled to play in the **WA Golf Champion of Champions Tournament** held in **April**.

Below were new in 2019:

- **Senior Gross Match Play Championship** ~ for players aged 55+ by May 20 this year
- **Cancelled for 2020: Non-Championship Gross Match Play Flights** ~ excludes Gross Championship players
Flights are seeded based on handicaps. We anticipate more than one flight (e.g. 10 – 16 and 17 on up). The winner of a flight does not play the champion(s) of the other flight(s).
- **Pods cancelled for 2020: Net Match Play Tournament has pods of four players** ~ for the first round
Pods of four players guarantee three matches for every player (no more “one and done”). The winner of the pod advances and is in the money. Blind draws for pods.

Resolving ties in pods (No pods in 2020)

If a 2-1 tie between two players, winner of their match advances

If a 2-1 tie between three players, compare their three matches against each other and the winner by the most holes wins. For example, player A wins 2-1 and loses 4-3, net -2. Player B wins 3-1, loses 2-1, net +1. Player C wins 4-3, loses 3-1, net +1. If there is still a tie between two of the players (as in this case), the player who won their match advances, in this case B.

If there is still a three-way tie, coin flips will determine who advances—first player to win two coin flips out of a set of three advances. The set of three has a coin flip between A and B, B and C, and A and C. The Tournament Chairman may flip the coins without the players present.

Schedule

Each of the three match play championships for 2020 have their own schedule. See the Golf Genius website for the details.

If one player cannot play during the allotted time for a round, he forfeits his match.

If both players have not been able to play their match on schedule, a coin toss will decide the victor.

Take Note: (1) A **senior player** may compete in the **Senior Gross Match Play** and **either** championship or non-championship Gross Match Play, (2) there is **no qualifier** for Net Match Play, and (3) there may be some **three-person pods**, depending on the total number of players.

All matches are to be played from the **white tees** except for the Open Gross Championship matches, which are played from the blue tees.

All matches are 18 holes. The only exception is the **Gross Championship 36-hole final match**. Ties after 18 holes (or 36 holes) are settled with **sudden death playoffs beginning on the first hole**. If a **handicap match**, strokes are given on the same holes in the sudden death as on the first 18 holes.

Match play tournament score posting

Match play tournament scores should be posted by each player as type C - Competition.

When posting, adjust hole scores as follows:

- “The maximum score for each hole played is limited to a net double bogey” ([Rules of Handicapping 3.1b](#))
- For holes started, but not completed (because of giving up or conceded strokes), record the *most likely score*. Defined as “the number of strokes already taken... plus, the number of strokes the player would take to complete the hole from that position more than half the time, plus any penalty strokes incurred.” This number may not exceed net double bogey. ([Rules of Handicapping 3.3](#))
- For holes not played, for example because the match ended already, record a score of *net par*. ([Rules of Handicapping 3.2](#))
- For holes played after the match ended, “the actual scores for those remaining holes must be recorded.” ([Rules of Handicapping 3.2](#))
- For matches that end early and less than 14 holes are played, post a 9-hole score.

Club Champion

The winner of the Gross Match Play Club Championship is considered the Club Champion for that year. Jackson Park Men’s Golf Club will pay for the Club Champion’s entry fee for the Champion of Champions event. If the Club Champion is unable to compete in the WA Golf Champion of Champions tournament, the winner of the Stroke Play Championship may act as alternate.

Club Champions

2019	Mark Ohrenschall	1997	Ken Jenson	1975	Ed Pearsall
2018	Joe Zucker	1996	Ken Jenson	1974	Gordy Price
2017	Joe Zucker	1995	Ken Jenson	1973	Ed Pearsall
2016	Mark Ohrenschall	1994	Ken Jenson	1972	Ed Pearsall
2015	Mark Ohrenschall	1993	Ken Jenson	1971	NONE
2014	Mark Ohrenschall	1992	Ken Jenson	1970	John Rawlings III
2013	Jeff Schoening	1991	Ken Jenson	1969	John Rawlings III
2012	Aaron Mackey	1990	Ken Jenson	1968	John Tuft
2011	Scott Furrow	1989	Chris Robinson	1967	John Tuft
2010	Matt Remington	1988	Dale Hanowell	1966	Ernie Tullis
2009	Chris Gray	1987	Nace Powell	1965	Ed Pearsall
2008	Ian Courtnage	1986	Chris DeGrazia	1964	Dan Scott
2007	Trevor Cameron	1985	Dale Hanowell	1963	Dan Scott
2006	Trevor Cameron	1984	Dale Hanowell	1962	Wayne McDaniels
2005	Matt Steele	1983	Butch Manolides	1961	Bill Tindall
2004	Jon Moscrip	1982	Steve Storey	1960	Bill Tindall
2003	Ken Jenson	1981	Chris DeGrazia	1959	Ralph Sullivan
2002	Ken Jenson	1980	Ed Pearsall	1958	Frank Marolich
2001	Chris DeGrazia	1979	Paul Koenig	1957	Bill Conroy
2000	Chris DeGrazia	1978	Mike O'Laughlin	1956	Bill Conroy
1999	Chris DeGrazia	1977	Ed Pearsall	1955	Bill Conroy
1998	Ken Jenson	1976	Mike O'Laughlin		

