



**2023**  
***Club Handbook***

Information, Policies and Procedures  
for the  
Deer Valley Men's Golf Club

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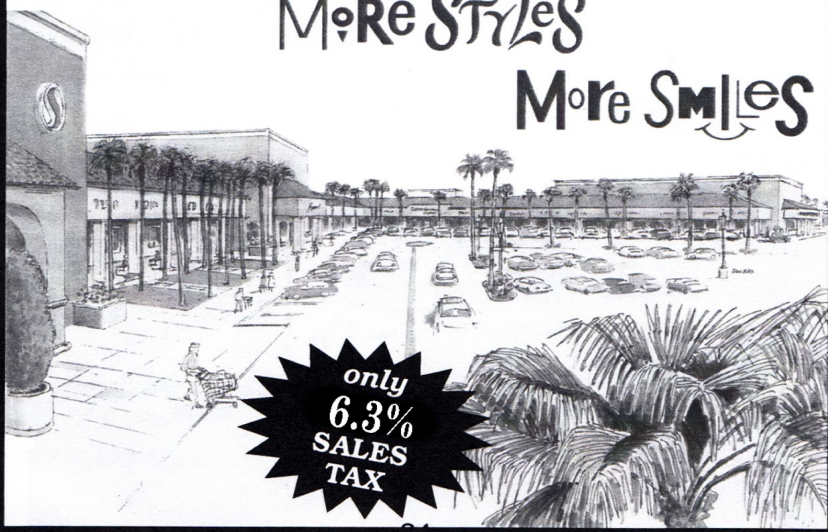
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# Deer Valley Men's Golf Club

## 2023 Handbook

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## 2023 Officers and Board

<b>President</b>	<b>Ray Passarella</b>	<b>dvgmcray@yahoo.com</b>
<b>Vice President</b>	<b>Mark Steidl</b>	<b>mark.a.steidl@gmail.com</b>
<b>Secretary</b>	<b>Al Opsal</b>	<b>opsaldvmgsec@gmail.com</b>
<b>Treasurer</b>	<b>Daniel Rivera Jr</b>	<b>driverajr@verizon.net</b>

## Members at Large

<b>Mike Brooks</b>	<b>mnbrooks2020@gmail.com</b>
<b>Emile Carignan</b>	<b>emilecarignan@gmail.com</b>
<b>Jim Friday</b>	<b>jimfriday2@aol.com</b>
<b>Mike Hurley</b>	<b>mjhjm313@gmail.com</b>
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<b>David Wallace</b>	<b>davidwallace554@hotmail.com</b>



**Monitor**

**Patti Streit**

**pattidvmgolf@cox.net**

# Deer Valley Men's Golf Club 2023 Officers and Board

			
<b>Ray Passarella President</b>	<b>Mark Steidl Vice-President</b>	<b>Daniel Rivera Jr Treasurer</b>	<b>Al Opsal Secretary</b>
			
<b>Mike Lindner Membership</b>	<b>Tim Hurley AGA Delegate</b>	<b>Jim Friday Food &amp; Beverage</b>	<b>Gary Schroer Tournaments</b>
			
<b>John Lawson At Large</b>	<b>Emile Carignan At Large</b>	<b>Mike Hurley At Large</b>	<b>Al Pearson At Large</b>
			
<b>Mike Brooks At Large</b>	<b>David Wallace At Large</b>	<b>Gary Petersen At Large</b>	<b>Mike Lynch At Large</b>

## **Board of Directors Meetings**

3RD Tuesday of each month, September through June, at 2:00 PM in the  
Porcelain Painters Room at Beardsley Recreation Center

### **2023 GENERAL MEMBERSHIP MEETINGS**

PALM RIDGE RECREATION CENTER SUMMIT HALL A **or**

RH JOHNSON - SOCIAL HALL

COFFEE & DONUTS OR LUNCH

GENERAL MEETINGS with DOOR PRIZES

TUESDAY JANUARY 10, 2023 8:00AM PALM RIDGE SUMMIT HALL A

TUESDAY SEPTEMBER 26, 2023 8:00AM PALM RIDGE SUMMIT HALL A

TUESDAY DECEMBER 5, 2023 11:30AM RH JOHNSON – SOCIAL HALL

\*\*\* 11:30AM – MEMBER LUNCHEON & MEETING\*\*\*

### **NEW MEMBER ORIENTATION**

A full New Member Orientation can be found online on the DVMGC Website.

**[dvmensgolf.scwclubs.com](http://dvmensgolf.scwclubs.com)**

### **2023 DUES AND FEES**

#### **NEW MEMBERS and RENEWALS includes AGA FEE**

Before 12/15/2022	\$75.00
After 12/15/2022	\$90.00

#### **ALL Summer Newcomers**

7/01/22 - 10/01/22	\$55.00
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## DVMGC EVENT SCHEDULE 2023

Date:	Event:	Food & Beverage:
1/10	General Meeting – Summit Palm Ridge Rec Center	Coffee & Donuts 8:00 AM
1/11	New Member Welcome Scramble	Drinks
1/25, 2/1, 2/08, 2/15, 2/22	Medal Play Championship	Hot Dog or Brats / Drinks (2/22/23)
3/08	3, 2, 1 Low Nets	Drink Tickets
4/12	Team Scramble	Hamburgers / Drinks
5/10	Modified Stableford	Hot Dog or Brats / Drinks
6/14	Move-Up Scramble	Drink Tickets
7/12	Red, White & Blue	Drink Tickets
8/09	Shamble	Drink Tickets
9/13	Yellow Ball	Drink Tickets
9/26	General Meeting – Summit Palm Ridge Rec Center	Coffee & Donuts 8:00 AM
10/11	2-Low Nets	Drink Tickets
11/08	Colorama	Drink Tickets
12/05	General Membership Meeting RH Johnson – Social Hall	Member Lunch 11:30 AM
12/13 Computer Draw	Scramble Welcome New Members	Drink Tickets
Jan 10, 2024	2-Man Scramble	Drink Tickets

# DEER VALLEY MEN'S CLUB

## INTRODUCTION

These rules and policies should be read with care by newcomers and present members alike. Changes are made from time to time to previous editions of the ANNUAL HANDBOOK.

