

Table of Contents

2020 Officers	1
Standing Committee Coordinators	2
Tournament Chairpersons.....	4
Special Events Coordinators.....	4
Activities Calendar.....	5
L9GA Tournaments	9
L9GA Play Formats	10
Special Circumstances	16
Play Day Sign-Up and Cancellation Procedures	16
Scorecards and Score Posting.....	18
Award Points Policy	20
Awards	21
General Information.....	22

2020 Officers

President	Heidi Lieberman heidilieberman@live.com	914-843-6823
Vice President	Donna Bunn donnabunn@gmail.com	513-317-3976
Secretary	Linda Rakosi Lrakosi12@gmail.com	703-801-8631
Treasurer	Virginia Hylander vehylander@aol.com	912-349-0426
Communication	Peggy Miller mkmiller171@gmail.com	912-598-2182
Ex Officio	Elsa Lindenschmidt Lindenschmidt.ek@gmail.com	912-777-7071

Standing Committee Coordinators

Awards/Points	Peggy Miller	912-598-2182
Handbook	Carol Barnard	912-598-4222
Meet-n-Eat Luncheons	Gayle Bina Jody Freeman	478-737-0511 301-255-5025
Membership Coordinator	Betty Stout	912-598-9693
Pairings	Susan Painter January, February, December Karen Anagnost March, April, May Marianne Gardner September, October, November	203-556-0694 912-598-0643 415-519-8698
Photographer	Lucy Monahan	912-349-5613

Standing Committee Coordinators

Publicity	Lisa Olson	912-999-6175
Scoring	Betsy Evans January, February, December	912-777-6937
	Nancy Benner	419-215-4921
	Kimberly Greenlaw March, April, May	508-942-4446
	Donna Bunn September, October, November	513-317-3976
Sign Up Sheets (Oakridge)	Maribeth Hedgpeth	912-335-7088
Web Site	Peggy Miller	912-598-2182

Tournament Chairpersons

Member Guest – March 18-19 - PA	Ellen Cayer	912-598-4358
	Barb Gallagher	912-349-0635
	Sandy Ingham	912-355-5102
	Virginia Hylander	912-349-0426
Member-Member – April 22-23 - OR	Katherine Crew	912-598-1977
	Annette Turner	912-598-7487
Charity Event – Kids Cafe – Oct. 29	TBD	
PL/PA/OR	TBD	
Championship Classic – November 12	Elsa Lindenschmidt	912-777-7071
OR		

Special Events Coordinators

Holiday Dinner Dance – December 3	Pamela Schepis	610-704-4455
	Nealy Madsen	203-767-2832

Activities Calendar

All start times are at 9:30 a.m. Check-in is from 8:30 a.m. – 9:10 a.m. For all Play Days, both forward/short and Skidaway flights are offered. All L9GA Scrambles utilize the Skidaway tees and all Putts Only games use the Combo tees. In January and February start times will be 10 a.m. for the “A” team and 10:10 a.m. for the “B” team. Check-in will be from 9 a.m. – 9:40 a.m.

January	2	Putts Only (Combo Tees)	Oakridge
	9	Scramble – Meet-n-Eat (12:30 p.m.)	Palmetto
	16	Par 3s and 5s Only	Marshwood
	23	Two Net Better Balls	Plantation
	30	Par 4s Only	Deer Creek
February	6	Team Best Ball	Magnolia
	13	3-3-3 – Meet-n-Eat (12:30 p.m.)	Palmetto
	20	Net Better Ball of Partners	Oakridge
	27	Lowest Net	Marshwood
March	5	Low Net Minus Worst Hole	Palmetto
	12	Putts Only (Combo Tees)	Deer Creek
	18-19	Member-Guest Tournament	Palmetto
	26	Team Best Ball	Oakridge

April	2	Par 3s and 5s Only	Palmetto
	9	Scramble – Meet-n-Eat	Deer Creek
	16	Net Better Ball of Partners	Plantation
	22-23	Member-Member Tournament	Oakridge
	28	GOLF FOR A CURE – rain date May 5	
	30	Putts Only	Magnolia
May	7	Two Net Better Balls	Oakridge
	14	Team Best Ball	Palmetto
	21	Par 4s Only	Marshwood
	28	Accentuate the Positive	Magnolia

The months of June, July, and August are designated as “Summer Play Days”, as there are no games or flights. Sign up is at the course, on the day of play, at check-in. Come as a single and get paired up with other players, or sign up with pre-arranged partners. Please be reminded that start times remain at 9:30 a.m. for Summer Play Days.

