

CEDAR KNOB

MEN'S GOLF ASSOCIATION Member Guide

EXECUTIVE COMMITTEE

President*	Alex Kapinos
First VP *(Tournament Chair)	Dave Morse
Second VP* (Social Chair)	Scott Sfredo
Secretary*	Tom Abel
Treasurer*	Tom Falkowski
Handicap Chairman	Greg Conklin
Membership Chairman	John Desrosiers

*Club Officer

Please help avoid slow play by playing ready golf!

If you notice that you have fallen more than a half of hole behind the group ahead of you, immediately pick up the pace.

The Course 18-hole Maximum time is 4 hours and 20 minutes.

Thank you

SECTION I – General Policy, Membership Obligations

Membership – Membership in the Cedar Knob Men’s Golf Association (CKMGA) is annual. Individuals are to annually complete and submit an application for membership consideration by the Board. Prior membership does not guarantee future membership.

Membership Dues - Membership dues are established annually by the Board. Currently, \$32.00 of the dues goes directly to the GHIN system for a state handicap card/membership. Additionally, \$2.00 of the dues will go to the Junior Golf Association. The remainder of dues money allocations are determined by the Board for distribution to member activities and expenses. Fees and expenses are subject to change without notice and the Board will keep membership reasonably updated of such changes.

Memberships will be active until the last week of February for those wanting to post scores from warmer climates. GHIN and Golf Genius members will then be deleted in late February and paid members for the new year will be added around March 1st.

Participation - Only fully paid Association members may enter a tournament, unless a specifically identified event allows for non-member participation. Association dues must be paid prior to any participation in tournament play. A seven-day waiting period is required to set up membership prior to competing in tournaments.

Tournament Fees – Typically, One-day tournament fees are \$10.00. Special tournament fees are established by the Board. Flights will be established each week based upon participation. All new members, and continuing members, who do not have an established handicap will play in the New Member Flight (until 5 scores have been recorded with GHIN). The Callaway Scoring System will be used for the New Member Flight.

Major and Special Tournament Entry Fees – The following tournaments are considered Major Tournaments with an Entry fee of \$20.00. The Men’s Club may match the members fee or add a specific dollar amount toward the payouts.

Spring and Fall Cup, Ryder Cup, Presidents Cup, Jeff Swanson Cup. All Club Championships.

The Following Tournaments are considered Special Tournaments with an entry fee of \$10.00. The Men’s Club will match the fee or add a specific dollar amount toward the payouts.

Opening Scramble, Yellow Ball. Tournament of Champions and the Closing Shamble.

The Opening Scramble and Closing Shamble if scheduled to be played will also have Skins and Closest to the Pin Money added to the Pool. The Closing Shamble will have extra money added for team position payouts to pay down the finances for yearend purposes. If there are no Skin payouts for the Opening Scramble and Closing Shamble,



the money available will then be added to the prize payout total.

Tournament Registration – Tournament signups will be available through Golf Genius four weeks in advance.. Tee times for Saturday and Sunday events should be made by Wednesday and Thursday, respectively. Association members are responsible for signing up. Members are not allowed to move or delete other members.. Penalty for doing so will be suspension of play from all CKMGA events for three (3) calendar weeks. Members may call the Pro Shop at 860-749-3550 to reserve a time. Tee times are on a first come, first served, space available basis. Membership does not guarantee tee times for all tournaments. We will try to accommodate late registrations whenever possible. The Association has a preferred tee time block (course opening until 10:10) for one week in advance, from that point on the Pro Shop is able to fill tee times that are open.

Certain events require advance sign-ups and payments – To ensure adequate accommodations can be made such as meals, etc., the requirements for advance sign-ups will be posted.

No-Show/No-Call – Members who cancel from an event without notice shall be fined current one day weekend rate, which must be paid prior to participation in their next event. This fee is due the course through the club. Failure to pay may result in suspension and or termination of membership. Individuals who are not in good standing will not be considered for membership in subsequent years.