The purpose of the Deer Valley Men's Club is the promotion of Golf Events for the pleasure and recreation of our members. The following are the policies, as adopted by the Board of Directors, for conducting these events. These policies are consistent with the Rules, Regulations and Procedures of Chartered Clubs within the Recreation Centers of Sun City West. The Deer Valley Men's Golf Club is open to all Recreation Centers of Sun City West, Inc. card holders, and their accompanied guests.

## WEEKLY EVENTS

Deer Valley Men's Golf Club conducts an organized sweepstake each Wednesday, playing in a morning and afternoon 'shotgun' start.

Members will automatically be entered into the weekly/monthly sweepstake when the Member requests a tee time from the Monitor. The prize fund for weekly sweepstakes is funded by a **\$2.00 fee, in addition to greens fees.**

A SPECIAL EVENTS Tournament will be conducted on the Second Wednesday of each month with a minimum entry fee of \$5.00.

The Tournament Format will be determined by the Tournament Committee.

Members, who have joined as Non-competitive members will not be included in any competitive events, will not pay the sweepstake fee and shall be excluded from any prizes.

All Sweepstakes fees, in addition to green fees will be paid to the Starter, on the day of play.

Using the shotgun starts, players should pay their fees the first time they make the turn past the Golf Shop.

**Please, Sand Your Divots, Fix Your Ball Marks and Rake your Bunkers!!**



## CANCELLATION

If you need to cancel, DO NOT CALL THE CLUBHOUSE, please send an email to the Monitor at

**pattidvmgolf@cox.net**

**\*\*\*CALLS TO THE MONITOR'S HOME ARE PROHIBITED\*\*\***

## FOURSOME POUCHES

Weekly, the monitor will prepare pouches for each group containing:

1. Rules for any Special Event.
2. A copy of local rules under effect.
3. **TEE TIME REQUEST SLIP** for the next weeks play.
  - a. Tee Time Request Slips Should include each player's LAST NAME, FIRST Initial, and SCW REC CARD number. Please indicate whether AM or PM play is desired. Slips must be turned into pouch at end of play for next week.
4. Monitor prepared **SCORECARDS**
  - a. Failure to enter the following on your scorecard for all Men's Club Events will result in disqualification for the event.
    1. **STARTING Time & FINISHING Time**
    2. **First Initial, Last Name, Recreation Card Number and Signature**
    3. **Gross Score**
    4. **Adjusted Score**
    5. **Net Score**

This Policy applies to all Men's Club Events (weekly sweeps and monthly special event sweeps) unless otherwise notified on the day of an event. This Policy also applies regardless of the type of scorecard being used in any event. Members of the Tournament and Handicap Committees will audit the scorecards after each Men's Club Event for correctness and disqualify members as necessary.

## SCORING

**ALL MUST HOLE OUT – NO GIMMIES.** You must have three scores; Gross, Net, and Adjusted Score. The Gross Score is the total number of times you hit or attempt to hit the ball plus any penalty strokes. The (total) Net Score is the (total) Gross Score minus your current course handicap for the tees that you played.

**The pouches are to be returned to the monitor at the end of play. A stipend of at least \$2.00 PER PLAYER, including GUESTS, should be added to the pouch EACH WEEK.**

## BLIND BOGEY

Before beginning play, club members may purchase, for \$1.00, a chance in the Blind Bogey pool for that week's play. The entry blank needs to include your Name, Rec#, Gross score, Handicap and Net score. After all play is completed, a number between 68 and 83 will be drawn. Players who had a NET score equal to the drawn number will equally share the pool.

## 2022 Handicaps

Under the World Handicap System a player's Handicap Index is recalculated after each round posted. The Deer Valley Men's Golf Club will be using the Handicaps from the first of the month and the fifteenth of the month for weekly play. The WHS treats every score equally; the system no longer uses the Tournament Score designation. For more information on the WHS please visit [www.AZGolf.org](http://www.AZGolf.org) or [www.USGA.org/WHS](http://www.USGA.org/WHS)

## World Handicap System

The new World Handicap System went into effect on January 1, 2020. The adjustments made by ESC (Equitable Stroke Control) are no longer used. Now, for handicap purposes only, the maximum score allowed on any hole is NET DOUBLE BOGEY. Net double bogey is different for each hole based on your Course Handicap.

Net Double Bogey is the PAR of the hole, *PLUS* two strokes, *PLUS* any handicap strokes you receive on that hole.

There are Charts posted and score cards will be printed with your Course Handicap under the World Handicap System.

It is a new calculation for your Handicap Strokes that is specific for the set of tees that you play:

- Handicap Index (HI) reported from GHIN
- The Slope Rating for the set of tees you play (SR)
- Neutral Slope is 113
- The Course Rating for your set of tees (CR)

HI times (Slope Rating divided by 113) Minus (CR – Par)

- White Tees =  $HI \times (118/113) + (68.3 - 72)$
- Gold Tees =  $HI \times (112/113) + (66.6 - 72)$
- Green Tees =  $HI \times (100/113) + (61.0 - 72)$

This determines how many Handicap Strokes, or “POPS” that you are entitled to during Club Play. The Strokes are allocated in order of the Handicap Rating for the holes:

Hole #1	Hole #2	Hole #3	Hole #4	Hole #5	Hole #6	Hole #7	Hole #8	Hole #9
9	17	5	3	15	1	13	7	11

Hole #10	Hole #11	Hole #12	Hole #13	Hole #14	Hole #15	Hole #16	Hole #17	Hole #18
14	2	10	8	16	4	6	18	12

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## DVMGC Tee Policy

In order to facilitate an enjoyable golf experience for all of our golfers and to accommodate a wide variety of skill levels, the DVMGC Board has approved the use of three sets of tees for Club play. Players are encouraged to play the set of tees which most closely relates to their skill level and physical abilities which allows them to finish their round in **FOUR HOURS OR LESS**.

