



2011 Golf League Contract  
138 Smultz Road - Glenmont, New York 12077  
(518) 443-2224 Fax (518) 443-2225  
[www.golfhiddenmeadows.com](http://www.golfhiddenmeadows.com)

We are excited that you have shown an interest in Hidden meadows GC to host your golf league. To help you get started, we have enclosed information regarding how to start a golf league. There is a contract for you to complete and return with a \$200.00 deposit to officially reserve the spot. New league spots are on a first-come, first-serve basis and are confirmed only upon receipt of a deposit.

Please review the league rules and guidelines before making a commitment.

### **Guidelines for 2011 Leagues**

#### **Number of Players**

- Minimum of twelve players per league
- Each participant must devote themselves to an 16 week league season
- Only national holidays will be accepted as days off
- All leagues must be made up of even foursomes. You will be held responsible for payment on the number of players guaranteed on the contract. (Approximate numbers will not be accepted)

**Pricing**

- 16 rounds of 9-hole play with reserved tee times are \$140.00.

**Deposit**

- A \$200.00 non-refundable deposit that is received in our office will guarantee your 2010 league spot.
- This money will be applied to green fees.
- Make checks payable to: Hidden Meadows GC  
Mail to: 138 Smultz Road  
Glenmont, NY 12077

**Format**

- League play will begin May 9, 2011 and runs 16 consecutive weeks.
- National holidays will be observed.
- Play will rotate front to back each week.
- We reserve the option to change the rotation due to wet conditions
- Fivesomes are not allowed under any circumstances.

**Payment**

- Payment in full is due at the time contract is submitted.
- Your Treasurer must make one payment for the entire league dues.
- At this time, a complete and accurate roster of players must be handed in, that includes first and last name of all players.

**Rain Outs**

- Our manager will call a rain-day one-hour prior to your first starting time.
- When possible we will attempt to contact your league representative in advance.
- It will be up to your league to circulate word of cancellation to other league members.
- An additional week will be added to the end of your league should a rain date be necessary.
- Make ups are not allowed during the season on a different day or different time.

**Days/Times**

- The more flexible your league is to different days and times, the more likely we are able to meet your request
- Leagues run Monday through Thursday 1:00 – 5:00 pm

**Substitutes**

- Each player has the option of finding a sub if he/she is not able to play.

**Reserved Tee**

- All players must be made aware that they are reserving a tee time for a particular day. That reserved time is the only time he/she will be allowed to play without paying in the pro shop.
- Players are not allowed to play earlier in the day, on a different day, or play 18 holes to make up two rounds.
- All players must arrive at the golf course a minimum of ten minutes prior to their reserved tee times.

**Alcohol**

- Alcohol is not allowed on the course.
- Coolers of any kind are also not allowed.

**Spikeless Shoes/Golf Attire**

- Metal spikes are not allowed on the course.
- Shirts must be worn at all times.

**Golf Clubs**

- All players must have their own set of golf clubs.

In explaining these rules and each page is initialed and signed by a representative of your league, we assume all players will be knowledgeable of and respectful of these rules.

League Representative Signature: \_\_\_\_\_

Pro Shop Staff Signature: \_\_\_\_\_

Date Received in Pro Shop: \_\_\_\_\_



**2011 Golf League Application**

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[www.golfhiddenmeadows.com](http://www.golfhiddenmeadows.com)

League Name: \_\_\_\_\_

League Representative: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ Zip: \_\_\_\_\_

Home Phone: (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_ Work Phone: (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

Email: \_\_\_\_\_ Cell Phone: (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

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Day of Week: \_\_\_\_\_ Number of Golfers: \_\_\_\_\_ Number of Tee-Times: \_\_\_\_\_

First Tee-Time: \_\_\_\_\_ Last Tee-Time: \_\_\_\_\_

First Week of League: \_\_\_\_/\_\_\_\_/\_\_\_\_ Last Week of League: \_\_\_\_/\_\_\_\_/\_\_\_\_

Please list any dates your league will not play:

1.) \_\_\_\_/\_\_\_\_/\_\_\_\_

2.) \_\_\_\_/\_\_\_\_/\_\_\_\_

3.) \_\_\_\_/\_\_\_\_/\_\_\_\_

One of America's most popular pastimes is golf, but starting a golf league is no easy task. Finding players who are interested might be easy, but finding a group that is available to play at the same time may be a daunting task. Here's how to start a golf league that will be sure to bring out the competitor in all of you.

