

## **Membership and New Players**

1. All members of the D&E Golf Society must also be paid up members of Devon and Exeter Squash and Racketball Club ('the D&E'). Social membership starts from just £25 and can be purchased via the club website. All D&E members are eligible to receive 10% off bar and shop products.
2. Non-members may participate in a maximum of two events.
3. Guests may be paired with their introducing member for their first two matches. Subsequent requests for members to play together will be considered but we cannot guarantee this will always be possible.

## **Payments & Cancellations**

1. If a player has not paid by the indicated payment date for an event, normally 7 days prior, they are considered not to be playing, and a place will not be allocated to them.
2. If a player commits to, and pays for, an event but fails to show up or cancels last minute, they will be responsible for paying the full amount if a replacement cannot be found, as the golf club will still require payment. To avoid any charges, a 48-hour notice is required for cancellations.

## **Handicaps and Results**

1. The maximum allowable handicap for both males and females is 36.
2. Handicaps will be adjusted based on results from the days play.
3. Only players finishing in the top 3 are eligible for a handicap increase.
4. Handicap adjustments are based on Stableford points scored.
5. Count back will determine finishing positions as follows:
  - Back 9 holes score
  - Back 6 holes score
  - Back 3 holes score
  - Hole by hole until a winner is clear.
6. Two members must check the top 3 scorecards after each event before prize giving. A member cannot check the cards if they are one of the top 3 scorers.
7. Handicap rules apply to all players in society events, whether guests or members. Guests winning an event will receive the winners cut.
8. A player's handicap will be reduced by 1 shot for every 2 points scored over 36 points.
9. A player who scores below 30 points will have their handicap increased by 1 shot (Maximum handicap 36).
10. Any player scoring over 40 points in any society event will receive an additional 1 shot cut to their handicap.
11. Cash prizes will be awarded to the top three players, the winners of the skill prizes (nearest the pin, nearest the pin in two and the longest drive), and to players who get any twos.

## Rules When Playing

1. During Society Stableford competitions, players must pick up if they cannot score on a hole (maximum score is 3 over par).
2. Players must declare a provisional ball if they wish to play one.
3. If a ball is believed to be lost, a provisional ball must be played from the point of the previous shot.
4. If a player reaches the area where they believe their ball is, but cannot locate it within three minutes and have not played a provisional ball, they may take a drop with a two-shot penalty (stroke & distance) in an area agreed upon with their playing partners.
5. For penalty areas, the ball must be dropped in line with its entry, no nearer the hole, with a one-shot penalty.
6. To speed up play, the Society permits giving short putts. "Give Me's", However:

Should a Player Wish to Putt out they can.

Those who wish to use the score for a WHS score are required to putt out.

A maximum distance of 1 foot (12") can be given.

7. Players cannot mark their own card. Below is an example of how to complete a score card.

**COMPETITION** \_\_\_\_\_ **"PLEASE BRING THE BALL"** \_\_\_\_\_

DATE	START TIME	FINISH TIME	Handicap	Stableford Score	PAR	NET
Player A						
Player B						
Hole	Stableford Score	Par	Net Score	Stableford Score	Par	Net Score
1	529	5	519	11		
2	147	3	141	17		
3	499	5	489	7		
4	451	4	441	1		
5	391	4	381	5		
6	195	3	174	15		
*7	149	4	143	3		
8	370	4	360	9		
9	513	5	503	13		
	3444	37	3351	OUT		
PLEASE AVOID SLOW PLAY AT ALL TIMES						
10	348	4	338	12		
*11	417	4	407	4		
12	181	3	166	18		
13	513	5	503	8		
14	328	4	318	14		
15	431	4	392	2		
16	197	3	187	*10		
17	517	5	507	6		
18	173	3	163	16		
	3105	35	2981	IN		
	3444	37	3351	OUT		
	6549	72	6332	TOTAL		
Stableford Points or Par Result		HANDICAP NETT SCORE		Stableford Score		
Player's Signature		Player's Signature		Result		

**Annotations:**

- Your Name will Appear Here (Points to Player A)
- Marker Inputs Their Name Here (In Player 'B') (Points to Player B)
- Your Partner, who is scoring your card will input **Your Gross** scores in this Column – (A) (Points to Gross Score column)
- Your partner will input **their** scores in this column (Points to Stableford Score column)
- Your Stableford Total Score appears here or in Stroke Play your **Net** Score (Points to Stableford Points or Par Result)
- Your Handicap will appear here (Points to Handicap)
- Hole Stroke Index for Handicap application (Points to Hole number)
- Your Net Score (after allowance for handicap) is marked in this column (Points to Net Score column)
- Your Stableford points should appear in this column. (Points to Stableford Score column)
- Bogey = 1 point  
Par = 2 Points  
Birdie = 3 Points  
Eagle = 4 Points  
Albatross = 5 Points

## **Order Of Merit**

1. No minimum rounds are required to win the Order of Merit, but a player must be a member.
2. Order of Merit qualifying events consist of eight events from March to October.
3. Order of Merit is calculated from a player's best four finishes from the eight qualifying events.
4. The top ten finishing members earn points as follows:
  - 1st place: 20 points
  - 2nd place: 18 points
  - 3rd place: 16 points
  - 4th place: 14 points
  - 5th place: 12 points
  - 6th place: 10 points
  - 7th place: 8 points
  - 8th place: 6 points
  - 9th place: 4 points
  - 10th place: 2 point
5. Winners of event skill prizes (longest drive, NP, NP2 and scoring a 2) gain 1 extra Order of Merit point which is added to their overall OOM score.
6. Members can only score Order of Merit points after paying their membership fee. Points earned as a guest are not included retrospectively.

## **General**

1. The minimum number of people in a group at events is three.
2. Buggies are accepted at Society events. Players in buggies will generally be put into groups of four to avoid lone walkers.