**Groups playing longer than Four Hours will be asked to move up a set of tees.**

	<b>Yardage</b>	<b>USGA Course Rating</b>	<b>Slope Rating</b>
White Tees	<b>6080</b>	<b>68.3</b>	<b>118</b>
Gold Tees	<b>5667</b>	<b>66.6</b>	<b>112</b>
Green Tees	<b>4365</b>	<b>61.0</b>	<b>100</b>

### **Tee Suggestions:**

1. DVMGC Players with a **Handicap Index of 20.9 and below** are encouraged to play from the White Tees during club play. (White Tee course handicap of 18 and Gold Course handicap of 15)
2. DVMGC Players with a **Handicap Index of 21 to 23.9** may choose to play either the White or Gold Tees during Club Play. (White course handicap of 18-21, Gold course handicap of 15-18)
3. DVMGC Players with a **Handicap Index of 24 to 27.9** are encouraged to play from the Gold Tees during Club Play. (Gold Course Handicap of 18-22)
4. DVMGC Players with a **Handicap Index of 28 and above** may play from the Green Tees during Club Play. (Green Course Handicap of 14-31)
5. **Only Net Winnings will be awarded on Gold or Green Tees.**

Players **MUST** declare a tee on their next week sign-up sheet, and will not change tees. Players will have to have played a tee set for 3 weeks before using that tee set in a Club Tournament, Match or Medal Play

**With the transition to the WORLD HANDICAP SYSTEM on January 1, 2020; there is no longer a need to adjust handicaps when playing from different tees.**



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## PACE OF PLAY

Ready Golf is defined as including Pace of Play and the following is recommended.

### ON THE TEES AND FAIRWAYS:

- Go directly to your ball and hit it, as long as no one is in your way and is not ready to hit.
- Cart driver – Go directly to your passenger's ball and drop him off. Immediately proceed to your own ball, hit it, and return to pick up your passenger.
- Select your club while waiting to hit. Be **ready** when your turn comes. Hit a provisional ball if you think your ball is lost or out of bounds.
- 3 minute maximum search for a lost ball. The other players should hit **before** joining in the search.

### ON THE GREENS:

- Putt out of turn if “away” players are not ready. Lag up if a player is off the green and is not ready.
- Continuous putting. – Keep putting until you hole out, if comfortable.
- Study your line while others are putting. Be **ready** to putt.
- Proceed to the next tee immediately after holing out. Put away your clubs and enter scores at the next tee.

## SCW MEDICAL FLAG AGREEMENT

SCW provides a medical flag authorization program to individuals who, due to health conditions, require additional help to comfortably complete a round of golf.

A medical flag **allows** the golfer to:

Advance the golf cart beyond the designated cart path signs and allows the golfer to drive within **15 feet** of greens and tees.

The medical flag **DOES NOT** entitle the golfer to drive into bunkers, desert areas, water hazards or casual water. **Carts are NOT allowed on the fringe or apron of the green or to be driven between the greenside bunkers and the green.**

**Place flag in the rear of the golf cart so that it is clearly visible. Return flag to pro-shop immediately at completion of play.**

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## **BUMPING POLICY**

During our prime season, when the number of our weekly players swells to its maximum, there may arise occasions when the Monitor cannot accommodate all of the requests to play in a shotgun. On these occasions, the Monitor may be forced to ‘bump’ some players to the other shotgun, or have the group sit-out entirely. The *intention* of the DVMGC is to randomly rotate through the shotgun groups before bumping groups a second time. The Winter ‘Crush’ of the DVMGC is a testament to our popularity and the desire of our fellow golfers to play with the group! The patience and understanding of our members when bumped is appreciated.

## **FROST DELAY POLICY**

In order to provide equity and fairness to both the AM Groups and the PM Groups, the Frost Delay Policy of the Deer Valley Men’s Golf Club is as follows:

1. A frost delay of 1 hour or less will result in both the AM and PM groups playing 18 holes.
2. Frost Delays lasting MORE than One Hour:
  - a. If a Frost Delay, that is to last more than one hour, falls on an EVEN NUMBERED DATE, the AM groups will play 9 holes, and the PM groups will play 18 holes.
  - b. If a Frost Delay, that is to last more than one hour, falls on an ODD NUMBERED DATE, the AM groups will play 18 holes, and the PM groups will play 9 holes.

All Members (AM and PM groups) will need to call the Weather Hotline (623-544-6175, option 3) to determine when their group starts, and if they will be playing a 9 hole or 18 hole round. Please do not call the Pro-shop starters.

## **NINE HOLE RULES**

If your group must only play nine holes and you start on the front nine, play your nine holes on the front nine only. If you start on the back nine, play your nine holes on the back nine only. For sweeps competition, record your actual nine hole gross score and compute your net score using half of your handicap. Fractional handicaps in this situation are legal. Also record your adjusted gross score, if any. Score will be posted as nine hole scores.

## **Deer Valley Men's Golf Club**

### **PLAYER'S CODE OF CONDUCT**

To maximize all Player's enjoyment of the Golf Course, and in an effort to protect the condition of the Golf Course from undue wear, the Deer Valley Men's Golf Club has established a Player's Code of Conduct.

Membership in the DVMGC is the *Member's Implied Consent* that they will play in accordance with the USGA Rules of Golf, and the DVMGC Player's Code of Conduct.

Deer Valley Men's Golf Club Players, and their guests, are expected to:

- Play by USGA Rules of Golf at all times.
- Keep carts at least 30 feet from tees and Greens;
- Keep carts out of desert areas;
- Keep carts out of the areas between the greens and curbs;
- Respect roped off areas;
- NOT drive over curbs, or curb cut-outs;
- Keep carts out of wet areas on course.
- FILL your divots and FIX your ball marks

As a Sun City West Chartered Club, the By-Laws and Policies of the Deer Valley Men's Golf Club provide for the Board to maintain a Code of Conduct. Our By-Laws and Rules, Regulations and Procedures provide for disciplinary action against *“violations of the membership responsibilities and Code of Conduct incurred during the membership year. Transgressors shall be brought before the Board and at their discretion shall be subject to the following disciplinary actions:*

1. *First Offense- a written warning from the Club.*
2. *Second Offense- a one week suspension by the Club.*
3. *Third Offense- a two week suspension from the Club.*
4. *Fourth Offense- termination of Club membership recommended by the Recreation Center's General Manager to the Governing Board.*

*Any suspended or terminated Club member has the right to appeal to the Governing Board.”*

## Procedure for Addressing Suspected Rules or Policy Infractions during DVMGC play.

Membership in the DVMGC is the *Member's Implied Consent* that they will play in accordance with the USGA Rules of Golf, and the DVMGC Player's Code of Conduct.

