

GOLF CLUB



St. Andrews 9-Hole Ladies Golf Association

2024

Clubhouse - (913) 890-1650

President's Welcome

The Board of Directors welcomes you to our 2024 season!

The St. Andrews Nine Hole League has been swinging for more than 40 years and we're looking forward to adding another year to our history book. We have a strong membership of 130 members which show our membership's love of the game along with the social networking opportunities of the league.

Benefits of Our League:

- Weekly play scheduled for you, conveniently scheduled through Golf Genius.
- Weekly games designed for both high and low handicaps with gift cards awarded to winners.
- Monthly events in addition to play; luncheons, grill days and tournament.
- Inexpensive league fees.

Please reach out to me any time if you have questions.

Have fun and swing away,

Susie Starr

St. Andrews 9-Hole Ladies League, President chicks.pairings@gmail.com 913.634.8942
St. A's 9-Hole League Web Page





Members of the 9 Hole Ladies League at St. Andrews,

Welcome to your 2024 Season! We are excited to start league play at St. Andrews this season and hopefully have a great weather year! Your participation in the 9 Hole Ladies' League means so much to us and we appreciate your continued support of the Overland Park Golf Division.

Introducing your 2024 St. Andrews Staff:

Rudy Juarez, Assistant Golf Professional
Dakota Soukup, Assistant Golf Professional
Bill Frey, Assistant Golf Professional
Marc Szablewski, Superintendent
Justin Hohl, Director of Food and Beverage
Amanda Schroeder, Director of Banquet Sales
Garret Walker, PGA Director of Instruction

You will continue to see a variety of brands represented in the golf shop and a high level of service given each time you visit. We cannot thank you enough for your dedication to St. Andrews and this wonderful game we get to share. We hope everyone has a fantastic 2024 season!

Sincerely,

Bill Frey Assistant Golf Professional St. Andrews Golf Club

MEMBER LEAGUE FEES

FEE REQUIREMENTS

Each league member must pay for both the league fee and the WHS World Handicap System before they will be paired to play. We recommend you purchase a patrons card to take advantage of the discounts on your weekly golf fees, WHS sign-up, and other discounts in the club house.

ST ANDREWS 9-HOLE GOLF ASSOCIATION, also known as Chicks With Sticks: The 9- Hole league fee is \$25 with an optional \$1 to enter in Hole In One Club for the year. Please make checks payable to: St. Andrews 9-Hole Golf Association. Your league fee must be paid by April 1 for your name to be included in the roster book.

WORLD HANDICAP (GHIN) FEE: \$35 for patrons, \$45 for non-patrons. Pay this fee directly to the club house.

PATRON CARD: Annual patron card fees: \$35 for Seniors age 60 and over: \$45 for ages 18-59. Pay this fee directly to the club house.



ST. ANDREWS 9-HOLE GOLF ASSOCIATION PROCEDURES FOR PLAY

Again this year our weekly signup is through Golf Genius. Every Thursday of official play at 7:00 AM a Golf Genius email will automatically be sent to your email address (the one you give to the league through your 2024 registration). Indicate your intention by clicking on the "PLAYING" or "NOT PLAYING" button in the email. You will then receive a 2nd email confirming your choice. If you do not get this email, check your spam/junk folder and identify it as not spam.

Official Weekly Pairings will be distributed to you by Monday of each week of play via email, and posted on the bulletin board.

DAY OF PLAY

- Check in and pay at the front desk 30 minutes before your tee time.
- Arrive at your first tee and check in with the starter 10 minutes before your tee time.
- Scorecards will be individualized to the player and will be distributed by the Marshall at the beginning of your round.

CANCELLATION AND/OR ADDITION OF A PLAY DATE

Final pairings and tee times are submitted to St. Andrews golf staff by Sunday of each week. You can cancel and/or be added to play in these ways:

- By noon Saturday, change your playing/not playing designation by replying to the confirmation email sent earlier in the week by Golf Genius.
- After pairings are emailed you must call the clubhouse on Monday to be added or to cancel.
- Cancellations after pairings are distributed will not be allowed to reschedule for that week's play.

NO-SHOWS ARE A NO-NO

A"no-show" is a player who has been paired for a play date and does not cancel or show up for league play on that day.

League policy for "no-shows"

- 1. First Occurrence—a follow-up phone call will be made to remind the player of the league policy.
- 2. Second Occurrence—the player will be suspended from league play for the next (2) two tee times that have not already been scheduled.
- 3. Third Occurrence—the player will be suspended for the next (3) three tee times that have not already been posted.

