

Parent and Child:
NEW RULES & REGULATIONS
Please Read the Booklet

Parent

Child

Date



**Lake Shore Yacht & Country
Club Junior Golf Program 2017**

Welcome to the 2017 Junior Golf season at Lake Shore Yacht & Country Club.

We have chartered new plans to make sure this season is a sensational learning and playing experience for all of our Junior Golfers.

Lake Shore's Junior Golf Program is most successful when parents get actively involved in their child's mental and physical progress:

- Play golf often with your child for fun.
- Teach safe handling of golf clubs at all times. Remind them often!
- Encourage and praise your child for any and all progress.
- Reinforce good etiquette and respect for other golfers.
- Teach your child to understand and abide by the rules of golf.
- Support the Junior Golf Program by assisting whenever possible.

Let's encourage safety, honesty, good sportsmanship, and fun as the mixture to ensure a great Junior Golf experience for all.

Eligibility

For safety and time restraints, the program is limited to 80 children. Preference will first be given in the following order:

- Full Golf Members
- Junior Members
- Grandchildren of Full Golf Members
- Pool & Social Members (children of member only)
- Harbor Members (children of member only)

Age Requirement

All children and grandchildren entering the program must be 7 years old by June 26, 2017 and/or entering 2nd grade in the Fall of the current year. **There will be no exceptions on age.** Maximum age is senior year of high school.

Be Prepared to Play Golf

Children should be prepared to play golf, and are required to have the following items on the morning of golf:

- Tees
- Balls
- Ball marker
- Water bottle
- Snack
- Hat

Fees

\$85 per child / grandchild

Monies shall be deposited into the Junior Golf Fund, which shall benefit the Junior Golfers: prizes, snacks, special parties, tournaments, etc.

Lesson Fees

\$20 per child / grandchild for 30 minutes

Lessons are offered to Junior Golf Members by the Golf Pros (regular lesson fees for adults are \$35. Call the Pro Shop to schedule lessons).

Lesson Vouchers

3, 5, 9 and 18 hole league Jr. Golfers shall be given 2 private 20-minute lesson vouchers upon registration, by the Junior Golf Committee, to be used between June 26th and September 30th, at the Golf Pro's convenience. Children have the option of taking lessons with a Junior Golf friend or two. **Disclaimer: If, in the course of the season, it becomes unfeasible to guarantee 2 lessons, the Assistant Pro, in conference with the Junior Golf Committee, retains the right to limit lessons to 1 per child.** The voucher is not applicable to the Intro League.

Practice Times and Tee Times

The course is reserved for the Junior Golf Program from 8:00am to 12:30pm every Monday morning, from June 27th through August 29th. At all other times, only Junior Golf children of Full Golf Members have access to the course, subject to the following rules and by the permission of the Pro Shop.

Suggested times are:

Wednesday's	any time with parent
Thursday's	after 5:30pm
Friday's	any time with parent
Saturday's, Sunday's & Holidays	after 3:00pm

A parent or guardian must accompany all Junior Golfers unless otherwise approved by the Pro Shop. If there is no Junior Golf on a given Monday, Holiday rules apply, please call the Pro Shop.

Dress Code Policy and Rules for Club House, Golf Course, and Driving Range

- Young Ladies must wear – modest shirts, tops, etc., Bermuda-length shorts/skorts, hats/visors with brim facing forward. Inappropriate attire includes but is not limited to: jeans, cutoffs, t-shirts, football shirts, tank tops, halter tops, mesh shirts, short shorts, bathing suits, and bare feet.

- Young Men must wear – shirts with collars (**shirts must be tucked in**), Bermuda-length shorts with pockets, hats/visors with brim facing forward. Inappropriate attire includes but is not limited to: jeans, cutoffs, shirts without sleeves or collars, football shirts, mesh shirts, short shorts, bathing suits, and bare feet.

Clubhouse Rules

- The above same attire requirements must be adhered to in Lake Shore's Clubhouse.
- Children are not allowed in the ladies or men's locker rooms.
- Children are not to play or romp in the Clubhouse.
- Parents must monitor their child(ren)'s behavior at all times.
- Hats must be removed before entering the Clubhouse (boys/men).

Dining Room Rules

- Children and guardians must only order from the limited menu. Please do not make any special requests.
- Every parent/child must clean their table when they are finished; put all trash in the receptacle.
- It is courteous to have lunch with the same children the child played with that day.