Golf is a game of Honor, and it ***SHALL BE ASSUMED*** that all Members know the Rules and are conducting their play, and that of their guests, accordingly.

In order to protect the integrity of our contests, keep our play fair to all Players, and avoid escalating misunderstandings, the following policy has been approved by the Board of the Deer Valley Men's Golf Club.

1. If a suspected breach of the Rules of Golf, or Code of Conduct, is witnessed, the person making the Claim, (the *Claimant*), should address the situation directly. If this is not possible, the *Claimant* shall notify a member of the Board or the Monitor, of the suspected infraction at the end of play.
2. Claims not made within a reasonable amount of time after close of play, will not be considered.
3. The *Claimant* shall prepare a brief written description of the suspected infraction, with as much detail as possible, to identify the infraction, and the individual suspected of the breach. Forms will be available in the drawer under the DVMGC box in the Pro-Shop.
4. At least two Board members will review the Claim and determine its merit and severity.
5. If the Claim does have merit, the two Board members will attempt to discuss it, in person, with the individual(s) as soon as possible in a non-confrontation manner.
  - a. Example: "What can you tell us about what happened on Hole #X?"
6. If the explanation shows that the **Claim is without merit**, the Board members will thank the individuals and drop the matter.
7. If the explanation shows that the **Claim does have merit**, the Board members will confer and determine which of the following steps to pursue:
  - a. The Board Members may decide to:
    - i. Drop the matter with no action.
    - ii. Confer with USGA Rules Official.
    - iii. Counsel the Player in the correct application of the Rule in question.
    - iv. Issue a verbal warning to the Player.
    - v. Have the Player forfeit any winnings resulting from the Breach.
    - vi. Issue a written warning to the Player.
    - vii. Subsequent breaches can result in the Player being temporarily suspended from Club play.
    - viii. Chronic breaches can result in the Player being permanently suspended from Club play.
8. **The decision of the Board Members is final.**

## **These Local Rules are in Effect for ALL Sun City West Golf Courses**

**OUT OF BOUNDS:** Out of bounds is defined by white stakes and/or lines, the course edge of public roads, curbs, perimeter fences and residential boundaries. When stakes and/or fencing are used, the out of bounds line is determined by the nearest inside points of the stakes or fence posts at ground level.

**PUBLIC ROADS:** A ball which crosses a public road defined as out of bounds and comes to rest beyond that road is out of bounds, even though it may lie on another part of the course that is in bounds for another hole.

**PREPARED ROCK:** Areas of rock closely arranged for a functional purpose (e.g. drainage or erosion control) are deemed to be obstructions. Free relief under Rule 16.1b.

**STONES IN BUNKERS** are moveable obstructions (Rule 15.2a).

**IMMOVABLE OBSTRUCTIONS NEAR THE PUTTING GREEN:** If a ball lies in the General Area that is closely mown and line of play interference exists with an immovable obstruction that is within two club-lengths of the putting green and within two club-lengths of the ball, the player may take relief without penalty. (Rule 16.1b. applies)

**ANIMAL DUNG:** At a player's option, animal dung may be treated as either a loose impediment that may be removed under Rule 15.1 or as ground under repair from which free relief is allowed under rule 15.1.

### **BALL PLAYED FROM OUTSIDE RELIEF AREA WHEN TAKING**

**BACK-ON-THE-LINE RELIEF:** (Local Rule E-12) When taking Back-on-the line relief, there is NO additional penalty if a golfer plays a ball that was dropped in the relief area required by the relevant Rule (16.2c(2), 17.1d(2), 19.2b or 19.3b) but came to rest outside the relief area, so long as the ball, when played, is within one club-length of where it first touched the ground when dropped. (More details available under Local Rule E-12)

### ***Explanation***

This exemption from penalty applies even if the ball is played from nearer the hole than the reference point (but not if played from nearer the hole than the spot of the original ball or the estimated point where the ball last crossed the edge of the penalty area).

This Local Rule does not change the procedure for taking Back-On-the-Line relief under a relevant Rule. This means that the reference point and relief area are not changed by this Local Rule and that [Rule 14.3c\(2\)](#) can be applied by a player who drops a ball in the right way and it comes to rest outside the relief area, whether this occurs on the first or second drop."

## **REPLACEMENT OF CLUB THAT IS BROKEN OR SIGNIFICANTLY DAMAGED:**

Local Rule G-9) If a player's club is "broken or significantly damaged" during a round by the player or caddie, except in cases of abuse, the player may replace the club with any club under Rule 4.1b (4). When replacing a club, the player must immediately take the broken or significantly damaged club out of play, using the procedure in Rule 4.1c (1).

For this Local Rule: - A club is "broken or significantly damaged" when:

- the shaft breaks into pieces, splinters or is bent, not only dented
- the club face impact area is visibly deformed, not only scratched
- the club head is visibly and significantly deformed
- the club head is detached or loose from the shaft, or
- the grip is loose.

Exception: A club face or club head is not "broken or significantly damaged" solely because it is cracked.

### **These Local Rules are in Effect for Deer Valley Men's Golf Club Play Only**

Wash out areas in the sandy (desert) areas of the course are deemed to be Ground Under Repair. Free Relief under Rule 16.1.

DVMGC Local Rule during Club Play provides an Alternative to Stroke-and-Distance for a Ball that is Lost outside a Penalty Area, or is Out of Bounds. Determine where the ball went out of bounds or is likely lost. Find the nearest fairway edge **no closer to the hole**. Drop your ball, in the fairway, within two club lengths of the fairway edge. This option allows the player to drop in a large area between the point where a lost ball is estimated to have come to rest or gone out of bounds and the edge of the fairway that is not nearer the hole. The player takes two penalty strokes when using this relief option, so that the relief is comparable to what could have been achieved if the player had taken *stroke-and-distance* relief.