June	4		Deer Creek
	11	GUEST DAY	Plantation
	18		Deer Creek
	25		Oakridge

July	2		Marshwood
	9	GUEST DAY	Plantation
	16		Deer Creek
	23		Magnolia
	30		Palmetto
August	6		Plantation
	13		Marshwood
	20	GUEST DAY	Oakridge
	27		Deer Creek

Reminder: Don't forget to sign up by **8 a.m. Monday, August 31** for play beginning in September.

September	3	Scramble – Meet-n-Eat	Magnolia
	10	Par 3s and 5s Only	Deer Creek
	15	Red, White, Blue Tournament – LMFRF	PA/PL
	17	Par 4s Only	Oakridge
	24	Net Better Ball of Partners	Marshwood

October	1	Lowest Net	Plantation
	8	Low Net Minus Worst Hole	Deer Creek
	15	Two Net Better Balls	Magnolia
	22	No Play	
	29	Kids Cafe Charity Tournament	PL/PA/OR
November	5	Team Best Ball	Marshwood
	12	Championship Classic & luncheon	Oakridge
	19	Net Better Ball of Partners	Palmetto
	26	No Play – THANKSGIVING	
December	3	Putts Only (Combo Tees)	Marshwood
	10	Scramble - Meet-n-Eat	Oakridge
	17	Colored Ball	Deer Creek
	24	No Play	
	31	No Play	

“Regular Play Days” are those days of play during the months of January – May and September – December. “Summer Play Days” are those days of play during the months of June – August.

L9GA Tournaments

Member-Guest - March 18-19 - Palmetto

L9GA members are eligible to participate in this event along with their Landings or non Landings guests. Landings guests need to be golf members and have an established handicap. Each non-Landings guest will need a handicap/index from her club's pro. This information is to be submitted to The Landings Club Tournament Coordinator by the sign-up deadline. Information regarding the tournament may be found on the L9GA bulletin boards as well as at L9GA.org.

Member-Member - April 22-23 - Oakridge

This tournament is open to all L9GA members. Select a fellow L9GA member and sign up together for this fun event. The Landings Club Tournament Coordinator will adjust paired handicaps if there is more than a seven point spread between the handicaps of the two players. Flyers detailing information about the tournament may be found on all L9GA bulletin boards as well as at L9GA.org.

Charity Tournament - October 29 - PL/PA/OR

The L9GA's charity of choice is the Kids Cafe, an after-school meal program for school-age children who are at-risk for hunger. Open to all Landings Golf members (including men) and their guests. Flyers detailing information about the tournament may be found on all L9GA bulletin boards as well as at L9GA.org.

L9GA Championship Classic - November 12 - Oakridge

This FLIGHTED tournament is open to all L9GA members who have played a minimum of six Play Days from January to the Thursday prior to the tournament start (Summer Play Days do not count towards this total). Trophies are given to the overall gross and net winner, and prizes are given to the top three net finishers in each flight who play the course tees. If you play the Skidaway tees you are eligible for prizes for the top three finishers but not for the Trophies for gross and low net winner. This is a fun tournament meant for all L9GA members.

L9GA Play Formats

General Rules for all Play Formats

- All L9GA play begins at 9:30 a.m. from the Course named tees unless otherwise specified.
- In January and February play will begin at 10 a.m. for “A” Teams and 10:10 a.m. for “B” Teams.
- All scores are postable except Scrambles, 3-3-3 and Accentuate the Positive.
- All players must putt out their ball unless otherwise specified.
- All players must pick up their ball if they have reached their Net Double Bogey score unless otherwise specified by the phrase ‘must hole out’.

