



ARGG GOLF GUIDELINES

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Membership

Membership is by invitation by any existing member. While the group's name is the “Amoco Retiree's Golf Group” we are no longer just Amoco retirees. Members and guests come from a wide range of career backgrounds. Guests are eligible for membership after playing with the group once, simply by requesting to be placed on our mailing list. The mailing list IS our membership list. There are no dues, and once a member, always a member or until you ask to be dropped from our list. Up to the date of this document this has always been a men’s group, We have no objection to women guests and members.

Handicaps:

We play using ARGG handicaps, calculated based on the rounds we play with this group. Handicaps are used to sort players into A,B,C,D for the purposes of team play. Guests must submit a handicap when signed up by a member. That initial guest handicap will be used until an ARGG handicap can be established, unless it is obviously out to line.



Mission:

Our goal in this group is that everyone have fun and continue playing as long as they are able. We don't want to become rule-bound so we ask members to recognize that part of that fun is fair competition....see application of rules, below.

RULES OF PLAY:

Pairings Coordinator Role - Daily Format

The Pairings Coordinator for the day picks the format of play (Stroke, Scramble, Shamble...etc) and in doing that may NOT modify the rules contained in this rules documents. He does however have broad discretion and can be as creative as he wants in terms of play format, teams, and prizes...no questions asked.

“A” Player - Application of Rules:

Golf is a game of honor and trust. Understand these rules and apply them to yourself. No one is going to call you out. However it is the responsibility of the “A” player to ensure that his team members understand our rules and norms.

Counting Strokes – Max Score

All strokes taken must be counted. A “taken” stroke is one where contact with the ball is made with the intention of striking it. A “Whiff” is not a stroke. We will all just unsee those. In the interest of “Pace of play” all players should take a maximum score once they reach three over par.

Mr. Par, Kilroy, Extra Shot

We attempt to form four person teams, but when that cannot be done, then threesomes will exist. The fourth player on threesomes will either be Mr.Par or Kilroy at the discretion of the pairing coordinator. Both of these “players” are scored as if they were team members for rounds where individual scores are carded (Play your own ball, and Shamble). Mr. Par scores a par on every hole and Kilroy also scores par on every hole but also has a few “pops” or strokes depending on the Pairing Coordinator (usually 3).

For example (see scorecard below)

1. Bob scored net par, Irvin a net birdie, Kilroy has no strokes...he scores par, not needed.
2. Bob=net par, Irvin=net par, Alan=net birdie, Kilroy=Net birdie..kilroy is used
3. This is similar to hole two, but here Kilroy contributes even without a stroke
4. Kilroy isn't needed
5. Kilroy isn't needed
6. Kilroy contributes without a pop
7. Kilroy not needed even with a stroke



ARGG		Hole #	1	2	3	4	5	6	7	8	9	Out
Jersey Meadow/ -		Par	4	4	4	3	4	3	5	3	4	34
\$43.86 plus \$3 prize money		green yards	285	323	335	109	290	127	432	140	281	2322
		Handicap	5	2	4	9	6	8	1	7	3	45
Team 1						CTP		CTP				
Hole Number	1a	1b										
Bob Dahl (F)	8	1	5 ₁	5 ₁	6 ₁	3	4 ₁	4 ₁	4 ₁		1	1
Irvin Blackburn (S)	8	1	4	5 ₁	6 ₁	3	5 ₁	5 ₁	5 ₁		1	1
Alan Holzberg (F)	11	1	6	5 ₂	5 ₁	4 ₁	6 ₁	5 ₁	5 ₂		1	1
Kilroy	3		-	4 ₁	4	-	-	3	- ₁		1	
Team Score		30	7	6	8	6	7	6	6			
Over/Under			-1	-2	-	-	-1	-	-4			

For team play formats where a foursome gets 4 shots and takes the best one, such as a Scramble or Shamble, threesomes are at a distinct disadvantage getting only three shots. In these circumstances one of the members of the threesome has the option to take the fourth shot. To make it fair this fourth shot should be rotated sequentially among the A,B, and C players.

