

2025 LADIES MEMBER-MEMBER

June 21, 2025

Local Rules and Conditions of the Competition

Cost: \$30 plus cart (includes lunch)

Prizes: Pro-Shop Credit for the top teams will be awarded along with trophies/crystal for winners. LGA will sponsor Closest to the Pin contests on every Par 3 along with a competitive skills challenge after the round- CA\$H Prize for the Skills Challenge will be awarded

Tees: All play will be from the Cozzens (Green) Tees

Format: 18 HOLE, TWO PERSON TEAMS – BEST NET AND BEST GROSS

FRONT NINE (Holes 1 – 9) FOURBALL, BEST BALL, STROKE PLAY: Fourball is a form of play where you and your partner compete together as “a side”. We are playing “stroke play” rules; Each player plays her own ball, holing out. Each player should record the gross score by hole on the paper scorecard and one person in the pairing will enter the gross score in golf genius. Golf Genius calculates the net score for each player. Each player gets 100% of her handicap; maximum course handicap of 36.

BACK NINE (Holes 10 – 18) ALTERNATE SHOT, PINEHURST FORMAT:

Here's how Pinehurst works. It's a two-person team format, and every hole begins with both players on a side playing drives. The two partners walk forward to the golf balls, *then they switch golf balls*. Golfer A hits Golfer B's ball, from where B's drive came to rest. And Golfer B plays Golfer A's ball, from A's drive came to rest.

After their second shots, the partners compare the results. Which golf ball is in the best position? They select that ball and pick up the other.

From the third stroke on, they play alternate shot until the one ball they chose is holed.

Handicap is 60% of Player A (lower handicap) and 40% of Player B (higher handicap); maximum handicap per player is 36.

ALL PUTTS MUST GO IN THE HOLE*NO PUTTS MAY BE GIVEN***NO GIMMES**

EXCEPTIONS TO “HOLING OUT”- If while playing Fourball (front nine) a team decides that one of the two players' ball is not likely to be the ball used or they know it won't be used, that player can pick up. A player should only do this if they discuss/decide with their teammate. The team must complete the hole with the other player's ball; one ball per team must be holed out on every hole.

Example of when this could happen – On a Par 4, Player A is laying 6 (has hit the ball 6 times) and is not yet on the green. Their playing partner/teammate, Player B, is on the green in 3 shots. The team could decide that Player A, who wouldn't be on the green until at least their 7th shot, can pick up and the team will use Player B's ball, which must then be holed out. The team decides this; not the other team playing in your pairing.

If a player is not sure whether to pick up, she should keep playing her ball until holed out.

Cart Rules: CART PATH ONLY – no handicap flags

Special Rules Exceptions:

- When you check in, Confirm with Pro Shop whether lift, clean and place is in play
- Bunkers will be Rake and Place if you are in a disturbed area. **see below for more detailed explanation

Pace of Play: Please play without delay. Play “ready golf”. This round should be completed in no more than 4 hours and 15 minutes. A Marshal will be present on the course periodically to monitor pace. Ready Golf means that players go to their balls and whoever is ready to hit should hit even if they are not “away” (furthest from the hole). This applies off the tee and in the fairway (including chipping or pitching onto the green) all the way through to the green. Once on the green, each player should mark their ball even if you do not think you are in someone else’s line and then be ready when it is your turn.

Additional Local Rules:

- **All Hazards are marked with both Red Stakes and Red Paint. Please play the golf course as it is marked. Out of Bounds is marked by White Stakes.**
- **Please observe the Green Capped Hazard Stakes down the right side of the fairway on hole #2; around the back-right side of the green on hole #2 and along the first half of the fairway on hole #3.**
 - These are environmental hazards, and you cannot enter these areas.
 - This means you must take a one stroke penalty and use of one the drop options per the Rules of Golf. You may not hit from within the environmental hazards.
 - Using a drop area (mat on Hole 13 near tee box) is not a free drop; it is a one stroke penalty the same as the other options for dropping from a hazard per the Rules of Golf.

Bunkers will be Rake and Place if you are in a disturbed area

Recently, we have had some questions related to playing out of the bunkers. Since several players have asked questions, it likely means many more have the same questions.

We discussed and confirmed with our Pro Shop the following –

- Piedmont will continue indefinitely (until members start raking the bunkers more consistently) to have the local rule in place that allows a player to “rake and place” the ball in the bunker if the player’s ball is in a disturbed area. Disturbed area is defined as an area – such as a footprint – where a previous player did not rake the bunker. Disturbed area could also be an animal hole; an area dug up by an animal.
- A disturbed area does not include if it rained and the course maintenance did not have the opportunity to rake the bunkers first thing (so the sand is packed down).
- A disturbed area does not include imperfect areas on the edges of the bunkers or at the top of the bunkers.
- IMPORTANT REQUIREMENT – The group you are playing in must agree that your ball is in a disturbed area. A player needs to check with at least one player in their group to confirm the area is disturbed.
- This is a subjective analysis so we all have to rely on our best judgement and accept what the playing group decides.
- IF A PLAYER DISTURBS THE SAND TRYING TO HIT OUT OF THE BUNKER and the ball rolls back down into the bunker and rests in the footprint area that the player just created – this is not a “rake and place” situation. In this situation the ball must be played as it lies. The player must hit the ball out of the footprint.

PLEASE TURN YOUR SCORECARDS IN AT THE SCORING TABLE IN THE BISTRO IMMEDIATELY UPON COMPLETION OF YOUR ROUND – THEN YOU CAN GO TO YOUR CAR/PUT AWAY YOUR CLUBS....and RETURN FOR THE SKILLS CHALLENGE AND TO ENJOY A DELICIOUS LUNCH!