Golf Course Rules

- Children must sign in on all league days, including tournament days.
- No child without a driver's license shall drive a golf cart at any time.
- Children must be accompanied by a volunteer/guardian on the golf course, with the exception of the 9 and 18 hole league players on League Day.
- **The 9 and 18 hole children, or their parents, must let their Chairman know by at least the day before if they will not be at Junior Golf on Monday, either by email or phone call.**
- Children 8 and under may use the putting green only under the supervision of a parent/guardian.
- Children must take full responsibility for their own golf bags during lesson time, and they must carry their own bags or use pull carts while on the course.
- Golf bags cannot be left at the Pro Shop before or after play.
- For safety reasons, only registered Junior Golfer children are allowed on the golf course on League Days.

To be fair to all of Lake Shore members, these rules shall be strictly enforced.

Leagues

There will be five children's leagues – Intro, 3, 5, 9 and 18 hole leagues. Each league shall have a Chair and a Co-Chair, and at least one will be present on all League Days.

To determine the child's golf league level, the Chairs shall determine when the child has acquired the necessary skills to move on to the next league.

Intro League: All new golfers and 7 year olds.

3 hole League: With a score of 15 or better for 2 consecutive weeks, the child may be eligible to graduate to the next league level.

5 hole League: With a score of 32 or better for 2 consecutive weeks, the child may be eligible to play from the green tees. With a score of 38 or better from the green tees for 2 consecutive weeks, the child may be eligible to graduate to the 9 hole League.

9 hole League: With a score of 65 or better for 2 consecutive weeks, the child may be eligible to graduate to the next league level. All 9 hole golfers shall begin at the green tees. Boys may move up to the white tees upon evaluation by the League Chair.

18 hole League: At this level, boys should have amassed the knowledge and skills to play 18 holes from the white tees, and girls from the greens.

Sign In

Junior Golfers must sign in **15 minutes** before their lesson time with their League Chairs at the Pro Shop. Children will be paired, for the most part, in threesomes.

Lessons and Tee Times

8:00am — 18 hole golfers — Tee off Hole #1
8:00am — 9 hole golfers — Lesson time
8:30am — 9 hole golfers — Tee off Holes #1 & #10
8:30am — 5 hole golfers — Lesson time
9:00am — 5 hole golfers — Tee time (shotgun off front & back)
9:15am — 3 hole golfers — Lesson time
9:45am — 3 hole golfers — Tee time (shotgun off front)
10:00am — Intro golfers — Will be instructed by League Chair
All play must be completed by 12:30pm on Monday's.

Please note: 3 and 5 hole golfers must allow 9 and 18 hole golfers to play through, due to time restraints on the golf course.

Most lessons will be held at the driving range to allow each child to hit balls. **Under no circumstances, for safety reasons, shall parents transport children to the range.** The League Chairs shall cart the children to the range.

In case of inclement weather, the children may meet in the Oak Room for instruction on rules, etiquette, scoring, putting, etc. at the discretion of the Committee and Golf Professionals.

Procedures and Policies

Golf carts shall only be available to the League Chairs. If a parent/grandparent has a medical reason, he/she may use a golf cart.

After play, the children will immediately leave the course and proceed to the Grill Room in the Clubhouse. Please give all scorecards to your League Chair in the Grill Room. A predetermined light lunch menu is available only for Junior Golfers and their parent/guardian. Please remember, this is a generous offering as the Clubhouse is normally closed on Monday's – no special lunch requests please. (Parents, be sure to give your child your membership number in order to sign for lunch.)

Safety shall be of the utmost concern for all children. Special attention will be given to teaching safety to the Into League, the 3 hole, and the 5 hole Leagues. In these groups, a walking parent shall be responsible for a maximum of 3 golfers, which may or may not include his/her own child/grandchild.

The League Chairs shall mix pairings each week to give the children an opportunity to meet others. **Special pairing requests from parents will not be accepted.**

Monitors, Food, Beverage and Party Volunteers

For the continued success of the Junior Golf Program, all parents/guardians of children registered in the program must volunteer to assist in the League at least 2 times per child.

Monitors and Walkers

- An Intro, 3 and 5 hole Junior Golf parent or proxy must, when registering their child, commit to **walk at least 2 times** with the golfers.
- It is important that these walking parents have some golf knowledge.
- The 9 and 18 hole parents are also asked to assist with any Leagues and/or with tournament and parties.

The Role of 3 and 5 hole Golf Monitors

- Safety first.
- To supervise play, offer encouragement, and ensure that the golfers have a fun environment while learning about all aspects of the game.
- To assist in searching for balls.
- To keep and teach stroke count for younger golfers (10 shots max per hole). Count all whiffs but in a positive manner.
- To give instruction on course rules and etiquette.
- To teach children to maintain an appropriate pace of play.