### **Occasional Local Rule:**

On occasions when conditions such as **wet ground conditions** throughout parts of the course may cause mud to stick to the ball, the DVMGC **MAY announce, prior to the round**, that the Club play will allow a **MARK, LIFT, CLEAN & REPLACE** Local Rule to be in effect:

**When a player's ball lies in the general area the ball may be lifted cleaned and replaced without penalty. The player must mark the spot before lifting the ball (see Rule 14.1) and the ball must be replaced on its original spot (see Rule 14.2).**



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## Deer Valley Men's Golf Club Tournament Rules

In competitions run by the Deer Valley Men's Golf Club, ties are an acceptable result. However, when deemed necessary to have a sole winner, the following procedures will be used:

a) When the players in a **MATCH PLAY** competition complete the final hole of the stipulated round all square, the match shall be extended on a hole by hole basis until one side wins a hole. The match shall continue on the hole where the match began. Relevant handicap holes still apply just as they did at the beginning of the match.

b) In the event of a tie in a **HANDICAP STROKE COMPETITION**, matching scorecards will determine the winner on the basis of the best score for the last nine holes. If tying players have the same score for the last nine, determine the winner on the basis of the last six holes, the last three holes played and finally the 18th hole. If this method is used in a competition with a multiple tee start (1 & 10, or a shotgun) it is recommended that the last nine holes, the last six holes, etc. is considered to be 10-18, 13-18, etc. and that this be announced in advance.

c) If a single winner is deemed necessary in a **HANDICAP STROKE COMPETITION** played on multiple courses, an 18 hole playoff will be played at Deer Valley Golf Course at the earliest convenience.

### **2023 DVMCG Match Play Tournament\*\*CANCELLED\*\***

In order to conduct a DVMGC Match Play Tournament, the Club must have a minimum of 80 member-players registered to compete.

a) In Match play, you and your opponent compete against each other based on holes won, lost or tied.

b) In a **SCRATCH** competition, your "Gross Score" for a hole or round is your total number of strokes. In a **HANDICAP** competition your "Net Score" for a hole or round is your gross score adjusted for your handicap strokes.

c) You win a hole when you complete the hole in fewer strokes than your opponent, your opponent concedes the hole, or your opponent gets the general penalty (loss of hole). You tie a hole (also known as "halved") when you and your opponent complete the hole in the same number of strokes.

d) You win a Match when you lead your opponent by more holes than remain to be played, your opponent concedes the match, or your opponent is disqualified.

e) You may concede your opponent's next stroke, hole, or match; but a concession is only made when it is clearly communicated. A concession is Final, it cannot be withdrawn, nor can your opponent decline the concession.

f) Additional specific instructions may be provided to each player prior to competition.

## Please Support Our Local Sponsors

## **DVMGC Tournament Rules**

### **2022 DVMGC Medal Play Club Championship**

In order to be more inclusive of our members, the Rules governing our 2020 Medal Play Club Championship have been modified to accommodate our members varying levels of handicap and eliminate the need for a three week commitment.

1. In 2022, ALL members will participate in the Club Championship. (Excludes non-competing members)
2. \$10 Sweeps
3. Eligible Play will be on 5 Wednesdays: 1/26, 2/2, 2/09, 2/16, 2/23
4. The Handicaps from 1/15 will be used for all Medal Play.
5. The aggregate of the Player's BEST **3 Scores** will be used to determine the GROSS and NET Winners.
6. Players will be Flighted by their January 15, 2022 Handicaps.
7. Each Flight will have a Low Gross and a Low Net Winner.
8. The lowest overall GROSS aggregate score will be the:
  - a. 2022 DVMGC Club Medal Low Gross Champion
9. The lowest overall NET aggregate score will be the:
  - a. 2022 DVMGC Club Medal Low Net Champion
10. The Weekly Sweeps, Blind Bogey and Closest-to-Pin contests will run concurrently on these five weeks.

**Gentlemen:  
PLEASE  
fill your divots, rake the bunkers and fix your ball  
marks!!!**

## **DVMGC Tournament Rules**

### **MOVE-UP SCRAMBLE**

**1) All Players will MOVE UP ONE SET OF TEES.**

If you normally play from the White Tees, you'll play from the Gold Tees!

If you normally play from the Gold Tees, you'll play from the Red Tees!

Green Tee players will continue to use the Green Tees.

All players tee off, as normal.

2). **ONE** ball is chosen to be played next. All Players will hit from this spot.

3). **In the General Area**, the ball can be played within **ONE Club length** of the original ball, but staying in the same type of ground. Example: Original ball on fairway, within ONE CLUB length on the fairway; Original ball in desert, within ONE CLUB length in the desert; Original ball in bunker, within ONE CLUB length in the bunker.

4). **ON THE GREEN**, balls must be played **within ONE CLUBHEAD length** of the original ball's position.

5). **Each Four-some Player's DRIVE must be used 4 Times** during the round. **Each three-some Player's DRIVE must be used 5 Times** during the round.

### **Two-Man SCRAMBLE**

**1). Four-some's will be (2) separate two-man teams. Three-some's will play as a three-man team.**

a). Foursomes please indicate on your sign-up sheets how the teams are to be split.

b). Otherwise Monitor will decide team's

c). Both (all three) players tee off, from their normal tees, as usual.

2). **ONE** ball is chosen to be played next. Both (all three) Players will hit from this spot.

3) **In the General Area** the ball can be played within **ONE Club length** of the original ball, no closer to the hole, but staying in the same type of ground. Example: Original ball on fairway, within ONE CLUB length on the fairway; Original ball in desert, within ONE CLUB length in the desert; Original ball in bunker, within ONE CLUB length in the bunker.

4). **ON THE GREEN**, balls must be played **within ONE CLUBHEAD length** of the original ball's position, no closer to the hole.

5). **Each Two-some Player's DRIVE must be used 6 Times** during the round. **All three-some Player's DRIVE must be used 5 Times** during the round.

### **RED, WHITE and BLUE Tournament**

1. The Tournament will be individual stroke play, with a TEAM component.
2. Players will play from their normal tees, NO Moving Up.
3. No gimme putts, each player must finish each hole
4. The TEAM Score will be calculated based on the Flag color for that hole.
  - a. Blue Flag holes will record the BEST ONE NET Score.
  - b. White Flag holes will record the BEST TWO NET Scores.
  - c. Red Flag Holes will record the BEST THREE NET Scores.
5. Teams will be flighted by 3 or 4 players; and by the team's overall handicap.

