

## Golfing Info & Rules For The Day

1. **DRESS CODE** - There is a dress code for the course and clubhouse at Crane Valley - <http://www.crane-valley.co.uk/aboutus/#dress>. Please ensure you have the usual golf attire, no jeans, t-shirts, trainers, shell suits!!
2. **TEE OFF's** - Tee offs will start from both the 1<sup>st</sup> tee and 10<sup>th</sup> tee, please note where you are starting from. Your tee off time details will be advised in advance and will also be on your card, please allow sufficient time to get to your starting tee and be there in advance of your actual tee time. Yellow tees will be in play.
3. **10<sup>th</sup> STARTERS** - The 1<sup>st</sup> tee is reserved for us for an allocated period, this is to keep the tee free for the teams who have started on the 10<sup>th</sup>. You should be able to go straight to the 1<sup>st</sup>, to play the second nine, without having to wait for others. If people are on the tee during the reserved period, and they are not playing in the golf day, please politely refer them to the pro shop as they should not be teeing off during the above reserved tee time period.
4. **HANDICAP's** - Maximum handicap is 24 for the gentlemen, 30 for ladies
5. **SCORING** - Each team is made up of 4no. players. Scoring is via the stableford points system. Please note each players score **and** s/ford points. For the team score on any hole please add together the best 3no. s/ford point scores on each hole.
6. **SCORECARDS** - Please record all gross scores for all players on the card so the score double-checking, carried out by CVGC staff, can be made as easy as possible. Please ensure that your card is fully signed. In the case of any score ties count backs etc shall be applied until a winner is noted, CVGC will carry out this task and they will have the final say.
7. **PUTT GIMME's** - This is a friendly, but formal competition, great prizes are on offer, therefore please ensure you all putt out on a hole if you are recording a score, no gimme's allowed.
8. **NEAREST THE PIN's (NTP)** - The nearest the pin challenges will be on holes **6** and **13** with nearest the pin in two on hole **18**. Markers will be on the greens, if you better the marker simply mark your ball and record your name. Your ball must clearly finish on the green, if you are closer to the pin, but you are off the green, it does not count.
9. **LONGEST DRIVE's (LD)** - The longest drive challenges will be on holes **2** and **14**. Markers will be on the fairways, if you better the marker on the fairway simply mark your ball and record your name. Your ball must clearly finish on the fairway, if you hit further than the marker, but you are off the fairway, it does not count.
10. **NO SCORE PICK UP's** - If any player has a nightmare on a hole and cannot score, and it happens to us all, please be sensible and pick up when appropriate and record as no score on the hole.
11. **WAVING THROUGH / SLOW PLAY** - If for whatever reason a team behind you is waiting, and the team ahead has moved away from you, then please let the team behind play through at the earliest opportunity.
12. **LOST BALLS** - Please use a bit of common sense on this one, by all means try to find the little bugger but please don't take too long and in particular please don't hold up the team behind you unnecessarily.
13. **PREFERRED LIES** - Preferred lies will be applicable for the day, if your ball is on the fairway or a "closely mown" area you may mark it, clean it and replace it. It should be placed no nearer the hole and within 6 inches of your marker.
14. **SCORECARDS** - Your score cards will be pre-completed with name and handicap details and also note your tee off time plus NTP and LD holes will be highlighted.
15. **HALF-WAY REFRESHMENTS** - There will be refreshments served from the "Oasis" hut which is near to the 10<sup>th</sup> tee, this will be available from approx. 12:00 noon:
  - For teams who start on the **1<sup>st</sup> tee** your stop will be prior to teeing off the **10<sup>th</sup> tee**.
  - With teams starting on the **10<sup>th</sup> tee** can you please stop at the Oasis on your walk between the **3<sup>rd</sup> green and 4<sup>th</sup> tee**.
  - Drinks and snacks will be served at the Oasis and it's all free!
16. **CARD HAND-IN** - When you finish please put your scorecards in a box that will be placed on the bar, please drop them in asap when you get in so the cards can be collated and checked by the CVGC staff.

## General Info & Rules For The Day

1. **COURSE ADDRESS** - The full address for the course is *Crane Valley Golf Club, The Clubhouse, Verwood Dorset BH31 7LH, t: 01202 814088* - <http://www.crane-valley.co.uk/contactus/>
2. **ARRIVAL** - Upon arrival all team players should head for the 1<sup>st</sup> floor main bar for team sign in, a chance to buy prize draw tickets and then a free coffee and a bacon roll.
3. **MOBILE PHONES** - Crane Valley have a rule for no mobile phones to be used in the clubhouse, we would appreciate if all players/visitors could respect the rule. Out on the course it is generally frowned upon to use mobile phones, it can cause slow play and be a little off-putting for companion players and others playing on other adjacent holes, please refrain from use wherever it is possible and turn down the ringtones, nobody want Mozart's Greensleeves playing out on their back swing!!
4. **TROLLIES / BUGGIES** - Please do not take trolleys or buggies over tees or greens. Please follow any marked walkway routes, as permanently or temporarily noted, on any hole.
5. **COURSE LOCAL RULES** - Please note the back of the scorecard for any local course rules. A course map is also noted on the card.
6. **GOLF ETIQUETTE** - Please observe the general rules and etiquette of golf.
7. **GOLF PRIZES** - There will be prizes for the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams, winning player plus also the usual nearest the pin and longest drive challenges.
8. **DINNER** - Dinner will be served on a rolling basis as and when teams come in. When you finish head to the clubhouse, grab a drink, grab a table, have a chat and tuck in.
9. **PRIZEGIVING** - Once everyone is in, and been fed, the formal proceedings will commence. Firstly there will be a short auction for some exclusive 4x balls from some top courses in the area, and then we will do the prize draw, again great prizes on offer. Finally the trophy and prize awards to all of the competition winners will commence.
10. **PRIZE AUCTION** - With the auction if you bid for any item you are committing to pay the sum in line with your bid. The winning bids must be settled on the day before the winning bid item can be taken away.
11. **PRIZE DRAW** - With the prize draw each ticket is £5, anybody can purchase as many tickets as they like, speculate to accumulate! Simply note your name on the prize draw ticket and it will be put in the box for a blind draw. If a ticket is drawn and the winner does not claim the prize, or nobody claims it on his/her behalf, then another ticket will be drawn until a winner claims his/her prize.
12. **CANCELLATIONS** - If you are not able to make the day please contact the organisers of the day as soon as possible (e: [vtfcgolfday@gmail.com](mailto:vtfcgolfday@gmail.com) / CVGC t:01202 814088 / m:07921 246234), any refunds will be at the discretion of the club/organisers and would be subject to any costs already expended.
13. **LIABILITY!** - The football club, golf club or any of its staff or organisers do not accept any responsibility whatsoever should anyone get physically injured or emotionally scarred whilst participating on the golf day!