Tournaments and Parties

If the parent has no golf knowledge and/or cannot volunteer to walk with a League, he/she, along with the 9 and 18 hole parents, can sign up to help with food/drink and party committees, Chair or Co-Chair a League, help with the Men's 4th of July fundraiser tournament, etc.

A sign-up sheet for all parents/grandparents will be included with registration in the Spring.

Junior Golf Committee

Please feel free to contact any Junior Golf Committee member with any questions you may have on the Junior Golf Program:

Intro League:

Lucille Falcone – Intro League Chair: 729---7061; dfalcon1@twcny.rr.com

Dottie Scicchitano – Intro League Assistant Chair: 409---8693; dotties418@gmail.com Gloria

Staniforth – Intro League Assistant: 904---707---5260; gloristan@gmail.com

3, 5, 9 & 18 Hole Leagues:

Erin Lachut – 3 Hole League Chair: 263---7235; elachut@hotmail.com

Michelle Storie – 5 Hole League Chair: 450---5269; mstorie@gmail.com

Christine Wenk – 5 Hole League Assistant Chair: 395---4611; christinemwenk@gmail.com

Jody Tantillo – 9 & 18 Hole League Chair: 727---6208; jtantillo@twcny.rr.com

Golf Professionals:

David F. Seifritz, PGA Head Golf Professional: 558---0345, dseifritz@lakeshoreycc.com

Brittney Siechen, Assistant Professional: 657---8383, bsiechen@gmail.com

2017 Junior Golf Clinic Schedule

<u>June 26</u>	Fundamentals, Basic Rules & Etiquette
<u>July 3:</u>	Putting: Set-up, Grip & Alignment
<u>July 10:</u>	Explanation & Demonstration of Full Swing
<u>July 17:</u>	Irons: Set-up, Ball Position & Technique
<u>July 24:</u>	Woods: Set-up, Ball Position & Technique
<u>July 31:</u>	Scramble Tournament
<u>August 7:</u>	Chipping: Set-up, Ball Position & Technique
<u>August 14:</u>	Pitching: Set-up, Ball Position & Technique
<u>August 21:</u>	Bunker Play
<u>August 28:</u>	Season End Tournament & Pool Party

Rule Tips for Juniors

The Game:

- The holes on the course must be played in order (1-9, 10-18, or 1-18), unless otherwise determined by the committee.
- You must always play by the rules. You are not allowed to change them.

Match Play:

- In match play, each hole is a separate contest. If you win the first hole, you are 'one up', if you lose it, you are 'one down', if you tie it, the match is 'all square'.
- You have won the match when, for example, you are three up and there are only 2 holes left to play.
- Anyone you are playing against is your 'opponent'.

Stroke Play:

- In stroke play, the competitor with the lowest total score for the round (9 or 18) is the winner.
- Your ball must be holed before starting the next hole.
- No 'gimmies'.
- Anyone you are playing with is a fellow competitor.

Clubs and the Ball:

- You may carry no more than 14 clubs.
- Normally, you may not change balls during the play of a hole. However, if you damage or cut your ball, you may change the ball after first informing your opponent or fellow competitor.

Things a Player Should Do:

- Read the notices given to you by the tournament officials.
- Always use your proper handicap.
- Know your tee time or starting time and arrive on the first tee 5 minutes prior.
- Make sure you play your own ball (put a mark on the ball in case someone else is using an identical ball). There is a 2 stroke penalty if you hit the wrong ball.
- In stroke play, make sure your score for each hole is correct before you turn in your scorecard.
- Keep playing unless there is lightning, you're ill, or an official tells you to stop.

Practice:

- You may hit a practice shot while playing a hole but not from a hazard. Note: always read the local rules about practice.

Advice on How to Play:

- During a round, you may not ask anyone except your caddie or partner for advice on how to play. However, you may ask about rules or position of hazards or the flagstick.
- You may not give advice to your opponent or fellow-competitor.

Advising Opponent on Strokes Taken:

- You must tell your opponent or fellow-competitor the number of strokes you have taken if you are asked.

When to Play a Shot:

- The player who makes the lowest score on a hole has the right to play his/her ball first on the next hole. This is called 'honors'.
- While playing a hole, the player whose ball is farthest from the hole plays first.
- In match play, if you play out of turn, your opponent may make you replay your shot. This is not so in stroke play.

Teeing Ground:

- You may tee your ball between the tee-markers and within 2 club-lengths from the front edge of the markers.
- If your ball accidentally falls off the tee, you may replace it without penalty.

Finding a Ball in a Hazard / Identifying a Ball:

- A hazard is any bunker (area of sand) or water hazard (pond, creek, or etc.).
- In a hazard, if sand or leaves cover your ball, you may remove enough of the sand or leaves to be able to see part of the ball. You may lift your ball to identify it anywhere except in a hazard.
- You must tell your opponent or fellow-competitor before you lift your ball to identify it.

