

GENERAL COMPETITION CONDITIONS, INCLUDING RULES FOR THE SCOTTISH GOLF VMS TEE BOOKING SYSTEM.

1. The Starting Blocks for Saturday Competitions during the 2024 season will be –

07:30 – 14:00hrs for March, April, September and October

07:00 – 14:00hrs for May, June, July and August

Members may play in competitions after the 14:00 block time. Remember the tee will no longer be reserved solely for competitors. If the shop is closed, after sign in at the Kiosk – the entry fee should be paid at the bar. You will not be able to enter your score at the kiosk without a card number which can only be obtained in the shop – so just put your completed card in the box.

Members should arrive at the club sufficiently before their starting time to allow for competition registration at the Club Shop, change of clothes etc. Their starting time is when they should be on the tee, ready to tee off. Under Rule 5.3a failure to comply will lead to the general penalty at the 1st hole for arriving within 5 minutes late or starting within 5 minutes early, thereafter disqualification unless the Committee decides exceptional circumstances prevailed.

NO PLAY BEFORE 07:30 OR 07:00 RESPECTIVELY UNDER ANY CIRCUMSTANCES UNLESS WITH MATCH & HANDICAP COMMITTEE APPROVAL

Unless otherwise notified the Tee will be reserved for Ladies Competitions on Sundays from 10:00am – 10:20am and for Junior Competitions from 1:00pm till 2pm approx.

2. Starting sheets for competitions will be online through the Scottish

Golf VMS system. This will be activated at 6.15pm 6 days before the date of each competition. A member may enter his name and 2 others for threeball competitions, and his name and 3 others for a fourball event.

Entry process is using the kiosks in the lobby or the bar – or the App on your phone – see below

You will need to book a tee time via the app from 18:15 onwards on the previous Sunday as before

On arrival at the club you should book in at the shop– you will need the number of the scorecard that sign in has generated to enter your score at the kiosk in the shop or bar. You should write this on the physical card that you pick up to record your score.

You will need to pay the entry fee in the shop and ensure that the shop staff mark

you as being on the course on the start sheet

On completion of your round enter your score on the kiosk PC in the lobby or bar. To initiate this process the number to be entered is the scorecard number that you got from the shop. **Remember to click on finish to ensure that your score goes in.** If you have used a physical card, put it in the box as normal.

The entry fee should be paid in the shop – not currently via the app.

Those who wish to can use the app both for signing in and entering their score but payment still has to be made in the shop and the player still has to report in to the shop for H&S reasons. Scores can be entered either on the app or at the kiosk in the bar or lobby. In the case of score entry at the kiosk a physical card requires to be placed in the box. If using the app for score entry the online 'card' will suffice.

Prizes (excepting those over £50) will be charged back to the members house account. Prizes over £50 will be charged back if the member so wishes

Fourball groups are permitted during certain Saturday Strokeplay events after 12 noon and then only providing they do not hold up the pace of play. They must allow any following 2 or 3 ball groups to play through.

3. Midweek competitions - No starting blocks will be used. You must still book and book in as above.

To speed up pace of play players may start at the 10th hole providing the tee is vacant and the 9th hole is clear of players.

3 balls only are permitted from 4pm onwards

Final sign in to a Midweek Competition will be 6pm both at the kiosks or shop and via the Scottish Golf VMS App.

4. Members are reminded that failure to turn up for their starting times may lead to sanctions, unless the club has been notified beforehand. It is important the members check the Starting Sheets regularly to ensure their names have not been entered in error. A name

entered in error **could** lead to a two-match suspension. Entry Fees will not be refunded.

5. For Competition play, members can use either a scorecard to record their score, or the Scottish Golf VMS app. Please remember a markers verification is imperative, either via signing the scorecard or indicating your markers name on the app. The Marker should be aware that, by allowing his name as a marker, he is verifying the players score. **Please be aware that Scottish Golf have now put restrictions on signing into Competitions and returning a score using the Scottish Golf VMS members App. You will only be able to sign into a competition and return your score when using the members App if you are in the vicinity of the Clubhouse, You will not be able to do either from home. If you sign into an 18-hole competition, you will not be able to enter your score until after 90 minutes has elapsed from your signing in time.**

6. **It is the responsibility of each member to ensure the Date, the Competition Title, their Name and a score for each hole are clearly written on his scorecard and that the card is signed by them and their marker. There is no need to total the score or enter your handicap – the system will do that for you. If using the app follow the process dictated by it**