Cancellations - Members may call the Proshop by noon the day before the Tournament to cancel. This may provide an opportunity for last minute signups.

Results – Tournament results from the events will be posted in Golf Genius and are also available on the Cedar Knob website. Results will be made available as reasonably as possible following each event, generally by the following Wednesday.

Tee Boxes – CKMGA events are played from designated Men’s Club Tee Markers, these markers are established to represent play from overall “White” tee course slope and rating. **Gold Tees** can be used by members aged and index of 82 or more who declare these tee assignments for the year. This will not be a week-by-week option. There may be certain events that all players are required to play from the Men’s Club tees.

Hole in One - The Men's Club has a Hole in One Pool. The Fee is \$5.00 to those wanting to participate. The Pool will be paid out to the first player or players who get a Hole in One during a completed Regular Men’s Club Event. Birdie Trains do NOT count as a regular tournament. If the Pool is paid out you will need to pay the Entry Fee again to participate for the rest of the year in this event. If the pool is not paid out during the year, the pool will be carried over to the next year. At the beginning of every year to stay in the pool you must pay the entry fee again. Those who participated in the previous year’s pool do NOT carry over like the pool does. The pool starts new every year.



SECTION II – Tournament processing and scoring

1. **Entering Scores for Handicap Purposes** – You must enter your Adjusted Gross Score for handicap purposes into the GHIN System by means of the USGA website or USGA app from hand held devices in a timely manner.
All scores are to be posted, both 18 and 9-hole rounds. Nine-hole scores are to be posted for rounds where 7-13 holes are completed. Eighteen-hole scores are to be posted for rounds where 14 or more holes are played. Use the USGA Equitable Stroke Control (USGA Section 5.1) adjustment method to determine your adjusted gross score. Any member needing instruction on score posting or equitable stroke control can ask the Pro Shop or CKMGA Board members for guidance.
2. **Cedar Knob Scores – Tournament Scores.** Upon completion of the round, turn in the completed signed scorecard and enter scores in Golf Genius App. On June 1, 2023 using Golf Genius for scoring in the men’s club will be mandatory. The system will automatically make the equitable stroke adjustment. If you DQ yourself from a stroke tournament, you must still post a Gross Score. If you do not post a score, the Handicap Chair will determine what score to post and enter it into the GHIN system. Additionally, not posting a tournament score in GHIN will disqualify you from the event. Tournament score cards are to be signed, attested and turned in to the appropriate location, score cards not signed and or attested will not be considered for tournament results.

<https://vimeo.com/740541260> is a link to an instruction video for using Live scoring

3. **Using Golf Genius for Live Scoring** - Download the Golf Genius App to your Smartphone from the Google Play or the Apple Store. Before starting your round of golf, open the Golf Genius App on your phone and enter the GGID located on the bottom right of your group's scorecard and tap “Sign In” at the bottom of the phone screen. The GGID is a six-letter code used to identify the players in your group. Once the GGID is entered it will bring you to the players in your group. Click on your name and you are now ready to enter scores after each hole. Once you enter the scores for your group, tap “Save Scores” at the bottom. The App will automatically advance to the next hole. Continue this process until the round is complete. After completing the round, all scores entered, you will be asked if you would like to proceed to the End of Round Summary page. Once taken to the End of Round Summary page, you can review and update (if needed) the full scorecard and results for all players in the group. You should always review your scores with the manual scorecard to make sure they match. To correct a wrong score entered for a player, toggle back on the screen to locate the hole where the error was made. Locate the player with the error and tap on the score (not the player’s name). Add the corrected score with the keyboard and click “Save changes” After reviewing the scores, the scores will be automatically uploaded to the computer we use for tournaments. The Golf Genius Live Scoring is our preferred method for scoring for our tournaments. Please begin using the App to help reduce the workload of the tournament chair’. If there are questions about using the App, please see any Board Member for help.



4. **Away Golf Course Scores** – If you are playing at a different course you must post your score daily. All members will be active until March 1st. and then deactivated until membership is renewed.