Playing the Ball as it Lies on the Course:

- You must play the ball as it lies. You must not move your ball to a better spot.
- You may not improve your lie by pressing down behind the ball. The club may be grounded only lightly behind the ball.

- You may not improve the area of your intended swing or the line of play by bending or breaking anything growing, such as tree limbs or weeds.
- In a hazard, you may not touch the sand, ground, or water with the club before or during your back swing. In a hazard, you may not remove loose impediments (natural things such as leaves or twigs) but you may remove obstructions (artificial objects such as bottles or rakes).
- Stones in the bunkers are considered movable obstructions and may be moved.
- Exceptions would be the committee deciding to play preferred lies due to weather conditions.

Striking the Ball:

- You must strike the ball with the head of the club. You may not push, scrape, or rake the ball.
- You shall not hit your ball while it is moving.

Playing a Wrong Ball:

- In match play, if you play a ball that is not your ball, you lose the hole.
- In stroke play, if you play a ball that is not yours, you must take a two-stroke penalty, and play your ball from where it lies.
- If you play the wrong ball from a hazard, there is no penalty. You must find your ball or substitute another ball.

The Putting Green:

- If any part of your ball is touching the putting green, it is on the putting green.

- When your ball is on the green, you may brush away leaves and other loose impediment within your line of putt with your hand or club.
- You may repair ball marks or old hole impressions if they are within your line of putt, but you may not repair marks made by spikes or shoes.
- You may not test the surface of the green by rolling a ball or scraping the surface.
- On the putting green, always mark your ball by putting a small coin or other marker behind the ball when you want to pick it up to clean it or to get it out of another player's way.

The Flagstick:

- If your ball is off the green when you hit your shot, there is no penalty if your ball strikes the flagstick, provided no one is holding the flagstick.
- If your ball is on the green, do not putt with the flagstick in the hole. Either remove the flagstick or ask another player to hold it, then he must remove it once you putt your ball.
- In match play while on the green, if you putt and your ball hits the flagstick when it is in the hole, you lose the hole. In stroke play, you must add a two-stroke penalty to your score for the hole.

Obstructions:

- If you or your partner move either of your balls on purpose or accidentally, add a penalty stroke to your score, replace your ball, and replay it.
- If someone or something moves your ball other than you or your partner, (an outside agency) there is no penalty, but you must replace it. If wind or water moves the ball, you must play it as it lies.

- Once you address the ball, if the ball moves, add a penalty stroke and replace the ball.
- If you move a loose impediment and the ball moves, add a penalty stroke, replace it, and play it. On the putting green, there is no penalty, if your ball is marked first.

Casual Water/Ground Under Repair/Animal Holes:

- Casual water is any temporary puddle of water caused by rain or over watering. Ground under repair is any damaged area, which has been marked as such, by a white painted circle or orange stakes.
- If your ball or stance is in casual water, ground under repair, or burrowing animal, you may either play the ball as it lies or find the nearest point of relief no closer to the hole, and drop the ball within one club length of that point.
- If your ball is in casual water, etc., and you cannot find it, determine where the ball entered the area and drop a ball within one club length of that spot without penalty.

Water Hazards:

- Yellow stakes or line identify water hazard margins. Red stakes or line identify lateral water hazard margins.
- If your ball is in a water hazard or lateral water hazard, you may play it as it lies. If you cannot find it or do not wish to play it, you must add a penalty stroke and drop a ball behind the water hazard as far back as you wish keeping the point where the ball last crossed the hazard in line with the flagstick. If your ball is in a lateral water hazard, you have the same options as a water hazard. You also have an additional option of dropping a ball within 2 club lengths from the point your ball last crossed the hazard line, no nearer the hole.

Ball Lost or Out of Bounds:

- A ball is lost if it is not found within five minutes after you first began to search.
- A ball is out of bounds when all of it lies beyond the inside of objects such as white stakes, lines, or a fence or wall that marks the playing area.
- If your ball is lost or out of bounds, you must add a penalty stroke to your score and play another ball from where you played your last shot.

Ball Unplayable:

- If your ball is under a tree or in some other bad situation and you decide you cannot play it, take a penalty stroke and do only one of the following:
 - 1) Go back to where you played the last shot and play a ball from there.
 - 2) Measure 2 club lengths from the unplayable lie, no closer to the hole, drop a ball and play from there.
 - 3) Go back as far as you wish keeping the hole, the point where your ball lies, and the point where you drop the ball in a straight line.