7. **Results will be emailed out as soon as possible after the competition. They will no longer be posted in the locker room as in previous seasons. They are also available on the app (or the Scottish Golf website). Instructions on how to do this can be found here**
https://www.kilsythlennox.com/?page_id=1091

8. **Incorrectly completed cards will be null and void.**

9. **It is the responsibility of each individual to ensure the return of his score after each competitive round. Please ensure that your score is returned, whether in the kiosks in the lobby and bar, or via the Scottish Golf VMS App as quickly as possible after you finish your round, and certainly before midnight on the date of the competition. This is to ensure the integrity of your Handicap.**

10. INCOMPLETE SCORECARDS AND NO RETURNS

SCORE ENTRY MUST BE MADE VIA THE Kiosks as above or via the Scottish Golf VMS App ANY SCORES NOT ENTERED WILL BE TREATED AS NON-RETURNS AND DEALT WITH ACCORDINGLY.

a) ALL SCORECARDS MUST BE RETURNED FOR HANDICAP PURPOSES. THE WHS SYSTEM WILL STILL ADJUST YOUR HANDICAP INDEX EVEN IF YOU MISS OUT A HOLE.

ANY PLAYER WHO DOES NOT RETURN A CARD LEAVES HIMSELF OPEN TO DISCIPLINARY ACTION WHICH MAY RESULT IN SUSPENSION FROM COMPETITION PLAY. CONTINUED FAILURE TO RETURN YOUR CARD COULD LEAD TO A HANDICAP ADJUSTMENT UNDER RULE 7 (BUILDING A HANDICAP).

WHEN ENTERING YOUR SCORE, IF YOU HAVE NOT SCORED AT A HOLE ENTER A "0" OR 'PICKED UP' AT THAT HOLE. SCORES FOR ALL OTHER HOLES SHOULD BE ENTERED. THE HOLE WITH A '0' OR PICKED UP WILL COUNT AS A NET DOUBLE BOGEY FOR WHS HANDICAP PURPOSES

THE KIOSK IS APPARENTLY ABOUT TO BE UPGRADED AND SCORE ENTRY FOR WHAT USED TO BE CALLED AN NR IS A BIT CONFUSINGSO IF IT WON'T ALLOW YOU TO ENTER A ZERO – CLICK ON 'PICK UP' BUT THEN ENTER YOUR SCORES FOR THE FOLLOWING HOLES

IF YOU HAVE TO ABANDON THE ROUND OR FINISH, SAY AT THE 9TH CHOSE THE 'MORE' OPTION AND THEN 'NOT ATTEMPTED'. IF YOU CHOOSE THIS OPTION THEN YOU SHOULD NOT ENTER ANYTHING AT THE SUBSEQUENT HOLES EXCEPT 'NOT ATTEMPTED'. THESE HOLES WILL COUNT AS A NET PAR FOR WHS HANDICAP PURPOSES

YOU CANNOT WIN THE COMPETITION (UNLESS IT'S A STABLEFORD) WITH A '0', 'PICK UP' OR 'NOT ATTEMPTED' ON YOUR CARD BUT THE SCORE WILL STILL BE CALCULATED BY THE WHS SYSTEM

b) It is expected that players entering for an 18-hole Qualifying Competition intend to complete the round.

c) Players should not commence a round when there is obviously insufficient light for them to complete their round.

11. TIED RESULTS IN STROKEPLAY EVENTS

As per rules of golf rule 5 A (6)-d.

All single round competitions will be decided by matching scorecards the winner will be determined based on the score for the last 9 holes, last 6 holes, last 3 holes and finally hole by hole working back from the 18th.

For all ties in multi-round competitions the winner will be decided based on the score for the last round played. If the tie persists score cards will be matched based on the last round played and the winner will be determined based on the score for the last 9 holes, last 6 holes, last 3 holes and finally hole by hole working back from the 18th.

12. MATCHPLAY COMPETITIONS

In the knock out stages Club Championships (Dawson, Centenary, Committee and Abercrombie) members should arrive at the club sufficiently before their booked starting time to allow for change of clothes etc.

Once the draw is made Competitors will be informed by email of their Opponent, their contact details and date the tie has to be played by. This will continue as each round progresses.

