



JACKSON PARK
GOLF COURSE

Jackson Park Men's Golf Club

Membership Handbook

2021

Updated July 2021

<http://www.jacksonparkmensgolfclub.org>

Contents

Welcome to Jackson Park Men’s Golf Club	3
Board of Trustees	3
Tournament Policies	4
Tournament Golf Rules.....	5
Pace of Play Importance and Suggestions	9
Pace of Play Rules.....	9
Club Tournaments	11
Scoring Formats	12
Handicaps and Score Posting.....	14
Appendix I – 2021 Monthly Tournament Schedule	15
Appendix III – Match Play Championships and Club Championship.....	16
Appendix IV – The Seattle Cup.....	20
Appendix V – Committees	21
Appendix VI – WA Golf Membership.....	22
GUEST MEMBERSHIP SIGNUP	23

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! Join or renew online [HERE](#).

Your membership in JPMGC entitles you to many benefits:

- Includes membership in the USGA, WA 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 honeypots each tournament.
- 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

Contact the board via JPMGC website [Contact Us](#) page.

President	Walt Dickhoff
Vice-President / Membership	Lee Jones
Secretary	Reid Swick
Treasurer	Dave Foreman
Tournament / Handicaps	Jeff Schoening
Even-Year Trustees	Jimmy Bucher Cory Rockey Reed Johnson Randy Olin Patrick Wilson Jay Clark
Odd-Year Trustees	Brock Bowen Dan Puetz, Sr. Jeff Schoening Mark Ohrenschall Jon Gabler Brian Asplund

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.

Tee Selection - Please notify the Tournament Chairman by Thursday of tournament week if you would like to play from forward tees. The default tees in Weekend Field Day and Two-Day tournaments are the Blue tees. But you may play from whichever tees you prefer. 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.¹ The USGA centrally administers and publishes the rules of golf, consistent with the spirit of the game. Following the rules is fundamental to fair competition.

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 another section in this handbook on Pace of Play rules.

Local Rules

Drop Zones are not used. 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 replaced³ on the same spot. 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".)

Power Lines: A ball striking a power line *must* be replayed. No penalty.⁴ (A shot that strikes a power pole, guide wire or transformer counts and must be played as normal.)

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.

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

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.

Do not intentionally hit into practice areas. This is a safety issue and may be cause for disqualification.

¹ This is the full list of local rules, it includes all rules from the Jackson Park scorecard, plus others.

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 This means the same horizontal and vertical position (same lie). (See rule **14.2b** and definition of *replace*.)

⁴ See Committee Procedures Model local rule 8E-11.

⁵ About 50% of the time, this closest fairway point will be *further* from the hole than the estimated spot lost or out-of-bounds.

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

Frequently Asked Questions about the rules of golf

No maximum hole score: There is no maximum hole score in normal stroke play competitions. There is a maximum score that may be posted for handicap, but the actual score counts in competition.

Temporary Greens: Putt out as on all greens. There is no maximum number of putts.⁷

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**.)

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.⁸ “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....” (See rule **18.3**.)

For example, on hole #4 there is tall grass near the penalty area. If it is 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 right side of the 16th fairway - a ball to the right 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.

Remember that you “may continue to play the *provisional ball* without it losing its status as a *provisional ball* so long as it is played from a spot that is the same distance or farther from the hole than where the original ball is estimated to be.”

Moving or touching a ball in play is a one stroke penalty. Except in the *teeing area*,⁹ 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 before lifting or moving it or while rotating it in place.¹⁰ (See rules **13.1d** and **9.4b**.)

Must hole out: In stroke play,¹¹ “you must hole out.” There are no “gimme’s.” A player who picks up without holing out must replace the ball and complete the hole. Also, add a penalty stroke (see previous paragraph). If the player does not hole out before teeing off on the following hole, he is disqualified. (See rules **3.3c** and **9.4b**.)

No free relief from driving range fence. The driving range fence is a *boundary object* - there is no free relief. Same applies to all the course boundaries.

⁷ See [rule 1.1](#) - The Game of Golf.

⁸ There is also the stroke and distance alternative local rule discussed above.

⁹ 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.”

¹⁰ While there is no penalty for *accidentally* moving a ball or ball mark on the green, a *mental lapse* is not part of the definition of *accident*. (**Interpretation 13.1d(1)/1**)

¹¹ This is 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.