Tee Boxes-180 Yard Rule

As a general rule this group plays from the “Senior” tees. There is one exception to this rule and it is designed to allow all players to contribute no matter their skill level or ability to hit longer drives. Regardless of your age or handicap you may chose to use the forward tees if your normal drive is under 180 yards. Since handicaps are affected by the tee you use, if you want to use the forward tees you must be identified in the ARGG handicap system. Therefore we ask all players to clearly identify themselves as meeting this criteria ahead of time. Your name will be flagged in the handicap system and on the scorecards as a forward tee player. Please respect this rule. If your ball striking improves and you begin hitting longer drives we’d appreciate your help in unflagging your name in the handicap system, and stepping back to the senior tees. Please play the tees you are supposed to play. If you desire to change due to the 180 yard rule, then indicate that my marking the tee change on the scorecard and communicating the change to the handicap coordinator.

Do-Over’s, Mulligans, Breakfast balls:

Mulligans are limited and depend on the skill of the player. Better players should take less mulligans. The rule is simple; A&B players get 2 mulligans per 18 holes, C&D players get 4 per 18 holes. “Boudreauxs”...multiple mulligans on one shot...are not allowed. The player must play his mulligan, not the original ball.

Gimme’s and Drive By’s

Gimme’s are acceptable as long as they are within one putter length of the hole...no longer. A “Drive by” is a gimme assessed from afar. If you really want to drive by and leave your ball on the green for the next group, go ahead and take the drive-by, otherwise we recommend actually walking up and seeing if your ball is within a putter’s length of the hole.



Obstacles to Play – “Amoco Adjustment”

An obstacle is anything that gets between your ball and the hole, on the same hole you are currently playing, that could potentially impede your ball from flying cleanly and gracefully to its destination. If that obstacle is movable, such as one of your playing companions, then move it and play the ball “down” (see next topic). If that obstacle is not moveable, such as a tree, tree roots, rocks, benches, or farm equipment, then you are allowed to take an “Amoco Adjustment”. An Amoco adjustment allows you to move your ball to avoid an immovable obstacle, to a place, no nearer to the hole where you have a clear and safe shot to your target. It DOES NOT allow you to move the ball out of the forest all the way to the middle of the fairway. Use this rule judiciously, and place the ball in “roughly” the same ground conditions it was in behind the obstacle. (see next paragraph on ground conditions)

Ground Conditions under the Ball (Playing Down, Bumping and Traps)

There are times when the ground under your ball is not pristine fairway. USGA rules call for playing the ball “down” and suffering the “rub of the green”, whenever nature is unkind. The ARGG rules define “Down” as anywhere the ball lands after a small nudge, which we call “Bumping”. A small nudge is defined as anywhere within a club length of the original position where the ball came to rest. You are allowed to lift clean and place your ball on every shot regardless of the weather.

Traps are a special type of ground. They are there for a reason, and some even consider them design features on golf courses. If your ball lands in a trap you may bump it (see above), but you may not remove it from the trap, except for one of these conditions:

- a) You have physical reasons for not climbing in and out of traps...we want to see you at lunch.
- b) Traps are under repair or in such poor condition that playing there makes no sense.

If you remove the ball from the trap, place it outside the trap NO CLOSER TO THE HOLE.

Lost Balls, Water Hazards, OB

Occasionally our golf balls end up where we don't want them to. If we're lucky we can find them and then can reward ourselves for our diligence by not taking a stroke for a lost ball (it wasn't lost) and since we are allowed to take Amoco adjustments, no stroke is incurred. Lost balls that stay lost are penalized by a stroke as in normal golf play. This rule applies for balls lost in water or out of bounds as well. If you can retrieve YOUR ball (not a replacement) then no stroke is incurred. Place the ball as close as you can to where it entered the water hazard, or went OB, and play on. If your ball is lost in water or OB take a stroke and play it as close as possible to where it entered the water or went OB. See, the paragraph of “Pace of Play”. Look for a reasonable amount of time, but not forever.

ProctorScoping

A long-standing ARGG practice. When playing a team round where only one score is carded per hole (Scramble), or in a Shamble on a par 3 where the best drive is used (team ball), all players on the putting surface (not the fringe), may at their discretion putt their balls before the “team ball” is putted.



If that player makes that putt it counts even if the team ball is not putted. In a scramble situation the team score would reflect that made putt. In a shamble format the individual(s) making their putt would not have to putt the team ball and can score their own putt. If they miss the putt with their Proctorscope they may then put the team ball.

Pace of Play

Each group should keep up with the group ahead. The “A” player is responsible for keeping his group moving and in contact with the group ahead. The reason this is important is that our group plays many courses that have members and are heavily used. We do not want to become unwelcome because of complaints from other players. If the marshal warns your group about your pace of play, heed the warning and pick up the pace. Players should cease play and pick up on the hole when they reach three over par.