

## **2024 Monday Sunflower Senior League Rules & General Information**

1. The Monday Sunflower Senior League is composed of area seniors that have a common goal of enjoyment from the game of golf. Each member will be at least fifty-five (55) years of age.
2. If a player is unable to participate in an event, it is their responsibility to call and cancel BY SUNDAY @ 8:00 A.M. If one partner is not available to play, every effort will be made to pair someone else in the same situation. If a pairing cannot be made then the single player can still play but would be playing their own ball for the day.
3. Most Monday Senior league events will be tee time starts that begin at 9:00 a.m. during March, April and October. 8:30 a.m. starts during May-September, with the occasional 7:30am Shotgun start.
4. The Golf Professional, in consultation with the Course Superintendent, will decide when an event will be canceled due to weather. When there is doubt as to play, players should call the Pro-Shop one hour before the scheduled start or report to the course. When an event has been canceled an email notice will be sent out to members who have registered their email. Players leaving the clubhouse grounds before rainouts are officially canceled will be disqualified from that day's event.
5. Suspension of play due to the proximity of lightning is a MUST! Players are asked to seek shelter immediately during periods of heavy lighting. Players should only resume play AFTER the threat of lightning has passed.
6. Team handicaps will be determined by the compilation of a players last three (3) tournament scores. Senior League handicaps will be adjusted after Every Event; flights will be adjusted after Every Three (3) events.
7. It is the responsibility of the player to make sure their scorecard is turned in. Once the results have been posted no additional scorecards can be accepted.
8. Prizes will be awarded for each event. There will be (3) flights for individual events, paying the first (3) low net places in each flight. There will be (2) flights for two-man events, paying the first (3) low net places in each flight. Our goal is to pay one quarter of the field each event.
9. All money awarded will be in the form of Pro-Shop Credit. Winners may redeem their credit after the results have been posted or they may let their winnings build up over the course of the season. Pro-Shop Credits are good for Pro-Shop merchandise only. Please redeem any credit by December 31, 2023.

The Sunflower Senior League plays "Ready" golf and avoids slow play by observing the USGA rules amplified as follows:

1. Play the WHITE TEES.
2. You may improve the lie of your ball in the fairway or rough, one scorecard length. Remember You May Improve Your Lie Not Your Position.
3. Absolutely No Mulligans!
4. No More Than 10 Strokes on Any Hole! Six shots from the field, four putts on the green.
5. All Putts Must Be Holed Out! No "Gimme Putts".
6. When a tee or fairway ball is lost, hit into a water hazard, or hit out of bounds, play another ball at the nearest point where the ball was lost, hit into the hazard or went out of bounds. One Stroke Penalty. (Play another ball on the green side of the water hazard)
7. Whoever is ready to tee off do it. Be Ready To Hit When It's Your Turn!
8. Turn in your scorecards immediately following play!
9. Play ready golf. It is always more enjoyable to play in 4 to 4 ½ hours! You can do it.