5. **Flight Establishment** – Flights are established based on the number of participants registered for each event per the attached table. The flights are established a day or two in advance of the event, late adds may throw the flights out of balance and no adjustment can be made.

6. **Disqualifying Yourself from a Tournament** – All Men’s Club Members are expected to finish a tournament in which you start play. You should not be disqualifying yourself if you finish 18 holes of play. If you finish 18 holes of play you need to post a legitimate score on the scorecard or Golf Genius. There are legitimate reasons for not finishing a tournament and disqualifying yourself from a tournament such as, illness, emergencies at home or work, rules infractions, etc.
Playing poorly is not a legitimate reason to disqualify yourself from a tournament in which you play 18 holes but do not post scores for all the holes. If you disqualify yourself during a round for poor play you will be considered out of the tournament and not eligible for any hole in one money or skins payouts if any should occur. Those with legitimate reasons for disqualifying themselves such as those reasons as listed above will be eligible for hole in one and skins payouts. If you had to leave the tournament due to something beyond your control, you should not be penalized for it.
If you play 18 holes and disqualify yourself and don’t enter scores in the system, a score for the blank holes will be added for you. Scores will be entered according to USGA rules for entering scores for unfinished holes. Scores will be added to unfinished holes as a “net par” score. For example. if you don’t enter scores for holes 17 and 18 for whatever reason. If 17 is not a handicap hole for you, a 5 will be entered to your blank score. If 18 is a handicap hole you, a 5 (par 4 plus 1 handicap stroke makes it a 5) will be entered for the blank score for that hole. That score will then get posted to your handicap. If you stop entering scores after 9 holes, a 9 hole score will be posted for you. If you stop entering scores after 14 holes, scores for the last 4 holes will be entered as Net Par. Please refer to the USGA Rules of Handicapping for further explanation.

7. **Local Rule, Stroke and Distance** – The Men’s Club has adopted a local rule Stroke and Distance concerning Lost Ball or Ball Considered Out of Bounds. This rule does not cover balls lost in a Hazard, follow current rules for balls lost in a Hazard. To take proper relief from this situation, perform the following. Determine where the ball was likely to be when the ball was Lost or hit Out of Bounds. Request help from playing partners if needed to determine this spot. Find the nearest edge of the fairway not nearer the hole. Take a drop within 2 Club lengths. Finish the hole out from that spot and add 2 Penalty Strokes to your score to finish out the hole. For further clarification for this situation, refer to the USGA Rules E5 if needed.



8. **Flight/Payout Table**

Flight/Payout Table							
<u>Individual G/N</u>							
<u>Players</u>	<u>Flights</u>	<u>1st Gross</u>	<u>2nd Gross</u>	<u>1st Net</u>	<u>2nd Net</u>	<u>3rd Net</u>	<u>4th Net</u>
up to 28	1	23%	17%	23%	17%	12%	8%
29-53	2	23%	17%	23%	17%	12%	8%
54-75	3	23%	17%	23%	17%	12%	8%
76-94	4	23%	17%	23%	17%	12%	8%
95-115	5	23%	17%	23%	17%	12%	8%
<u>Two-man Events</u>							
<u>Teams</u>	<u>Flights</u>	<u>1st Gross</u>	<u>2nd Gross</u>	<u>1st Net</u>	<u>2nd Net</u>	<u>3rd Net</u>	<u>4th Net</u>
>32	>1	23%	17%	23%	17%	12%	8%
26-31	1	23%	17%	23%	17%	12%	8%
<25	1	23%	17%	23%	17%	12%	8%
<u>Opening Day</u>							
<u>Players</u>	<u>Flights</u>	<u>1st Gross</u>	<u>2nd Gross</u>	<u>3rd Gross</u>	<u>4th Gross</u>	<u>5th Gross</u>	
75-80	1	32%	23%	20%	15%	10%	
>80	1	32%	23%	20%	15%	10%	
<u>Closing Day</u> - Payouts are set by the Board based on available funds and event participation							
<u>President's Cup</u> - Payouts are set by the Board based on available funds and event participation							
Flight Runner Up (4)							
Flight Winner (2)							
Overall Runner Up (1)							
Overall Winner (1)							