Accentuate the Positive: In the spirit of the famous Johnny Mercer song... This is a relaxed, end-of-the-season event with all players playing their own ball and with the option to embrace the song, **“The attitude of doin’ right, You’ve got to accentuate the positive - eliminate the negative”**...meaning: mulligans, improved lies, gimmie putts, etc. are the order of the day. Players will get a pairings email as a reminder that they have signed up to play, yet the actual pairings and hole assignments are done at the putting green prior to play. At 9:15 players meet at the putting green and each player tosses her marked ball into either the “cart” or “no-cart” pile. The foursomes/hole assignments are then determined by random ball selection. Play during this format is not eligible for L9GA awards and there are no points for place finishes. Creativity is the name of the game so be sure to come back and share your best means that you were able to **“Eliminate the negative”!**

Colored Ball Game: This is a 4-person team event, and the team is given a colored ball which rotates among the players. Holes are played as follows: Player A plays the colored ball on holes 1 and 5 (or 10 and 14); Player B plays the colored ball on holes 2 and 6 (or 11 and 15); Player C plays the colored ball on holes 3 and 7 (or 12 and 16); and Player D plays the colored ball on holes 4 and 8 (or 13 and 17). On hole number 9 (or 18), the team may choose who will play the colored ball. If you are assigned a three-person team you must follow the instructions for 3-Person Teams found under Special Circumstances. When a player is not playing the colored ball, she plays her own ball on the hole. Adding the strokes taken only from the colored ball derives the team score. Colored ball player must hole out. The colored ball must be returned; otherwise the team has no score for the event.

Low Net Minus Worst Hole: This is an individual event and the player with the lowest score wins. Adding up her gross score for 9 holes, then subtracting the gross score for her worst hole, and then subtracting her handicap for 9 holes determines the player's score for the game.

Lowest Net: This is an individual event. Taking her total gross score for nine holes, and then subtracting her handicap for nine holes, derives a player's net score. Players' handicaps will be written on the scorecard. For example, a player with a gross score of 56 and a handicap of 20 for 9-holes, would have a net score of 36. The winner is the player with the lowest net score for nine holes.

Net Better Ball of Partners: This is the two-person team version of Team Best Ball. Each partner plays her own ball throughout the round. There will be "dots" on the score card to show you where and how many handicap stroke(s) to deduct from your gross score to determine your net score for each hole. On each hole, the lower net score of the two partners – or the "better ball" – will be the team's score for the hole. It is not necessary for both partners to complete play of each hole, so long as one person has holed out and has a score to count for the hole.

Par-3s and Par-5s Only: This is an individual event. A player's score is derived by adding the gross scores made on only the par-3 and the par-5 holes. Her scores on the par-4 holes are disregarded, except for posting purposes. Players must hole out on all par 3s and 5s.

Par-4s Only: This is an individual event. Adding the gross scores made on only the par-4 holes derives a player's score. Her scores on the par-3 and the par-5 holes are disregarded, except for posting purposes. Players must hole out on all par 4s.

Putts Only: This is an individual event. Counting only the strokes made from the putting greens derives a player's score. A ball is deemed to be on the putting green when any part of the ball is resting on the putting green. Note: If a player chips or pitches her ball into the hole from off the putting green, her score for that hole is "0." Players must hole out on each hole.

Scramble: This is a 3- or 4-person team event and each player tees off on every hole. The best of the tee shots is selected and all players play their second shots from that spot. The better of the second shots is determined, and then all play their third shots from that spot, and so on, until the ball is holed. Except on the putting green, lies may be improved within two club-lengths of, and no nearer the hole than the position of the selected ball (2" when on the putting green). If the selected ball is playable in a water hazard, or is in a bunker, rough or fringe of the green, everyone must play a ball within two club-lengths of the position of

the selected ball no nearer the hole and must remain in the water hazard, bunker, rough or fringe of the green. Once a ball is holed, no further strokes may be taken. Each player must contribute at least one drive during the round. The team's score is the total gross score for nine holes, less the team handicap written on the scorecard. If 3-person teams are playing against 4-person teams, someone on the 3-person teams will play an extra shot, i.e., the team's fourth, at each location (see 3-Person Teams under Special Circumstances below). Team members will rotate playing the extra shot as follows: Player A plays the extra shots on Holes 1, 4 and 7 (10, 13, 16); Player B plays the extra shots on Holes 2, 5 and 8 (11, 14, and 17); and Player C plays the extra shots on Holes 3, 6 and 9 (12, 15, and 18).