WEATHER CANCELLATIONS

The pro will make the decision regarding cancellation of play due to inclement weather. You will be notified by email if league play is cancelled. If you are uncertain or do not have access to your email, please call the club: 913-890-1650.

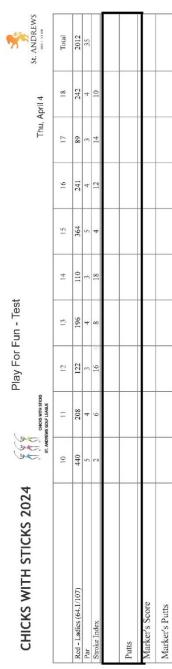
SCORECARDS

Scorecards are personalized. MAKE SURE YOU PICK UP THE CARD WITH YOUR NAME ON IT FROM THE MARSHAL. Please exchange cards with another member of your playing group. This person will be your MARKER. The MARKER will complete your card.

YOUR MARKER WILL ENTER YOUR GROSS SCORE FOR THE HOLE AND GOLF GENIUS WILL CALCULATE YOUR NET SCORE.

- 1. At the end of your round total your <u>GROSS</u> scores.
- 2. Both the player and the marker should sign the card.
- 3. Circle, birdies, eagles, chip-ins. Enter the total number of the birdies etc. at the bottom of the card.
- 4. Enter your <u>weekly event result</u> at the bottom of the card. EX: If the event is "Most bogeys" and you had 5 bogeys, write down that number (5).
- 5. Leave the completed scorecards in the boxes in the board room according to which side you played; front or back.





Chip-	Ins:	Marker:
Birdies:		Player:
	Weekly	Results:

WORLD HANDICAP SYSTEM

Our Handicap Index is based on the modernized Rules of Handicapping and is more responsive to good scores by averaging your best eight scores out of your most recent 20. In most cases for golfers in the U.S., it will change by less than one stroke.

Starting in January it will take only 54 holes – any combination of 9 and 18 hole scores – to establish a Handicap Index and be a part of the World Handicap System.

Entering Your Score If Not League Play

Use the GHIN Mobile app, available in your smart phone app store. It is suggested you post your scores when not playing in league to fairly reflect your handicap.

RULES AND REGULATIONS

All play will be governed by USGA rules, superseded only by the following specific league and local rules to ensure continuous play:

- Putts: Must be "holed" out (NO "GIMMEES")
- <u>Mulligans</u>: No mulligans (except noted in special events) and whiffs (missing the ball completely) must be counted.
- <u>Dropping procedure:</u> When taking relief from an abnormal course condition or penalty area, golfers will now drop from knee height. This will ensure consistency and simplicity in the dropping process while also preserving the randomness of the drop.
- Measuring in taking relief: The golfer's relief area will be measured by using the longest club in his/her bag (other than a putter) to measure one club-length or two club-lengths, depending on the situation, providing a consistent process for golfers to establish his/her relief area.
- Removing the penalty for a double hit: The penalty stroke for accidentally striking the ball more than once in the course of a stroke has been removed. Golfers will simply count the one stroke they made to strike the ball.
- Balls Lost or Out of Bounds: A Local Rule (as of January 2019), permits golfers the option to drop the ball in the vicinity of where the ball is lost or out of bounds (including the nearest fairway area), under a two-stroke penalty. It addresses concerns raised at the club level about the negative impact on pace of play when a player is required to go back under stroke and distance. *Note our league Lost or Out of Bounds rule on page 13.
- The time limit for searching for a lost ball has been reduced to three minutes.
- <u>Pace-of-play support</u>: Reduced time for searching for a lost ball (from five minutes to three); affirmative encouragement of "ready golf" in stroke play; recommending that players take no more than 40 seconds to play a stroke.
- Elimination or reduction of "ball moved" penalties: There will be no penalty for accidentally moving a ball on the putting green or in searching for a ball; and a player is not responsible for causing a ball to move unless it is "virtually certain" that he or she did so.

- Relaxed putting green rules: There will be no penalty if a ball played from the putting green hits an unattended flagstick in the hole; players may putt without having the flagstick attended or removed. Players may repair spike marks and other damage made by shoes, animal damage and other damage on the putting green and there is no penalty for merely touching the line of putt.
- Relaxed bunker rules: There will be no penalty for moving loose impediments in a bunker or for generally touching the sand with a hand or club. A limited set of restrictions (such as not grounding the club right next to the ball) is kept to preserve the challenge of playing from the sand; however, an extra relief option is added for an unplayable ball in a bunker, allowing the ball to be played from outside the bunker with a two-stroke penalty.
- <u>Playing the wrong ball</u>: Two-stroke penalty.
- <u>Unplayable ball:</u> Player may drop ball within two club lengths, no nearer the hole or drop behind point where ball lays (no limit on distance) one stroke penalty. If your ball lands in wood chips around tree, drop ball within one club length no nearer hole no penalty. If cart path interferes with your stance, ball or swing, drop ball with one club length no nearer the hole no penalty.