9. **Tie Breaker Approach** – The following tie breaker format is used for CKMGA Events:

GROSS

Gross score back 9 holes
 Gross score last 6 holes back
 9 Gross score last 3 holes
 back 9 Gross score 18 hole

NET

Gross score back 9 minus 1/2 course handicap.
 Gross score last 6 holes back 9 minus 1/3 course handicap.
 Gross score last 3 holes back 9 minus 1/6 course handicap.
 Gross score 18th hole minus 1/18 course handicap.

If this procedure does not produce a winner, matching cards starting at the number 1 handicap hole will break ties.

Tie breakers for Two-day events will be compared using scoring cards from both days using the same criteria as listed above.

TIE BREAKERS FOR CLUB, SENIOR, LEGEND CHAMPIONSHIPS - Ties among the Champions flight will be resolved by sudden death beginning on the 1st hole until a winner is determined. If there are more than 2 players in the playoff the players with the highest score on any playoff hole will be eliminated. The remaining players will continue until a winner is determined. Ties among NET players will be determined by matching cards using the USGA recommended TIEBREAKER RULE.

Tie breakers for the A ,B ,C and D flights and Senior/Legends Championships will be done by the established Matching Card Method in Place.

Tie breakers for First Place for the Spring and Fall Cups will be determined by a playoff or the Players involved can decide to split First and Second place money.

10. **Team Handicap Adjustments** - For any 2,3 or 4-man event where the team is player selected and a team score is used all players must be within 5 strokes of the low handicap. Adjustments will be made within 5 strokes as needed. This does not apply to computer generated team events (I.E. Opening / Closing Day). All G/N Shamble, Scramble or Combo team events handicaps will be adjusted based on the team size as follows:

	<u>Shamble</u>	<u>Scramble</u>	<u>Combo</u>
2-Man	60%	40%	50%
3-Man	50%	35%	
4-Man	40%	30%	



5-Man

30%

25%

11. **Event Qualification** – In order to qualify to play in select CKMGA major tournaments, participation in a number of prior tournaments is required. The major tournaments and the required tournaments are shown below:

Club Championship - 5 tournaments

Senior Club Championship (at least 50 years old) - 5 tournaments

Legends Club Championship (at least 65 years old) - 5 tournaments

Fall Cup - 5 tournaments

Closing Day Event - 5 tournaments

Note: The Board reserves the right to adjust minimum requirements if conditions warrant.

12. **Weather issues for Tournament Conclusions** – The following will be the policy for Tournaments when bad weather impedes the conclusion of a tournament.

One Day Tournaments. If all participants can not finish their round because of adverse weather, the tournament will be considered null and void. The Tournament Chairman will consider if it should be a 9 hole tournament if all finish 9 holes.

Two Day Tournaments. If the first or second day of a scheduled 2 day tournament is washed out completely the results will revert back to a 1 day tournament. If the course is open and at least 9 holes can be completed safely on either the first or second day by all participants then the tournament will be considered a 27 hole tournament. If the 2 day tournament ends up being a one day tournament the tournament fee will stay the same, no refunds for only being a one day tournament. The Pro Shop will determine if the course is considered playable on adverse days.

13. **Hole in One Pool and Disqualify from the Tournament** - If you disqualify yourself from the current tournament in which you record a hole in one, you will not be considered competing in a Men's Club Event and therefore NOT be eligible for the Hole In One Pool. You should always finish your rounds unless unforeseen circumstances forced you to not finish your round. If an unforeseen event happened such as illness, family or work emergency etc you would be eligible for Hole in One payout.