Immovable obstructions: There is usually free relief outside of penalty areas. A few examples of *immovable obstructions*¹² at Jackson Park: all paved or gravel cart paths¹³, all irrigation system components, shed on the 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, and power poles.

Relief is available when there is “interference”¹⁴ for playing a “reasonable” shot. The obstruction must be in bounds. (Line of play is not considered interference. 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.”

Ground Under Repair must be marked. The only exceptions are a hole made by staff, material piled for removal, or animal habitat (such as a bird’s nest). For example, unless marked as such, the following are not ground under repair (GUR) – bare ground, mud, tire ruts, irregular turf, tilled area. (See the definition of GUR.)

Temporary Water must be visible. An area is considered temporary water – from which free relief is allowed – only if water *remains* visible before or after taking a stance. (See the definition of *temporary water*.)

Embedded Ball not found is a lost ball. A ball that is not found because it embedded is *lost*.¹⁵ The penalty is stroke-and-distance.¹⁶ Only exception is if it is *known or virtually certain* that it is lost in an abnormal course condition. (See the previous two paragraphs, the definition of *abnormal course condition*, and rule **16.1e**.)

Relief must be taken separately for each condition. Areas to be used for free relief or penalty relief¹⁷ - “may result in better or worse conditions.”¹⁸ And may be in or on an abnormal course condition, such as a cart path, temporary water, etc. After taking relief, if there is now interference by an (another) abnormal course condition, further relief *may* be taken. (See the definition of *Nearest Point of Complete Relief* and **rule 16.1** Interpretations.)

For example, while taking lateral relief from the penalty area to the left of #16, the relief area may be on the cart path. Immediately dropping and playing from right of the cart path (more than two club-lengths from the penalty area) is not allowed. (See rule **14.7** – Playing from Wrong Place.)

Relief from abnormal course condition is optional. The player is not required to take relief from an abnormal course condition (immovable obstruction, ground under repair, temporary water, or animal hole).

¹² 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).

¹³ Bare dirt from repeated cart traffic is not an immovable obstruction because it is not artificial. There is no free relief.

¹⁴ *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.

¹⁵ See [USGA Embedded Ball FAQ](#).

¹⁶ Or the stroke-and-distance alternative local rule.

¹⁷ 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.)

¹⁸ See **interpretation 16.1/1**.

Drop, drop, place. When dropping, if the ball twice fails to come to rest in the *relief area*¹⁹, 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 **14.3c(2)**.)

Practice greens are wrong greens: There is no longer a drop zone²⁰ for balls hit into the practice area near the 18th green and play is allowed from that area. However, the practice greens are *wrong greens* from which play is prohibited. For a ball or stance on a practice green, drop within one club length of the nearest point of complete relief, not nearer the hole.²¹ (See rule **13.1f**.) Please notify others in the area before playing so as not to endanger them.

No relief from divots. Divots are part of golf's fundamental challenge to play the ball as it lies.²²

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**.)

¹⁹ *Relief area* was a new term and concept added to the rules in 2019. The ability to place the ball after two drops existed previously, but was less common.

²⁰ As of 5/31/21.

²¹ Because of the size and location of the practice greens, the required relief area may be undesirable, such as behind trees and further from the hole. Taking a penalty of stroke and distance for the previous shot is also an option.

²² See [Certain Topics or Proposals Not Addressed in the New Rules of Golf for 2019](#).

Pace of Play Importance and Suggestions

Importance

From the rules of golf: “A round of golf is meant to be played at a prompt pace. Your pace of play is likely to affect how long it will take other players to play their rounds, including both those in your group and those in following groups.” (see [rule 5.6b](#))

Slow play reduces enjoyment and even the popularity of golf. Each minute of delay lengthens the round times of all the groups that follow, including JPMGC members and the public. On a busy day, a morning group that plays 5 minutes longer than the group in front effectively adds that 5 minutes to the round times of a couple hundred players to play later in the day.

Suggestions

Everyone should be aware and take responsibility for playing promptly. Keeping up, and *catching up* when necessary, is an expected part of every round.