# 2024 Monday Tournament Schedule

## **Event #1**

### **Two Man Total Score**

Monday March 18th  
Tee times begin at 9:00am

## **Event #2**

### **Two Man Total Score**

Monday March 25th  
Tee times begin at 9:00am

## **Event #3**

### **Two Man Best Ball**

Monday April 1st  
Tee times begin at 9:00am

## **Event #4**

### **Two Man Scramble**

Monday April 8th  
Tee times begin at 9:00am

## **Event #5**

### **Two Man Shamble**

Monday April 29th  
Tee times begin at 9:00am

## **Event #6**

### **Two Man Tri-Play**

Monday May 6th  
Tee times begin at 9:00am

## **Event #7**

### **Two Man Scramble**

Monday May 13th  
Tee times begin at 8:30am

## **Event #8**

### **Two Man Shamble**

Monday June 3rd  
Tee times begin at 8:30am

## **Event #9**

### **Two Man Tri-Play**

Monday June 24th  
Tee times begin at 8:30am

## **Event #10**

### **Two Man Total Score**

Monday July 1st  
Tee times begin at 8:30am

## **Event #11**

### **Two Man Best Ball**

Monday July 8th  
Tee times begin at 8:30am

## **Event #12**

### **Two Man Scramble**

Monday July 15th  
Tee times begin at 8:30am

## **Event #13**

### **Two Man Shamble**

Monday July 22nd  
Tee Times begin at 8:30am

## **Event #14**

### **Two Man Tri-Play**

Monday July 29th  
Tee times begin at 8:30am

## **Event #15**

### **Two Man Kansas Scramble**

Monday August 5th  
Tee times begin at 8:30am

## **Event #16**

### **Two Man Scramble**

Monday August 19th  
Tee times begin at 8:30am

## **Event #17**

### **Two Man Shamble**

Monday September 9th  
Tee times begin at 8:30am

## **Event #18**

### **Two Man Tri-Play**

Monday September 30th  
Tee times begin at 9:00am

## **Event #19**

### **Two Man Kansas Scramble**

Monday October 14th  
Tee times begin at 9:00am

## **Event #20**

### **Two Man Shamble**

Monday October 21st  
Tee times begin at 9:00am

## **Event #21**

### **Two Man Kansas Scramble**

Monday October 28th  
Tee times begin at 9:00am

## **WyCo Senior Championship**

**Friday October 4th**

**7:30am Shotgun Start**

Entry forms available for this event approximately September 1<sup>st</sup>. This is not strictly a Senior League event and is open to all area senior golfers.

# ***2024 Monday Event Formats***

## **Two Man Scramble**

Each player tees off, the best tee shot is selected and all players play their second shots from that spot. The best second shot is determined, and then all play their third shots from that spot, and so on until the ball is holed. Team handicap is calculated by adding together 35% of the "A" player's and 15% of the "B" player's handicaps.

## **Two Man Best Ball**

Each player plays their own ball. The team score is the lowest Net score on the hole. Each team member receives their full handicap.

## **Two Man Total Score**

Each player plays their own ball. The team score is the total of these two net scores. Each team member receives their full handicap.

## **Two Man Shamble**

Both players tee off. Select the best tee shot of the Two. Each team member will play his own ball from this point forward. The team total will be the total of these two scores. Team handicap is calculated by taking 60% of the sum of the two players' handicaps.

## **Two Man Tri-Play**

Holes 1-6 are Two Man Scramble. Holes 7-12 are Two Man Best Ball. Holes 13-18 are Alternate Shot - At the start of each hole both players ("A" & "B") hit tee shots: The team decides which is the best shot to play, if "A's" shot is selected then "A" sits and "B" plays and vice versa. The team alternates shots from this point until the ball is holed out. Team handicap is calculated by adding together 35% of the "A" players and 15% of the "B" player's handicaps.

## **Two Man Kansas Scramble**

Must use six (6) tee balls from each player.

## ***2024 Monday Cart Partners***

Aaron & McCluer

Moreno & Van

Blum & VanDyne

Grant & Hestwood

Cavin & Hartman

Klein & Romine

Cavlovic & Orth

Crilly & Skidgel

Davison & Gicalone

Dilley & Sassman

Hoffman & Hannon

Jaklevic & Relic

Hicks & Sachen

Moore & W. Johnson

K. Johnson & M. Allen

Kanatzar & Verbeck

Kennedy & McDonald

Atkins & Webster

Meiers & Pinkerton

Zupan & Duckers

Evans & Nigh

Sirridge & Sirridge

Carbery & Graham

Thurston & Toepfer

Hunt

# Tips on Decreasing Slow Play

## Things that annoy golfers and golf course management:

By a wide margin, the number one complaint is slow play! Most of the time the culprit to slow play is a combination of the following:

- When it is the players turn to play, be ready! A player should hit their shots within 20-25 seconds. That includes determining yardage, conditions like wind and slope, strategy and pre shot routine.
- Leaving the golf cart or the golf bag on the wrong side of the green.
- Excessive use of rangefinders! The GPS on the golf carts is more accurate than any of the hand-held devices on the market. Trust it and use it! Pulling your hand-held device out from over 200 yards and from under 50 yards is a waste of time!
- Looking for golf balls past the three minutes allowed by the rules of golf. If you cannot find our ball within that time span, deal with your loss and move on!
- Excessive green reading or green manicuring. Taking too long to determine how a putt is going to break hinders your pace and your rhythm. On two-foot putts, be firm with your intent! Excessive line tapping is frustrating to all. Do not be that player who gets a new nickname, "The Tapper."
- Too many waggles and practice swings. Pick your club, take your stance, look at your target, look at the ball and swing! You would be surprised at how much better your misses are!
- Finally, here is a thought that everyone should keep in mind: **IF YOU'RE PLAYING WELL, PLAY FAST AND IF YOU'RE PLAYING POORLY, PLAY FASTER!**

Let's hope everyone can play at a brisk pace in 2024!