3-3-3 Combo: This is a two-person event. The first three holes are best ball; the next three holes are scramble and the final three holes are alternate shot. In alternate shot both golfers on the team hit drives and then select one of the driven balls to play the hole. The golfer whose drive was not chosen hits the second shot, and then the two alternate shots until the hole is finished.

Team Best Ball: This is a team event that can be played by 3- or 4-person teams. Each player on the team plays her own golf ball throughout the round. There will be "dots" on the score card to show players where and how many handicap stroke(s) she will deduct from her gross score to determine her net score for each hole. On each hole, the lower net score - or "best ball" - of the group serves as the team score. For Example: if Player A scores a net 5, Player B scores a net 4, Player C scores a net 6 and Player D scores a net 7 on a hole, then the team score for that hole is 4, because the low net score of the group was Player B's 4. It is not necessary for all players to complete the play of each hole, so long as the team member whose score is to be counted has holed out. If 3-person teams are playing against 4-person teams, a "blind draw" will be assigned to the 3-person teams (see Blind Draw under Special Circumstances below.)

Two Net Better Balls: This is a team event that can be played by 3- or 4-person teams. Each player on the team plays her own golf ball throughout the round. There will be “dots” on the score card to show players where and how many handicap stroke(s) she will deduct from her gross score to determine her net score for each hole. On each hole, the two lowest net scores - or “best balls” - of the group serve as the team score. For example: if Player A scores a net 5, Player B scores a net 4, and Player C scores a net 6 on a hole, then the team score for that hole is 9, because the low net scores of the group were from Players A and B. It is not necessary for all players to complete the play of each hole, so long as the two team members whose scores are to be counted have holed out. If 3-person teams are playing against 4-person teams, a “blind draw” will be assigned to the 3-person teams (see “Blind Draw” under Special Circumstances).

Special Circumstances

Blind Draw: Whenever there is a group of three (3) players when the format for the day involves 4-person teams, and everyone is playing her own ball, the group of three players will be assigned a player selected at random (a “blind draw”) from one of the 4-person teams. The scores of the “blind draw” player will be transposed onto the scorecard for the group of three players so that all groups have the benefit of four players.

3 Person Teams: If any of the teams playing either the Colored Ball or Scramble format has only three (3) players, each player, on a rotational basis, will play a second ball on each hole. This assures that four (4) balls are played. In a Scramble, if the additional ball turns out to be the best shot, select it and proceed from there. (See definitions of Colored Ball and Scramble.) Player A plays the extra shots on Holes 1, 4 & 7 (10, 13 & 16); Player B plays the extra shots on Holes 2, 5 & 8 (11, 14 & 17); and Player C plays the extra shots on Holes 3, 6 & 9 (12, 15 & 18).

Play Day Sign-Up and Cancellation Procedures

The deadline for sign-up for regular Play Days and Meet-n-Eat Play Days is **8 a.m. on the Monday** prior to play. There are several ways to sign-up for weekly Play Days: online, which is the preferred method; by using the sign-up sheets at Oakridge.

To sign up for an L9GA event:

- Go to www.landingsclub.com
- Log in to your account.
- Select the Golf Tab.
- Click on L9GA Events.
- Click on “View” to the right of the Event you want to sign up for.
- Click on “Register” for the Event. This is in the blue box on the left.
- Click on “New Registration”.
- Select the Tee you wish to play from.
- Acknowledge the Privacy Notice at the bottom.
- Click on “Register”
- Once you have registered, you will immediately receive a confirmation email.
- If you miss the sign-up deadline you will not be able to sign up online. Call the Pairings Coordinator.

By Monday evening, you will have received an email from our scheduling system indicating the date of play, the designated course, the tee time, your starting hole and your playing partners.

The first name of the foursome is the captain. See Responsibilities – Captain on Page 23. Foursome members should be contacted no later than Tuesday evening. If you are the designated captain and need to cancel, contact the next player listed in your group and ask her to assume the captain’s role and then contact the Pairings Coordinator for that date.

Those wanting to play after the sign-up deadline should contact the Pairings Coordinator for the month. Names and numbers for the Coordinators may be found in this handbook or on our website (L9GA.org). Should you need to cancel prior to **Monday at 8 a.m., go back to where you signed up and click on “cancel”**. After this time, the pairings are created, and cancellations will need to be made via the Pairings Coordinator.