All last 16 ties must be completed by end of Friday 16th August 2024

All Quarter Finals ties must be completed by end of Friday 23rd August 2024 All

Semi Final ties must be completed by end of Thursday 29th August 2024

Failure to arrange ties could result in either or both of the Competitors being disqualified from the competition.

For Tie resolutions please contact **Ian Currie (07800584724)**

A sheet will be posted inviting entries for the Youths Championship Dates will then be set by which each round is to be completed.

For Tie resolutions please contact **Ian Currie (07800584724)**

Sheets will be posted for all Other Knockout Competition. The top 16 qualifiers will be entered into a draw. Once the draw is made, Competitors (as above) will be notified by email of their Opponent, Contact Details and play by Date. For tie resolutions please contact **Ian Currie (07800584724)**.

In all the above Knockout Ties **failure to play ties by the appropriate dates will lead to both parties being disqualified.**

TIE RESOLUTION

A Match, which ends all square, should be played off hole by hole until one side wins a hole. The play-off should start on the hole where the match began. In a handicap match, strokes should be allowed as in the prescribed round. In the event of bad light affecting the match or the play-off, the match will be replayed from the start at the earliest possible date

13. PRACTICE

The Practice Area is between the 9th and 10th holes. The use of this area is restricted to short iron practice. No Drivers etc.

Please play towards the green only

Members use the Practice Area at their own risk. Kilsyth Lennox Golf Club can accept no liability for any injury or loss whilst using this facility.

Warm up nets are for warming up before play only, and are not meant for prolonged practice. When using said nets please allow courtesy to players about to tee off at the 1st tee.

14. COURTESY ON THE COURSE

a) Behavior During Play

No player should move, talk, stand close or directly behind the ball when another player is addressing or making his stroke. In Match Play the player who has the honour should be allowed to play before his opponent or fellow competitor tees his ball. In Strokeplay events and bounce games please adhere to **READY GOLF** principles.

b) Consideration for other Players

No player should play until the players in front are out of range. In the interest of all, players should play without delay.

PLAYERS SHOULD WAVE THROUGH THE GAME BEHIND THEM IF A BALL IS NOT FOUND IMMEDIATELY ON REACHING THE EXPECTED LOCATION.

THEY SHOULD NOT SEARCH FOR THREE MINUTES BEFORE DOING SO.

They should not continue play until the game waved through has passed and is out of range. Players should leave the Green immediately after completion of the hole.

NOTE:

The 1st, 3rd, 7th and 18th holes are designated as "Wave Down" holes.

Players approaching these Greens should stand aside and allow the following game to play their tee/approach shots.

Players approaching the 14th Green should not play until players on the 15th tee have played and have cleared the tee (beyond the red and white markers poles).

c) Precedence at Tee - On Saturday Club Competitions the Tee will be closed to all members other than competitors while the competition is in progress. At all times competitors in Club Competitions should be given precedence in play.

15. JUNIOR MEMBERS

During the playing Season, Junior members shall not be entitled to start a round on the course until after 3.00pm on Saturday and 12.00pm Sunday (Junior Competitions

excepted). Junior members will not be permitted to play off the 1st Tee after 5pm Monday-Friday unless accompanied by an Adult Member of the Club. Junior Competitions will generally take place on Sundays from 1:00pm

16. MEMBERS GUESTS

Members introducing a Guest to the course must ensure a Guest Green Fee is paid before commencing play. If no Guest Fee is paid prior to play then a Full Visitors Fee will be charged to the Member/Guest and the Member will face sanctions.

Guests will not be allowed on the course before 3:00pm on Competition Days and will play from **Silver Markers** only (Open and Invitational Competitions excepted) Guest will be charged at £15 at all times.

Members' guests are unlimited but the same guest will only be permitted a maximum of 12 concessionary rounds in one season.

A maximum of three visitors may be signed for at any one time. Members Guests must play with the member who introduces them.

17. WORK TIES

Courtesy of the course may be granted to members wishing to play ties involving works competitions. The member concerned must first notify the Club Manager at least 7 days prior to the date of play. If the tie is approved, the Club Manager will enter it onto the Timesheet and the Member must report to the Club Shop prior to playing.

Members who fail to comply with this regulation will be charged the full Green Fee for their Visitor.

All such ties will be played from **Silver Markers** only.

18. The black tees are reserved for competitions only unless by permission from the Match & Handicap convener or the Greens Convener