### **Modified Stableford Tournament**

1. The Tournament will be individual stroke play, with a TEAM component.
2. Players will play from their normal tees, NO Moving Up.
3. No gimme putts, each player must finish each hole
4. Scoring is based on GROSS points per hole:

Double Eagle or Hole-in-One.....	6 Points
Eagle.....	4 Points
Birdie.....	3 Points
PAR.....	2 Points
Bogey.....	1 Point
Double Bogey and Higher.....	0 Points
5. Points are awarded on GROSS scores. Report the Individual's Score.
6. Team Scores will be the cumulative Individual Scores, PLUS the Team's Handicap.

### **Colorama Tournament**

1. The Tournament will be individual stroke play, with a TEAM component.
2. Players will play from their normal tees, NO Moving Up.
3. No gimme putts, each player must finish each hole
4. Each Player will have a designated Color on the Official Score Card.
5. The Flag Sticks will have a color indicator on the bottom of the pin.
6. Each Player will have four holes with the color indicated.
7. For holes where a Player's Color is indicated, the TEAM Score will be That Player's Net Score, PLUS the LOW NET SCORE from the other Players.
8. On holes with NO COLOR indicator, the Team Score will be the TWO LOW NET scores.
9. Teams will be flighted by 3 or 4 players; and by the team's overall handicap.

## **DVMGC Tournament Rules**

### **YELLOW BALL Tournament**

1. Tournament will be individual Stroke Play with a Team Component.
2. The Official Scorecard will be marked to indicate which Player is to use the Official YELLOW BALL on which holes.
3. Each Player in the Foursome will play the YELLOW BALL on 4 designated holes during the Tournament.
4. On holes where a YELLOW BALL is played, the YELLOW BALL NET score, PLUS the LOW NET SCORE, from the other Players will be the Team score.
5. On holes without a YELLOW Ball, the Team Score will score the TWO LOW NET scores.
6. The YELLOW BALL MUST be returned to the Monitor after the round to qualify for prizes.

### **3, 2, 1 Low Net Tournament**

1. The Tournament will be individual stroke play, with a TEAM component.
2. Players will play from their normal tees, NO Moving Up.
3. No gimme putts, each player must finish each hole
4. The TEAM Score will be calculated based on the **PAR** rating for that hole.
  - A. Par 3 Holes will record the Team's BEST ONE NET Score.
  - B. Par 4 Holes will record the Team's BEST TWO NET Scores.
  - C. Par 5 Holes will record the Team's BEST THREE NET Scores.
5. Teams will be flighted by 3 or 4 players; and by the team's overall handicap.

### **TEAM SCRAMBLE Tournament**

1. The Tournament will be conducted on a TEAM handicap basis.
2. Players will play from their normal tees, NO Moving Up.
3. The Best Shot is selected, the other balls are moved to that spot\* and this decision repeats on each shot until the ball is holed.

**\* In the General Area**, the ball can be played within **ONE Club length** of the original ball, but staying in the same type of ground. Example: Original ball on fairway, within ONE CLUB length on the fairway; Original ball in desert, within ONE CLUB length in the desert; Original ball in bunker, within ONE CLUB length in the bunker. **ON THE GREEN**, balls must be played **within ONE CLUBHEAD length** of the original ball's position.

4. Team Score used is the **GROSS SCORE**, but Teams will be flighted by 3 or 4 Players; and by total combined handicaps.
5. **Each Four-some Player's DRIVE must be used 4 Times** during the round. **Each three-some Player's DRIVE must be used 5 Times** during the round.

## DVMGC Tournament Rules

### **SHAMBLE Tournament**

1. A **SHAMBLE** is a type of golf tournament that combines elements of a Scramble with elements of regular handicapped Individual Stroke Play.
2. All Players tee off from their normal tees, No Moving Up.
3. As in a Scramble, The Best Shot is selected, the other balls are moved to that spot\*, then its Individual Stroke Play until each member of the group has holed out. This repeats on each hole.
4. Please note for the **SECOND** shot only:
5. **\*In the General Area**, the ball can be played within **ONE Club length** of the selected ball, no closer to the hole, but staying in the same type of ground. Example: Original ball on fairway, within ONE CLUB length on the fairway; Original ball in desert, within ONE CLUB length in the desert; Original ball in bunker, within ONE CLUB length in the bunker. From this point, the hole is played out at stroke play, with all members of the team playing their own ball into the hole.
6. **\*ON THE GREEN**, balls must be played **within ONE CLUBHEAD length** of the original ball's position, no closer to the hole.
7. Once the Players ball is "In Play" after the SECOND shot, regular USGA Rules of Individual Stroke Play are in effect.
8. Four-some Player's must use 4 Drives during the round. Three-some Player's must use 5 Drives during the round
9. Scorecards will indicate holes with handicap strokes.
10. The **Lowest Two Net Scores** on each hole will be recorded as the TEAM SCORE.

### **2 LOW NET Tournament**

1. The Tournament will be individual stroke play, with a TEAM component.
2. Players will play from their normal tees, NO Moving Up.
3. No gimme putts, each player must finish each hole
4. The **Team Score per hole** is the **2 Lowest Net Scores**.
5. The **Team Score Overall** is the sum of the two lowest nets scores from each hole.
6. Teams will be flighted by 3 or 4 players; and by the team's overall handicap.