Finally, should you need to cancel on the day of play, call your group captain (the person whose name is listed first on the scheduling e-mail) and the Pro Shop where you are scheduled to play. If you are the captain, please ask somebody from the Pro Shop to inform the Pairings Coordinator at check-in. If play is cancelled, notice will be given on the rain line (912-598-3450) and via an e-blast.

Scorecards and Score Posting

While playing with L9GA, players must have their scorecards completed and turned in to the scorers by 12:00 p.m. (those teeing off in a “B” position, i.e. at 9:40 a.m., have until 12:10 p.m.). In January and February when play starts at 10 a.m. and 10:10 a.m. scorecards must be turned in by 12:30 p.m. for both team “A” and team “B” players as there is a shotgun immediately following L9GA play. Thursday scores must be posted by 4 p.m. the Friday following play in order to be eligible for earning Award Points. Players are encouraged to post their scores in the Pro Shop immediately following play. Alternatively, they may be posted at www.landingsclub.com.

Under the new golf guidelines handicaps will be calculated daily so it is imperative that golf scores are posted on the day of play.

To post your score:

- Go to www.landingsclub.com
- Log in to your account
- Select the Golf Tab
- Select GHIN
- Enter your GHIN number
- Enter your last name
- Verify the date
- Type = select Home or Away
- Holes = Select 18 or 9
- Rating/Slope Entry: Click on “Course”
- State = Select GA
- Starts With: Select the letter “L”
- Course: Select Landings Club – Oakridge for example
- Tee: Click on the appropriate Tee and whether it was the front or back 9.
- WHS Score: Enter your Adjusted Gross Score
- Click “Post Score”
- Remember to Log Out

It is helpful to put the GHIN app on your phone. The Golf Pros will help you with this process. Once you have this app, there are very few steps to put in your score or to check your handicap for each course.

Award Points Policy

Value: One point equals \$1.00

Award Points: Award Points are given on non-tournament days for players during the regularly scheduled Play Days as per the chart below. In the event of a tie, a match off using USGA rules will determine the winner.

In order to be awarded Award Points, players must accurately record their score via the Landings web site no later than 4:00 p.m. on the Friday after play.

Individual Winners	1st	3 Points
	2nd	2 Points
	3rd	1 Point
Team Winners	1st	2 Points
	2nd	1 Point

Awards

Hole-In-One: A \$30.00 cash award is given to any L9GA member who scores a hole-in-one during a regular L9GA Play Day. This award is not given during Summer Play Days or during Tournaments. The player must play the entire nine holes, report her score to the Pro Shop, and sign the “Hole-In-One” sheet on the L9GA bulletin board at the clubhouse where she achieved the hole-in-one. Players playing from the Skidaway or Combo tees are eligible for this award. Remember to have someone who played with you attest to your Hole-In One.

I Broke 50/45: Year-end recognition will be given to any L9GA member whose first time gross score is less than 50 or 45 during a regular L9GA Play Day. This award is not given during Summer Play Days or during Tournaments. The member must play the entire nine holes and sign the “I Broke 45/50” sheet on the L9GA bulletin board in the clubhouse where the score was achieved. Players playing from the Course, Skidaway or Combo tees are eligible for this award. Remember to have someone who played with you attest to your score.

Most Improved Golfer: A member must have played in a minimum of nine L9GA Play Days during the months from January – May and September – December 1 in order to be eligible for this award. The Landings Club Tournament Coordinator will make all calculations, and the player with the largest percentage of improvement in her index is the winner.

General Information

Handicap: Each player is responsible for maintaining her established handicap by posting her allowed score each time she plays. Players must maintain an 18-hole handicap.

Meet-n-Eats: The L9GA hosts Meet-n-Eats throughout the year after regular Play Days. Those that have signed up to play golf on that day are automatically registered for the luncheon. Those not playing, yet wishing to attend the luncheon, may contact the Meet-n-Eat Coordinator no later than the Monday before the event. In order to receive a refund, cancellations must be made directly to the Meet-n-Eat Coordinator by noon on Monday prior to the event.

