

2024 Wednesday Sunflower Senior League

Rules & General Information

1. The Wednesday 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 Tuesday @ 8:00 a.m.**
3. 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.
4. Suspension of play due to the proximity of lightning is a **MUST!** Players are asked to **seek shelter immediately** during periods of heavy lightning. Players should only resume play **AFTER** the threat of lightning has passed.
5. Handicaps will be determined by the compilation of a player's last ten (10) tournament scores. Senior League handicaps will be adjusted after **Every Event**; flights will be adjusted after **Every Three (3)** events.
6. 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.**
7. Prizes will be awarded for each event. There will be (6) flights for individual events, paying the first (4) low net places in each flight. There will be (3) flights for two-man events, paying the first (4) low net places in each flight. There will be (2) flights for four-man events, paying the first (4) low net places in each flight. Our goal is to pay one quarter of the field each event.
8. 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 Wednesday Tournament Schedule

Event #1

Special Event Day

Wednesday March 20th
8:00am Shotgun Start

Event #2

Individual Low Net

Wednesday March 27th
8:00am Shotgun Start

Event #3

Individual Low Net

Wednesday April 3rd
7:30am Shotgun Start

Event #4

Two Man Total Score

Wednesday April 10th
7:30am Shotgun Start

Event #5

Four Man Scramble

Wednesday April 17th
7:30am Shotgun Start

Event #6

Individual Low Net

Wednesday April 24th
7:30am Shotgun Start

Event #7

Two Man Scramble

Wednesday May 1st
7:30am Shotgun Start

Event #8

Two Man Shamble

Wednesday May 8th
7:30am Shotgun Start

Event #9

Four Man Bumble

Wednesday May 15th
7:30am Shotgun Start

Event #10

Individual Low Net

Wednesday May 22nd
7:30am Shotgun Start

Event #11

Four Man Texas Scramble

Wednesday May 29th
7:30am Shotgun Start

Event #12

Individual Low Net

Wednesday June 5th
7:30am Shotgun Start

Event #13

Two Man Scramble

Wednesday June 12th
7:30am Shotgun Start

Event #14

Individual Low Net

Wednesday June 19th
7:30am Shotgun Start

Event #15

Four Man Shamble

Wednesday June 26th
7:30am Shotgun Start

Event #16

Two Man Tri-Play

Wednesday July 3rd
7:30am Shotgun Start

Event #17

Individual Low Net

Wednesday July 10th
7:30am Shotgun Start

Event #18

Individual Low Net

Wednesday July 17th
7:30am Shotgun Start

Event #19

Two Man Scramble

Wednesday July 24th
7:30am Shotgun Start

Event #20

Two Man Total Score

Wednesday July 31st
7:30am Shotgun Start

Event #21

Individual Low Net

Wednesday August 7th
7:30am Shotgun Start

Event #22

Four Man Shamble

Wednesday August 14th
7:30am Shotgun Start

Event #23

Individual Low net

Wednesday August 28th
7:30am Shotgun Start

Event #24

2 Man Shamble

Wednesday September 4th
7:30am Shotgun Start

Event #25

2 Man Shamble

Wednesday September 11th
7:30am Shotgun Start

Event #26

Individual Low Net

Wednesday September 18th
7:30am Shotgun Start

Event #27

Four Man Texas Scramble

Wednesday September 25th
7:30am Shotgun Start

Event #28

Two Man Scramble

Wednesday October 2nd
7:30am Shotgun Start

Event #29

Individual Low Net

Wednesday October 9th
8:00 am Shotgun Start

Event #30

Four Man Bumble

Wednesday October 16th
8:00am Shotgun Start

Event #31

Two Man Shamble

Wednesday October 23rd
8:00am Shotgun Start

Event #32

Four Man Bumble

Wednesday October 30th
8:00am Shotgun Start

WyCo Senior Championship

Friday October 4th

7:30am Shotgun Start

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

2024 Wednesday 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 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.

Four 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 20% of the "A" player's, 15% of the "B" player's, 10% of the "C" player's and 5% of the "D" player's handicaps.

Four Man Texas 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. **Each team members drive must be used a minimum of 3 times.** Team handicap is calculated by adding together 20% of the "A" player's, 15% of the "B" player's, 10% of the "C" player's and 5% of the "D" player's handicaps.

Four Man Shamble

All four players tee off. Select the best tee shot of the four. Each team member will play his own ball from this point forward. The team total will be the total of these four scores. Team handicap is calculated by taking 30% of the sum of the four players' handicaps.

Four Man Bumble

On each hole, 1 player will play his own ball the other 3 players will play scramble. The team score will be the total of these two scores. Next to each player's name on the scorecard are the holes they will play alone. The team total will be the total of these two scores. Team handicap is calculated by taking 40% of the sum of the four players' handicaps.

2024 Wednesday Cart Partners

W. Johnson & Clayton	Atwell & Gerber	Barth & Brady
Blum & VanDyne	Boeding & DeKeyser	Vanderwell & Kelley
Buhrle & Burke	D. Kuklenski & Wolfe	Bush & Sorensen
Carbury & Kanatzer	Cavin & Ramsey	Cavlovic & Christoph
Chatterton & Ryan	Cook & Dover	J. Mantel & K. Mantel
Dick Davis & Parks	Lowell Davis & Million	Rohr & Yoakum
DeLong & McCann	Zuniga & Gunter	Dilley & Sassman
B. Brown & Thurston	Webb & Sparkman	Duncan & Graham
Dyniewicz & Mindedahl	Edwards & Breedlove	Kropf & Moss
Eveland & Gunther	Fenton & Paul Palmer	Grosko & Maese
Flaherty & Hannah	Galvan & Nelson	Martinek & T. Kovach
Heble & Relic	Grisso & Stewart	Janesko & McFadden
Bundy & Friederich	Hartman & Romine	Klein & Toepfer
Hill & Salvato	Hoffman & Hoffman	Medley & Roach
Martino & Zeller	Jaklevic & Tom Roberts	Steiner & Buettner
K. Johnson & M. Allen	B. Kovach & Baker	Pierce & Ramirez
Kancel & Kancel	Oropeza & Vega	Guigli & Winkelbauer
Gorman & Ron Verbeck	C. Long & Schuman	Garvey & Bergman
P. Duckers & D. Duckers	Maxey & Maxey	Loethen & McClellan
Marmon & Sanders	Matson & Resovich	
Prieto & Waymouth	McKinley & Sharp	
Miller & Stephan	Moore & Vaughn	
Orth & Sachen	Palcher & Koslowski	
Battaglia & Barb	Picknick & Dent	
Pratt & Shell	Reid & Richardson	
Murhpy & McGinnis	Gorman & C. Kuklenski	

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!