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<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
<b>Adams</b>	<b>Stanley</b>	<b>72998</b>
<b>Ambrosius</b>	<b>Mark</b>	<b>132159</b>
<b>Ames</b>	<b>Doug</b>	<b>115645</b>
<b>Anderson</b>	<b>Jay</b>	<b>136154</b>
<b>Anderson</b>	<b>Mike</b>	<b>133485</b>
<b>Anthony</b>	<b>Todd</b>	<b>136891</b>
<b>Arra</b>	<b>Richard</b>	<b>139114</b>
<b>Aston</b>	<b>Anthony</b>	<b>127793</b>
<b>Bain</b>	<b>Neal</b>	<b>138213</b>
<b>Baker</b>	<b>Kip</b>	<b>106973</b>
<b>Balbo</b>	<b>Peter</b>	<b>58536</b>
<b>Balcus</b>	<b>Peter</b>	<b>111785</b>
<b>Baldschun</b>	<b>Gary</b>	<b>136470</b>
<b>Bang</b>	<b>Bill</b>	<b>116680</b>
<b>Barnes</b>	<b>John W</b>	<b>109296</b>
<b>Barnes</b>	<b>Richard</b>	<b>131191</b>
<b>Barness</b>	<b>Lanny</b>	<b>121506</b>
<b>Barrette</b>	<b>Dana</b>	<b>133135</b>
<b>Baugher</b>	<b>Robert</b>	<b>129034</b>
<b>Baumgarten</b>	<b>Fred</b>	<b>108620</b>
<b>Beckman</b>	<b>William L</b>	<b>103148</b>
<b>Begley</b>	<b>Bob</b>	<b>130104</b>
<b>Benjamin</b>	<b>Ralph</b>	<b>119085</b>
<b>Bennett</b>	<b>Dave</b>	<b>124926</b>
<b>Bergstrom</b>	<b>John</b>	<b>116912</b>
<b>Berrow</b>	<b>Michael</b>	<b>403057</b>
<b>Bjork</b>	<b>Vern</b>	<b>49842</b>
<b>Bonazzoli</b>	<b>Frank</b>	<b>119347</b>
<b>Bosco</b>	<b>Jim</b>	<b>913337</b>
<b>Bourne</b>	<b>George</b>	<b>59848</b>
<b>Braun</b>	<b>Robert</b>	<b>123839</b>
<b>Broeking</b>	<b>Larry</b>	<b>402824</b>
<b>Brooks</b>	<b>Mike</b>	<b>140666</b>
<b>Brown</b>	<b>Warren</b>	<b>139722</b>

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Bucannon	Duane	137334
Burgos	Paul	131184
Burris	William	122390
Button	Doug	140830
Bybee	Richard	129259
Calkins	Dale	121380
Camel	Mike	125492
Cannady	Darrel	44776
Carignan	Emile	402001
Carlson	Mark	132470
Carlson	Paul (John)	135021
Carr	Mike	119208
Cavers	Bill	130624
Charlton	John	134685
Chiapputu	Richard	124247
Christensen	Jerry	130760
Clark	Robby	139961
Clason	Tom	123556
Conen Jr	Robert	139121
Cook	Tom	133637
Coyle	Jack	124905
Craig	George	122946
Crane	Larry	69687
Craven	Bradley	124887
Crawford	Gregg	125089
Crescenzi	Vince	109417
Crowson	J.R.	137435
Culp	James R	119092
Cumbess	Ely	122395
Czaplicki	Daniel	131051
Dalton	Michael	126645
Daschel	Matt	129518
Daugherty	James	122123



<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Davila	Eleno	138228
Dececo	Ralph	115799
Decker	Ron	129225
DeLuca	Tony	140450
DeMartini	Lloyd	58012
Dempsey	Jack L	127560
Derks	Kevin	138960
DeWitt	Jim	133633
Diedrich	John	108066
Dominick	Chuck	130529
Donohue	Bobby	134829
Doody	Tom	127181
Drealan	Dick	131955
Ducharme	Robert	71564
Duffield	Brian	133064
Dulski	Jerry	106051
Durst	Michael	109591
Edge	Bob	125901
Emig	Roger	136662
Engstrom	James	125374
Erickson	Mark	134189
Evans	Daniel	946215
Eversman	Frank	137450
Everson	Jeff	137575
Favro	David H	106141
Finch	Dwayne	113545
Follin	Thomas	137991
Fosse	Tom	134479
Fox	Chris	137400
Franck	Kenneth	135301
Fraser	Ray	129163
Fretz	William	106678
Freund	Tim	110627

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Friday	Jim	122268
Garfield	Bruce	130618
Giese	Dan	40437
Gilmore	Charles	110850
Gimby	Roger	52433
Glasoe	Lloyd	73722
Goodall	Al	103196
Goodfellow	Meryl	118459
Gorden	Jerry	130141
Gorrell	Phil	110163
Gray	Dean	115064
Grinwald	Terry J	128117
Gullingsrud	Don	113132
Gysler	John	127107
Hahn	Dale	118018
Haight	Trevor	139333
Hall	Bob	116988
Hall	Royce	115747
Haraldson	Steve	121511
Harbison	Kenneth (Wayn	132858
Harrison	John	118955
Hart	Jack	133723
Hartzheim	Wayne	127009
Haselhuhn	Arnie	67645
Haun	Jerry	133036
Heig	Jim	105700
Heig	Terry J	115499
Hillman	Steve	70498
Hodges	Ron	126799
Hodgson	Stephen	122210
Hodson	Jack	136696
Horning	Cliff	108050
Huff	Jackie (Jack)	127814

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Humphrey	Ed	127549
Hurley	Mike	130683
Hurley Sr	Timothy P	120454
Hutton	Roger	104352
Hyder	Troy	133419
Ingram	Cole	138065
Jahde	Merle	126198
Jensen	Ron	121948
Johnson	Donald L	55702
Johnson	Joe (Oscar)	117649
Johnson	Murray	126098
Johnson	Nolan W	104483
Jones	Larry	133639
Jones	Richard C	121444
Jones	Robert	125369
Jordan	John	118197
Kaiser	Edward	111181
Kalscheur	Jim	65414
Karambelas	Sam	403100
Kelln	Norman	119385
Kelly	Allan	111203
Kendall	Danny	112714
Kiewel	Ben	135853
Killeen	Tom	126411
Killin	Jim	128828
King	Henry	117235
Klein	Gordie	135373
Kopf	Charles	132083
Krenik	Steve	114990
LaFontaine	Ben	129145
LaFontaine	Mark	127156
Lahtonen	Jan	131266
Lamb	Ed	124166