Appendix IV – The Seattle Cup

Seattle Cup History

Established in 2002 as the only annual citywide team championship, the Seattle Cup pits teams from the four member clubs from the City of Seattle golf courses against one another in a four day match play competition: Interbay, Jackson Park, Jefferson Park and West Seattle. The matches are held on each of the participating courses. Following the last day of competition, an awards ceremony and get-together will be held at host club's course. The host club will rotate through each of the City courses each year. Jefferson Park will serve as host for 2020.

Seattle Cup Venues

Each participating course will serve as a venue for one day of competition. The host team's course will serve as the venue for the last day of competition. Play from each course will be played from the blue tees.

Seattle Cup Format and Scoring

The event will take place over four days with matches taking place in the following formats: Day 1: Fourball (two-man teams in better ball); Day 2: Scramble (two-man teams); Day 3 Chapman (two-man teams) and Day 4: Singles (individual match play). All formats will be played as handicap events. Each group, either two two-man teams or single players, will compete against a group from another club. Each match is played for one point for the eighteen-hole match. If any match is halved, each team will receive one half of a point for that match. The team that accumulates the most points over the four days of matches wins the Cup.

The schedule for 2020 is as follows:

Sunday	August 22	Interbay	Scramble
Saturday	August 23	West Seattle	Fourball
Saturday	August 29	Jackson Park	Chapman
Sunday	August 30	Jefferson Park	Singles, 8:30 AM Shotgun

Seattle Cup Ties

In the event that two teams are tied at the end of competition, the team with the most wins in matches between the two tied teams wins. If the tie is still not broken, then two players designated from each of the tied teams will compete in a sudden death fourball playoff. If more than two teams are tied than a sudden death fourball playoff for all teams will serve as tiebreaker.

Seattle Cup Teams

Each club will provide a 24-man team. Each 24-man team will include a PGA pro from the teams' home course and may include a playing captain as determined by the team's members. The captain will select twelve of the 24 individuals to compete in each day's matches. All team players must be active members in their respective clubs during the year of the event. All players must have at least eight rounds posted during the 2020 season before the Roster Submission Deadline.

Trophy

The trophy will reside with the winning team for one year after the event. The name of the winning team will be inscribed on the trophy each year.

Seattle Cup Substitutions and Forfeitures

The ultimate intent of the Seattle Cup is that the winner will be determined through on course competition. It is the hope of all participants that no matches end in forfeiture. In an effort to avoid forfeitures, teams are allowed substitutions in the event that a player has a conflict that makes it impossible for him to participate. In the event a player is unable to compete, the team captain may substitute another player from the existing roster.

All substitutions must be approved by the opposing captain for the match in question. Substitutions must be requested by 9:00 pm prior to the day of play. Substitution requests made after 9:00 pm, if approved by the opposing coach, are subject to a one (1) down penalty. If a substitute is not found by the scheduled tee time, the match is forfeited and then a full point is awarded.

Seattle Cup Tee Times

The player must start at the time established by the Seattle Cup captains. If a player arrives at his starting point, ready to play, within five minutes after his starting time, the penalty for failure to start on time is loss of the first hole in match play. If a player arrives at his starting point more than five minutes after his starting time, the penalty for failure to start on time is disqualification.

Seattle Cup Handicaps

Handicaps will be based on each player's current index converted to their Playing Handicap for the course and format played each day. At Interbay, handicaps will be calculated by taking 60% of each player's index and rounding to the nearest whole number. Any player's index that increased by 3.0 or more within the month prior to the roster submission deadline will be subject to review and amendment by all four team captains.

Seattle Cup Four-Ball Session

The Playing Handicap (90% of Course Handicap¹⁸) of each player will be reduced by the Playing Handicap of the player with the lowest Playing Handicap, who shall then play from scratch (0 handicap). The maximum handicap after the reduction will be limited to 10 strokes. Example: Team #1, with a 4-handicap and a 6-handicap are paired against Team #2, an 8-handicap and a 17-handicap. Team #1 would play as scratch and a 2-handicap respectively. Team #2, who would normally play to a 4-handicap and a 13-handicap respectively, would play as a 4-handicap and a 10-handicap.