SECTION III – Explanation of Events

1. **INDIVIDUAL GROSS / NET** - Gross score is gross score. Net score is Gross score minus total current handicap.
2. **MODIFIED STABLEFORD G/N** – Gross Scoring for this event is based on points per hole score) points for Double bogey or higher – 0 Points, Bogey – 1 Point, Par – 2 points, Birdie - 4 Points, Eagle – 6 Points and Double Eagle – 8 Points. Net is point total minus total handicap.
3. **BEST BALL** - Each player plays his own ball. Gross score is the better score on each hole. Net score is gross score MINUS the player's full handicap. For multiple player format the better score G/N is used.
4. **BEST 15 HOLES G/N** - Gross Score is gross score MINUS the players worst 3 holes. Net score is your best 15 holes Gross Score MINUS your total current handicap.
5. **SHAMBLES** – Each Player on the team takes a tee shot. From the chosen tee shot, each player completes the hole with their own ball. Gross Score is the best gross score on each hole; Net score is the Gross score MINUS the team handicap as determined in Team Handicap Adjustments Section II.
6. **SCRAMBLES** – All team members hit tee shots then select the best one to play from, all players then hit from that location and continue as such through completion of each hole. A minimum drive hole may be in effect whereas each team member's drive may have to be used during the round. Gross Score is the gross score on each hole; Net score is the gross score MINUS the team handicap as determined in Team Handicap Adjustments Section II.
7. **RED, WHITE and BLUE** – Gross / Net event played by alternating tees Red on #1, White on #2 and Blue on #3, follow rotation through all 18 holes. This tournament is a non-posting event.
8. **BEST 16 HOLES** – Tournament Gross score is actual gross score minus one hole on the front nine and one hole on the back nine. Net score is Tournament Gross score minus handicap.

9. **Yellow BALL** - In Yellow Ball, golfers play in groups of four, and play a best ball. Of the four golf balls the team members are playing, one of them is yellow. That yellow ball rotates among the team members. The “A” player must hole out on 6 holes, the “B” Player must hole out 5 holes, the “C” player must hole out on 4 holes and the “D” player must hole out on 3 holes all while using the designated ball. The holed out score from only the “Yellow Ball” is recorded. If the Yellow Ball (Which includes out of bounds) is lost that team will compete in a Best Ball Tournament using the best net score. The payout will be 60% for the Yellow Ball Tournament and 40% for the Best Ball Tournament.
10. **Birdie Train** – After the regular season events are over, the Men’s Club continues playing Events on Saturdays and Sundays weather permitting. All Men’s Club members are eligible to play in these events. You can sign up for these in the Pro Shop or call the Pro Shop to get put on the sheet for the day you want to play. Tournaments vary in formats from Scrambles, Shambles, Birdie Train Team Events, Stableford or any combination of the above listed events. We also have Skins and total birdies in some events. It’s a great way to extend your golf season until the snow flies. A tournament fee will be charged to play in these events to cover the prizes awarded.

SECTION IV – MAJORS / SPECIAL EVENTS

CLUB CHAMPIONSHIP – The Club Championship weekend will allow for a two- day, **36 Hole - Championship Stroke Play Tournament - Gross**, allowing five flights. The Championship flight winner will be considered our official “CLUB CHAMPION” and represent Cedar Knob at the CSGA Tournament of Champions later in the year. Other flight winners will be recognized as such on the Divisional Club Championship Plaque. All Members are eligible to participate with the minimum tournament rule. Championship flight is optional to everyone. All other flights will be determined on the number of players.

Golfers will have the option to play in the flight above if so desired.

Flights will be determined by the Tournament Chairman.

Standard green fees apply and tournament fee will be determined by the Board.

Championship participants **will not be eligible** for the weekly G/N events that weekend regardless of flight.