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Larsen	Ronald	132748
Laskey	Steven	134956
Latham	Larry	110788
Lawlor	Robert E	108576
Lawson	John	115401
Leng	John	107956
Levine	Jeff	946120
Lind	Darwin	134489
Lindner	Mike	119649
Linton	Paul	134091
Litchfield	Ken	132961
Long	Larry	101300
Luftman	John (Jack)	123664
Luzader	Don	102680
Lynch	Mike	116925
Lyons	Michael	130888
Main	Tim	110436
Maley	Jim	118568
Martin	Craig	131968
Mason	James	138201
Mattison	Randy	133366
Matyja	Frank	110407
McCahan	Ralph W	31883
McCann	Bob	129300
McCarty	Kevin	404053
McCoy	Gary	124548
McCoy	Neil	124861
McCrory	Don	122067
McDonald	Gale	114386
McKendry	Daniel	123893
Melbo	Rod	115576
Melcher	Steve	135026
Miller	Anthony	134581

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Miller	Doug J	120588
Milligan	Dean	132851
Molitor	Chuck	133842
Monson	DJ "Tony"	129178
Montague	William	118858
Moran	Gary	134601
Moore	Ken	121807
Moore	Larry	130779
Morales	Ken R	103977
Morrow	Mark	118605
Mulholland	Stephen	135359
Murray	Robert	111162
Neuman	Tom	133940
Nichols	Dwight	403814
Niemeier	Carl	129682
Nordlum	Denis	125997
Norris	Hal	134206
Nurss	Ronald	115755
Ohlrich	Harold	122326
Olseth	Turck (Tom)	123617
O'Malley	John F	115866
O'Neill	Furman	126530
Opsal	Allet	69433
Opsal	Ervin	118213
O'Steen	Earl	121490
Oster	Thomas	120051
Osterloh	Corwin	132455
Overholser	Tom	55687
Parizek	Robert	114962
Passarella	Ray	125834
Payne	Greig	133536
Pearson	Al	100508
Peters	Philip	124451

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Petersen	Gary	120016
Poch	Howard	400877
Poindexter	Jerry	119150
Potts	Kent	121527
Primrose	Colin C	32915
Purcell	Joe	139317
Puzell	Joseph	128057
Quinet	Victor	402543
Ramult	Jerome	113246
Reichert	Terry	128217
Reiser	Frank	115059
Relyea	Don	135746
Rentz	Daniel	136771
Richardson	Eric	115056
Richardson	David	137180
Rickman	Ron	135620
Rivera	Daniel	116760
Robers	Thomas	402837
Roberts	David J	110061
Robeson	Dean	129443
Rodenbeck	Mark	112201
Roemer	Philip	124411
Romaine	Frank	115821
Roy	Terry	130310
Russell	Jerry	134960
Sachs	Richard	133514
Sailing	Steven	129946
Santos	Armando	122500
Sarandos	Steven	403945
Schilling	Ludger	126669
Schmitt	Len	110112
Schmitz	Dave	64331
Schnabel	Norm	115439

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Schroer	Gary	123018
Scott	Jim	133818
Shake	Karl	118000
Shope	Clay	119217
Shultz	Larry	68632
Sievwright	David	133987
Siudzinski	Lee	112430
Skilnick	John	116307
Sloan	Thomas	57633
Smith	Barry	136347
Smith	Robert E	124359
Smith	Ron Lee	69042
Smith	Tom	137434
Somerville	Dave	128490
Spanier	OJ	117710
Specht	Bob	130480
Specht	Greg	123498
Starling	William (Dave)	120600
Stavseth	Bruce	946320
Steidl	Mark	113230
Strander	Ed	140809
Stratton	Whit	139339
Streit	Duane	103674
Strnad	Ronald	125196
Sundman	Steve	135528
Sutherland	Oscar (Keith)	910565
Taylor	Bruce	104556
Taylor	Don	137002
Taylor,	Jeff	115774
Theobold	Bill	137095
Thomas	Andrew	110051
Thomas	Earl	118291
Thomas	Ralph	139781

<b><u>Last Name</u></b>	<b><u>First Name</u></b>	<b><u>Rec #</u></b>
Thompson	Joe	124378
Thompson	Robert W	100923
Thueson	Charles	131531
Tontegode	Juris	120849
Trautman	Monte	115205
Trokan	Daniel	140178
Tunison	Bill	137628
Turner	Jim	125992
Tvinnereim	Merv	123676
Uttke	Tom	137363
Van Dine	Wayne	121468
Vancil	Richard	62580
Vedvick	Jerry	127445
Vickers	John	134103
VLK	James	122974
Volden	Roger	109849
Wallace	David	115184
Warden	Robert	404321
Warner	Rich	121690
Wascher	Dave	101210
Wayland	Brent	131141
Wayland	Jack	123399
Weber	Steve	118740
Weinberg	Neil	131386
Welch	Marty	118720
Wendt	Bruce	126708
White	Richard	123384
Whitesel	Dan	114318
Williams	Gary B	131496
Windham	Bill	138671
Wood	Charley	125273
Wood	Lewis	140901
Wood	Ross	63250



<u>Last Name</u>	<u>First Name</u>	<u>Rec #</u>
Zener	Marc	117188
Zuleger	Daniel	134848

## NOTES

## 2023 Course Maintenance

<b>SPRING AERIFICATION</b>	
Pebblebrook	4/13 – 4/18
Deer Valley	4/27 – 5/02
Stardust	5/04 – 5/09
Trail Ridge	5/11 – 5/16
Echo Mesa	4/20 – 4/25
<b>SUMMER CLOSURE</b>	
Grandview	4/3 – 10/24
Desert Trails	6/6 – 11/21
<b>COURSE MAINTENANCE</b>	
Pebblebrook	6/01 – 6/06
Deer Valley	6/22 – 6/27
Trail Ridge	6/29 – 7/04
Stardust	6/15 – 6/20
Echo Mesa	6/08 – 6/13
<b>SUMMER AERIFICATION</b>	
Pebblebrook	7/13 – 7/18
Deer Valley	8/03 – 8/08
Trail Ridge	8/10 – 8/15
Echo Mesa	7/20 – 7/25
Stardust	7/27 – 8/01
<b>FALL OVERSEEDING</b>	
Deer Valley	10/26 – 11/21
Echo Mesa	09/28 – 10/24
Desert Trails	Opens 11/21
Pebblebrook	09/28 – 10/24
Stardust	09/28 – 10/24
Grandview	Opens 10/24
Trail Ridge	10/26 – 11/21

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