Membership and Dues: Membership in the L9GA requires a handicap of 60 or below for 18 holes. Annual dues are \$44 per calendar year, January – December. Annual dues will be charged to the member's Landings Club account and billed on the December statement each year. Members joining after January 1 will pay their dues (by personal check) directly to the Membership Coordinator. Once regular play is concluded in May, dues are reduced to \$22 thru the year end.

Name Tags: Members are encouraged to wear name tags during check-in, warm up, and social events. Tags may be ordered from the board Secretary.

Pace of Play: As members, we are expected to complete 9 holes of golf in 2 hours. Our goal is to enhance the playing experience by doing the following:

- Play “ready” golf
- Keep up with the group in front of you, not behind you
- Plan your shot while walking to your ball or while others are playing
- “Hit then sit” when sharing a golf cart (put clubs away when you get to the other’s player’s ball or to the next tee)
- Record the score on the way to the next hole
- Park the cart and search for your ball on foot
- Play your ball, then help others search
- Fill divots/fix ball marks when waiting to play
- Know the USGA Rules of Golf and our Local Rules

Resignation: Any member who intends to resign her membership from the L9GA must make direct contact with the Membership Coordinator by December 15.

Responsibilities – Captains: The captain is the first person listed on the tee-time pairings email notification sent from Chelsea Reservations. The captain will contact each team member to arrange for carts no later than Tuesday evening. It is also helpful to remind

players of the course and the starting hole. The morning of play, the captain picks up the scorecard and ensures that all players are present. The captain, or her designee, keeps score and is responsible for verifying the score with all team members and ensuring the scorecard is filled out properly. The captain is also responsible for the team's pace of play. If you are the designated captain and need to cancel, contact the next player listed in your group and ask her to assume the captain's role. If you are new to the role of captain and would like assistance, please contact the second person on your team.

Responsibilities – Players: If players have not heard from their captain by Wednesday, contact her and/or the other team members to arrange for carts.

Should a player be unable to play, she should contact the Pairings Coordinator and her captain.

Be aware of your handicap for the course being played and determine your maximum number of strokes allowed per hole.

Each player is responsible for entering her postable score on the day of play.

Scorecards: All scorecards must be signed, attested and dated, and turned in to the scorers immediately after play. Please note and follow the scorecard directions as indicated at the check-in table and on the back of the card.

Scoring Guidelines: All strokes are counted (no “mulligans” or “breakfast balls”). Players are required to sink all putts unless they have reached their Net Double Bogey score. Certain games may require “holing out” and players should check the game directions on the back of the score card and/or with the Pairings Coordinator at check-in for clarification.

In tournament play, players must count all strokes unless otherwise directed by The Landings Club Tournament Coordinator.

If unsuccessful after two attempts to cross a water hazard (yellow stakes), a player should drop a ball on the other side and count a stroke and penalty for each ball hit into the hazard. Then add one penalty stroke for taking the ball to the other side. *She is now hitting 6. This is an L9GA rule.*

If a conflict in the stroke count occurs within a group, players should attempt to resolve the situation on the course amongst themselves. If an agreement cannot be reached, contact the Pro Shop for assistance. Scorecards should be signed only when there is agreement between all players.

Starting Time: All L9GA play begins at 9:30 a.m. except in January and February when play begins at 10 a.m. Check-in begins at 8:30 a.m. and in January and February check-in begins at 9 a.m.

World Handicap System: Maximum score per hole is now “Net Double Bogey”

The formula is:

Net Double Bogey = Par + 2 + the Handicap strokes received on a given hole

For ease, this chart can be used as a quick reference:

Par 3 Hole

- 1 handicap stroke or “dot” – 6 maximum strokes
- 2 handicap strokes or “dots” – 7 maximum strokes
- 3 handicap strokes or “dots” – 8 maximum strokes

Par 4 Hole

- 1 handicap stroke or “dot” – 7 maximum strokes
- 2 handicap strokes or “dots” – 8 maximum strokes
- 3 handicap strokes or “dots” – 9 maximum strokes

Par 5 Hole

- 1 handicap stroke or “dot” – 8 maximum strokes
- 2 handicap strokes or “dots” – 9 maximum strokes
- 3 handicap strokes or “dots” – 10 maximum strokes