9-Hole League "Local Rules"

- <u>Playing the ball "up":</u> You may move the ball 6" in any direction no nearer to the hole (fairway or rough). You may not move the ball from rough to fairway.
- Water Hazard Rule: If your ball goes into the water, take a one-stroke penalty, walk your ball around to the other side drop area, and drop a ball. For example, if your ball goes into the water on your third stroke, your fourth stroke would be the penalty stroke for getting your ball out of the water, walking it to the other side, and dropping a ball. You would then be hitting five.
- <u>Lost or Out-of-bounds ball</u>: Lost or out of bounds balls will be played
 by taking a drop within two club lengths of the spot the ball last
 crossed the out of bounds margin or was deemed lost. Add one
 penalty stroke.
- Bunker Rule: If you land in a sand trap you may rake and then replace your ball. If you land in standing water, you may retrieve your ball, rake, and place it a club length away from the water, no closer to the hole. No penalty is incurred.
- <u>Ten Stroke Maximum</u> to keep with pace of play you must pick up your ball after your tenth stroke on any hole

GOLF ETIQUETTE

- <u>Play "Ready" golf</u>: please only one practice swing. It is all right to play out of turn to help speed up play. If a player whose turn it is to hit or putt is not ready, go ahead and hit your ball. If your ball is on the opposite side of the fairway from the person hitting, you may go ahead and hit.
- Your position on the golf course is directly in back of the group ahead of you, not directly ahead of the group behind you.
 Commit yourself to the enjoyment of game at a reasonable pace of play. All other golfers are depending on you.
- Try to complete a 9-Hole round in 2 hours 15 minutes. (Completing your first four holes in about an hour is an easy way to check your pace.)
- On the green: Continuous putting speeds up play. Player closest to flag tends it. Players may choose to leave flag in while putting. Player who finishes putting first replaces flag. Please wait until all players have hit onto green before putting (unless player waives that right to ensure speedy play). When marking the ball, place marker behind the ball. Do not walk on putting line of another golfer. Please clear green quickly and enter scores at the next tee.
- Repair all divots and ball marks.
- Motorized cart: Take more than one club, if needed. Drop partner off at their ball, go to your ball, hit and then pick up partner. Observe where carts are permitted. Please park your carts on the path on the side of the green, closest to the next tee, before putting.
- Should there be a rules question while on the course, having these
 rules in your golf bag can objectively help you settle the matter
 and keep your round fun and friendly.

NOTES

2024 S/A 9 HOLE LEAGUE WEEKLY EVENTS

MAY 2		JUNE	JULY 4	AUGUST	SEPTEMBER 5	OCTOBER 3
MOST BOUBLE MOST 8s BOGEYS	MOST 8s		HOLIDAY CLOSEST TO I NO LEAGUE PLAY PIN #6 OR #14	CLOSEST TO THE PIN #6 OR #14	PLAY FOR FUN	BEAT THE PRO
				PRESIDENTS CUP	6" RULE	
9 13 NOST FAIRWAY LUNCHEON SHOTEUN T SCRAMBLE	13 LUNCHEC SHOTGUN SCRAMBI	13 LUNCHEON SHOTGUN TOURN SCRAMBLE	11 ADD PAR 3s 8, PAR 5s TOGETHER ONLY	8 FEWEST PUTTS	12 MOST PUTTS	10 PLAY FOR FUN
100	1000			PRESIDENTS CUP		The second secon
16 MOST 3 PUTTS LOW TOTAL ON PAR 4s	20 LOW TOT, PAR 4s	AL ON		15 LONGEST DRIVE HOLES#1 OR #10	19 LOW TOTAL ON PAR 6s	17 PLAY FOR FUN
THROW OUT THE REST	THROW O	UT THE	HOLES & TOTAL REST	LIGHTS ESIDENTS CUP		
23 27 MOST PARS MOST 1 PUTTS	27 MOST 1 PL	STT	25 HIGH GROSS	22 LONGEST PUTT	26 MOST 7s	24 YEAR END
			SCORE	ON#8 & #16 PRESIDENTS CUP		BANQUET
30 MOST 6s				29 LUNCHEON GUEST DAY (2) SHOTGUN SHAMBLE	50	REV 01/19/24