¹⁸ New for 2020, the Playing Handicap allowance in Four-Ball is 90% of the Course Handicap.

Seattle Cup Chapman Session

To calculate the partnership's Playing Handicap: the partner with the lower Course Handicap receives 60% of Course Handicap. The partner with the higher Course Handicap receives 40% of Course Handicap. Add the percentage allowances together to get the Playing Handicap. The Course Handicap difference between partners is limited to 10 strokes. Pairings that exceed the 10-stroke difference will have the higher Course Handicap reduced to meet the limit before multiplying by 40%.

The side with the higher Playing Handicap receives the difference between the Playing Handicap of each side. The lower-handicapped side plays at scratch.

Here is an example calculation using hypothetical handicap indexes (HI), and Course Rating (CR), Slope, and par from Jackson Park blue tees (where the 2020 Seattle Cup Chapman will be played):

Side	Player	HI	slope	113	CR	par	Course Handicap ¹⁹	allowance	total ²⁰
A-B	A	5.7	121	113	69.3	70	5.40354	60%	3.24212
	B	10.6	121	113	69.3	70	10.65044	40%	4.26018
rounded Playing Handicap									8
C-D	C	11.9	121	113	69.3	70	12.04248	60%	7.22549
	D	15.1	121	113	69.3	70	15.46903	40%	6.18761
rounded Playing Handicap									13

Side C-D receives 5 strokes.

Seattle Cup Scramble Session

The lower of the two team handicaps is reduced to scratch and the higher handicap is reduced by the lower handicap. The handicap difference will be limited to 10 strokes. Pairings that exceed the 10-stroke difference will have the higher handicaps reduced to meet the limit.

Calculation is the same as for Chapman in the above example, except that the player allowances are 35% for the low handicap and 15% for the high handicap.

Seattle Cup Singles Session

The course handicap of both players will be reduced by the course handicap of the player with the lowest handicap, who shall then play from scratch. Handicap difference will be limited to 8 strokes. Pairings that exceed the 8-stroke difference will have the higher handicap reduced to meet the limit. Example: Player #1, a 4-handicap is paired against Player #2, a 15-handicap. Player #1 would play scratch and Player #2, who would normally play to an 11-handicap, would play as an 8-handicap.

Seattle Cup Pairings

Pairings for each weekend's matches will be determined by the captains from each team on the preceding Thursday. The first draw will occur on the Thursday prior to the opening day of competition. Order of team pairings will be determined by drawing numbers. The team captain drawing the lowest number will select the twosome or player for first match of the day. The rest of first match selections will be made by the remaining captains in the order of the draw. This selection process will continue until all the pairings are complete.

¹⁹ Course Handicap = HI * (slope / 113) + (CR - par).

²⁰ Rounding is done *after* the total, but before the side difference, see [Rules of Handicapping 6.1](#).

Appendix V – Committees

Greens / Maintenance Committee

Chair – Walt Dickhoff

Members – Dave Loseno, Rob MacLeod, Jeff Schoening

Handicap Committee

Chair – Jeff Schoening

Members – Reid Swick and Dave Foreman

Membership Committee

Vice President is Chair

John Clements is Liaison

Rules and Green Committee

Chair – Reid Swick

Members – Jimmy Bucher, David Foreman, Reed Johnson

Tournament Committee

Chair – Jeff Schoening

Members – Brock Bowen, Jimmy Bucher, Jay Clark, Lee Jones, Rob MacLeod, Walt Dickhoff

Appendix VI – WA Golf Membership



WA GOLF MEMBERSHIP



When you join a WA Golf Member Club, you get far more than just a USGA Handicap Index. You can feel proud knowing that you have joined an alliance committed to safeguarding the integrity of the game, promoting fair play, and enhancing the playing environment for golfers.

In addition to GHIN (the USGA Handicap Index® computation service we provide), golfers who are members of WA Golf Member Clubs will receive numerous valuable benefits including!

- **A free membership in the Pacific Northwest Golf Association.** You'll be joining more than 500 clubs and 175,000 golfers in the region in support of the game of golf. You'll also be able to participate (where eligible) to play in any of the regional championships conducted by the PPGA.
- **A free subscription to Pacific Northwest Golfer** magazine mailed directly to your home four times a year (plus an added fifth emailed version). It's the premiere golf/lifestyle magazine for golfers in the Pacific Northwest including news and information about Washington golf.

Don't forget, you're joining an organization with a core mission to enhancing the game on all levels for all golfers. Here are some of the other services your membership helps fund:

- Handicap and Rules Seminars
- Rating & Measuring Golf Courses
- Supporting turfgrass research.
- Conducting state championships such as the Washington State Amateur