More detailed suggestions:

- Play “ready golf” – no need to adhere to strict rules about whose turn it is to play.
- Prepare for your next stroke while others are playing.
- Bring multiple clubs to your ball in case you change your mind.
- Leave carts and bags in a position to minimize walking or retracing your steps.
- Take a maximum of 40 seconds for each shot, hopefully less.
- Shorten pre-shot routines, limit practice swings and pre-shot meditation.²³
- Move immediately and efficiently between shots.
- But pay attention when others are hitting so that they will not have to wait for you to stop talking or moving.
- Watch while others hit so that you can help find their ball, if necessary.
- Hit a provisional ball if your ball may be lost or out of bounds.
- Limit ball searches to the rules’ maximum of 3 minutes.
- When possible, forgo customs like marking and cleaning your ball or removing the flagstick.
- Avoid “futile mimicking of elite golfers.”²⁴
- Help slower players learn to play faster.

Pace of Play Rules

Please keep up with the group in front.

Keeping up means you are regularly waiting to hit. If not, please catch up. For reference: on a par 4, if the group in front has already left the green while you are teeing off, then your gap has reached the penalty range.

Please punch the scorecard clock on holes 1 and 18 as described below. Penalties will be assessed for slow play as follows.

²³ Waiting longer than eight seconds to hit after a practice swing is counterproductive. (Source: *The Short Game Bible*, by Dave Pelz, p. 218.)

²⁴ [R & A Pace of Play Manual](#) section 4.6.

Maximum round and gap times

The normal gap is 10 minutes. If a group finishes more than 15 minutes behind the group in front of them and more than 4 hours and 30 minutes (4:30) after they started, all players in the group²⁵ will get a penalty as follows.

16-21 minutes behind – one stroke

22-30 minutes behind – two strokes

31+ minutes behind – disqualification

This rule is based on *USGA Committee Procedures Pace of Play Policies* [model local rule 8K-1](#).²⁶

Scorecard clock

The scorecard clock will be located on #1 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.²⁷

#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 control²⁸, you may appeal to the tournament chairperson before tournament results are finalized. Note that time for ball searches, walking,²⁹ rules questions, hot or cold weather, and unfamiliar playing partners are already included in the maximum time for a round. Keeping up is the responsibility of all players in each group.

²⁵ Speed of play is the whole group's responsibility, including the faster players in the group.

²⁶ Also similar to [WA Golf's rule](#). Our staff is more limited though.

²⁷ Not *after* the last player hits - the total time to play a round includes the time to tee off on the first hole.

²⁸ Such as a lightening storm or medical emergency.

²⁹ Carts do not increase pace of play. See "[How Fast is Your Course?](#)"

Club Tournaments

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

Tournament fees may be adjusted during the year.

- **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

Time – May – September. Schedule by players

Entry Fee – \$20 per player for each singles tournament, \$40 a team for the Two-Man

- **Match Play Non-Championship**

Gross flighted match play

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*.³⁰)

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 *net par* (par plus handicap strokes on that hole).
- Same for holes that are played with temporary tees or greens that significantly alter the length of a hole – post *net par*.³¹
- Post an 18-hole score if at least 14 holes are played. Post a 9-hole score if at least 7 holes are played.
- Match play scores should be posted by the player. (See the Match Play appendix for how to adjust match play scores for posting.)
- Four-ball³² scores should be posted. (See the Match Play appendix for how to adjust four-ball scores for posting.)
- 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.

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.

³⁰ The manual was replaced in 2020, but this is still the best summary available.

³¹ The *actual* score counts for competitions though.

³² *Four-ball* is sometimes called “best-ball”, see **rule 23.1** for details.

Appendix I – 2021 Monthly Tournament Schedule

JAN 23	CLYDE CARLSON WINTERFEST	<i>(Visiting Players allowed)</i>
MAR 6 (postponed from Feb 20)	TIP ‘N TUCK	<i>(Visiting Players allowed)</i>
MAR 20	RED – WHITE – BLUE	<i>(Visiting Players allowed)</i>
APR 17	SPRING FIELD DAY honoring JOHN CLEMENTS	
MAY 22	TWO-MAN BEST BALL	<i>(Visiting Players allowed)</i>
JUN 26-27	STROKE PLAY CHAMPIONSHIP	<u>(\$140 ENTRY FEE)</u>
JUL 17	SUMMER FIELD DAY honoring DICK ROVIG	
AUG 7	SIX – SIX – SIX	<i>(Visiting Players allowed)</i>
SEP 18	FALL FIELD DAY honoring DAN PUETZ SR.	
OCT 16	TOMBSTONE (OR STABLEFORD)	<i>(Visiting Players allowed)</i>
NOV 13	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 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 Club Champion**. **Both Stroke Play Champions** are entitled to play in the WA Golf **Champion of Champions Tournament** held in **April**. The player who wins the Two-Day Stroke Play Championship is not eligible to win the Senior Stroke Play Championship in that same year.