Payouts (in Chits) per flight based on two-day gross total will be as follows:

Championship Flight - \$200 Winner, \$100 Runner-up

A, B, C, D flight - \$100 each Flight winner, \$50 Runner-up



SENIOR / LEGENDS CHAMPIONSHIP – This will be determined by 36 holes of medal play Gross/Net, with 18 holes played on Sat. and 18 holes on Sun. Players must register in advance to participate in this event. Day One you are allowed to play with whomever you'd like, Day Two is seeded based on Day One Gross results. Total Score for both days will be the winner. Seniors must be 50 yrs. old as of the Tournament date and Super Seniors must be 65 as of the Tournament date.

JEFF SWANSON CUP- A 2-day stroke play event. Day 1 net score on each hole will be compared to day 2 net score on each hole. The lowest net score on each hole for the 2 days will be totaled to determine the winners. Advance sign up is required to participate. The only qualification is you must have played in at least 3 CKMGA tournaments prior to the event. One flight for this event as it is net only. Players are eligible to play in the G/N event either or both days as well this weekend regular tournament fees apply.

SPRING / FALL CUPS - The Spring and Fall Cups will be pick your own partner, match play, 27-hole tournaments. 4 teams per flight. Teams will be seeded by total team handicap with appropriate adjustments for team handicap differential >5 strokes. All flights will be net. Tournament (\$20) and greens fees are due at sign up. Scoring is 1 point per hole and 1 point per match.

PRESIDENT'S CUP – Individual net-match play event. Open to the first 32 participants to register and pay (\$20 entry) allowing four flights of eight based on handicap. Sign up deadline is May 1st. **Matches must be played by predetermined deadlines for each round.** Any match not completed and recorded in the log at the Pro Shop will be decided by a coin flip. It is each participant's responsibility to schedule and complete matches on time. Matches can be played within Men's club events or not. Contact information will be made available to all participants.

TOURNAMENT of CHAMPIONS - The TOC is a stroke play individual event with flights limited to 8 participants. Flights and tee times will be determined by handicap; players are to play in the assigned pairing. Participants are required to sign up in advance but no later than the Closing Day Event. An entry fee of \$10 will be assessed for each player and is due at sign up. There will be ONE winner in the Gross and ONE winner in each Net flight. In order to qualify for this event players must have finished 1st GROSS or NET in any flight of any INDIVIDUAL CKMGA Tournament.

RYDER CUP - This is a two-day event requiring participation both days. Players will be drafted onto one of two teams (Red or Blue) by assigned captains. Day 1 is 27 holes, played as two-man nine hole matches (best ball, alternate shot and scramble). Day 2 is 18 hole singles matches. Team points will be kept over the two days to determine the winner. Day two play is net, full handicap. Upon completion of play on day one the team captains will get together with the Club Pro and CKMGA President to draft the singles matches. Participants should attend if possible. **Advance Registration** is required for this event. The cost per player is determined annually and is in addition to regular 18 hole green fees each day (only pay for 18 Saturday but play 27). The registration fee is due at the time of sign-up. Participants will receive a commemorative item as



well as a restaurant voucher. Prizes will be awarded to the winning team. The field is currently set for the first 24 players to commit. An alternate list will be established for anyone interested but not in the first 24. If possible, based on course availability and proper number of alternate requests the field may be expanded.

PRO'S CHALLENGE - The teams will be captained by the Cedar Knob Golf Professionals. One team by the Head Golf Professional and one team by the Golf Assistant Professional. The teams will be selected based on the player's current index by the Tournament Chairman. Each team match will consist of two, two-man teams with a possible three points per individual match (front nine, back nine and overall).

- One point is awarded to the team for each match won.
- One-half point is awarded for each tie.
- The playing position of each player shall be determined by his current Cedar Knob Golf Course (CKGC) playing handicap.

The first team will consist of the Head Golf Professional (or an Assistant Professional) and the amateur team member with the next CKGC handicap.

- Each four-ball match will be handicapped based upon the lowest player CKCG handicap using 100% of the difference. For example: Player A is 5 Player B is 6, Player C is 4 HC and Player D is a 7 HC. Player C is the lowest HC within the foursome. The other players will be given strokes based on that; A =1 stroke, B = 2 strokes and D = 3 strokes.