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

2020	Brian Asplund
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)	April 22	May 1	\$20
FOUR-BALL (two-man) NET	April 22	May 1	\$40 PER TEAM
GROSS (no handicap)	April 22	May 1	\$20
GROSS SENIOR (55+)	April 22	May 1	\$20
NON-CHAMPIONSHIP GROSS	April 22	May 1	\$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**.

Schedule

Gross (all) and Four-ball

<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>	<u>Round 4</u>	<u>Round 5</u>
May 1 – June 13	June 14 – July 11	July 12 – Aug 1	Aug 2 – Aug 15	Aug 16 – Aug 29

Net Pods

Remaining Net

<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>	<u>Round 4</u>	<u>Round 5</u>
May 1 – June 27	June 28 – July 18	July 19 – Aug 1	Aug 2 – Aug 15	Aug 16 – Aug 29

Rules

Notes: (1) A **senior player** (55+ years) 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.

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.

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.

In the **Net Match Play tournament** 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. (Some pods may have only 3 players and guarantee two matches.) Pods and seeding are randomly assigned.

The **Non-Championship Gross Match Play** excludes Gross and Senior Gross tournament players. This tournament is flighted and 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).

Calculating strokes received

For the two handicap match play tournaments, here is how to calculate strokes given/received. (See [Rules of Handicapping](#) Appendix C for more.)

Individual Net

In **individual net match play**, the handicap allowance is 100%, so course handicaps and playing handicaps are the same.

In the match, the playing handicap of both players will be reduced by the playing handicap of the player with the lower handicap. The lower handicap player receives 0 strokes, and the higher handicap player receives the difference in the two playing handicaps. Strokes are received on holes according to stroke index allocation on the scorecard.

Example: Player A, with a playing handicap of 4, in a match vs. Player B, with a playing handicap of 8. Player A would receive 0 strokes and player B would receive 4 strokes – one on each of the holes with stroke index allocation 1 through 4

Four-ball (two-man) net.

In **four-ball (two-man) net match play**, each player's *playing handicap* is calculated by multiplying their unrounded *course handicap* by an allowance of 90% and rounding the result.

In the match, the playing handicaps of all four players will be reduced by the lowest playing handicap. The lowest handicap player then receives zero (0) strokes. The other three players will receive the reduced number of strokes - on holes according to the stroke index allocation on the scorecard.

Example, four players with playing handicaps:

A - 4
B - 6
C - 8
D - 16

All four handicaps are reduced by 4 strokes. A receives 0 strokes, B receives 2 strokes, C receives 4 strokes, and D receives 12 strokes.

The GHIN mobile app and website have a handicap calculator that will do the math.

Resolving ties in pods

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

If a 2-1 (or 1-1, for 3-man pod) 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.

Match play tournament score posting (plus four-ball)

Match play tournament scores, including four-ball, should be posted by each player as type “C” - Competition.

When posting match play and/or four-ball scores 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 matches that end early and less than 14 holes are played, post a 9-hole score (otherwise, post an 18-hole score).
- 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](#))

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.

Club Champions

2020	Jay Clark	1998	Ken Jenson	1976	Mike O'Laughlin
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

Appendix IV – The Seattle Cup

The Seattle Cup, established in 2002, was inspired by the Ryder Cup. It is the only annual citywide team championship and pits men's teams from the four City of Seattle public golf courses – Interbay, Jackson Park, Jefferson Park, and West Seattle – in a four-day match play competition. The competition is held on the last two weekends in August, with one day of play on each of the four courses.

See a separate document on the Jackson Park Men's Golf Club website for more details and official rules of the Seattle Cup.

Appendix V – Committees

Greens / Maintenance Committee

Chair – Walt Dickhoff

Members – Dave Loseno, Jeff Schoening

Handicap Committee

Chair – Jeff Schoening

Members – Reid Swick and Dave Foreman

Membership Committee

Vice President is Chair

Jeff Schoening is the New Member 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, 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.

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.

Membership is January 1st to December 31st. Dues may be paid early for the following year, they are not prorated for the current year.

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 # _____ HOME CLUB _____

Applications may be dropped off at the Jackson Park Pro Shop with \$44 payment (check 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 questions about joining?
Contact New Member Liaison, Jeff Schoening, at jds.37.gr@gmail.com.

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