- 1- Find some friends or coworkers who like to golf. Your friends need not be good, in fact, it will be much more enjoyable for everyone if the entire group has a similar skill level. If some players are on a much higher level than others, you may have difficulty maintaining everyone's commitment to the competition.
- 2- Compose your league with an even number of players. If you have an odd number, you may end up having to add an outsider to your group, or one of you may have to play with a different group of golfers, depending on the course.
- 3- Choose a course or courses that are located where the majority in your league reside. Make it easy for everyone to participate, so his or her commitment won't waver.
- 4- Focus on the fun of the game and the camaraderie. Everyone loves a little competition, but save the hard-core attitude for the PGA Tour and keep the social aspect of your league at the forefront.
- 5- Select a day or evening that will work for the majority in the league. Find league alternates to fill in the gaps when the regulars cannot make it. This is almost assuredly going to happen, so be prepared.
- 6- Determine a format. You have many options here: match play, best ball, scramble and others. Consider changing the format each week to keep the competition fresh and lively. (See attached instructions for these formats)
- 7- Designate one of the league members to keep track of standings or consider online solutions such as those available at [scorecard.com](http://scorecard.com) (see additional resources)
- 8- Have fun. The goal is not to win or lose, but to enjoy your time golfing with friends.

## **MATCH PLAY**

In match play golfers compete directly against each other. Whoever shoots the lowest score on a hole wins the hole. Whoever wins the most holes at the end, wins the match. If the players (or teams) finish with the same score, the match is halved. Match play is a simple, straightforward format. Increasing pressure on your opponent is the secret to winning in match play.

## **ON THE TEE**

Among the best places to apply pressure is on the tee. Hitting the fairway with your driver puts pressure on your opponent to do the same. If you hit a bad drive, you obviously take pressure off your opponent. Since the goal is to apply as much pressure as possible, use whatever club you have the most confidence in to get off the tee well.

On the fairway you can apply pressure to your opponent by hitting good approach shots. But keep in mind that you can hit a bad approach shot and still win the hole if your opponent also hits a bad shot. So don't fret on bad shots. Instead, stay focused. The key is always being aware of where your opponent is and what his or her score is on the hole.

## **ON THE GREEN**

The green is also a great place to apply pressure to your opponent. Knowing when to play aggressively and when to play conservatively is the key. The secret is knowing where your opponent is and what he or she is shooting. Knowing when to concede a putt and when not to is also a great way to increase pressure on a golfer.

Match play is fun and different. It's about winning holes, not lowering your golf handicap. In match play always know where you stand on the hole, and where the two of you stand in the match. And don't panic if you fall behind early. You can still win the match.

## **BEST BALL**

In a best ball league, all members of each team play their own balls on each hole. At the completion of the hole, the lowest score among all team members serves as the team score. Best ball can also be called four ball, and variations include 1-2-3 ball.

## **FOUR BALL**

Divide four players into two teams. Tee off in any order that is decided on beforehand. This order can change during the course of the match and be decided by such things as which team won the previous hole or which player scored best on the previous hole.

Remember that four ball is different from a best ball event. In best ball, two partners hit and then they play their next shot from where the better of the two shots lies. In four ball both players simply play their own ball the entire hole, trying to score as low as possible. The team with the lowest score of the four on the hole wins the hole. If there is a tie for lowest score on the hole then the hole is halved, with no one winning it.

Let your partner hit from the fairway first, if you have a better shot to the green. In four ball, a hole is won when a player from one team has a lower score on the hole than either player from the opposing team. This means that on approach shots, you can let a partner with a bad lie or one who's further from the flag hit before you, allowing you to see what you need to accomplish after his or her ball lands. This is within the rules.

Have your partner try to hit a long tee shot every time if your forte is accuracy, especially if you are ahead in four ball, as long as one of the partners is an accurate driver of the tee, it is worth the gamble to let the other player attempt to hit the ball as far as possible once your team has the lead. This can put added pressure on the opponent as they struggle to catch up if your partner can get some of those long drives in the fairway.

Try not to panic or press if you fall behind early. Four ball will allow you many opportunities to win a hole. Avoid trying to match the other teams length of the tee. If this is their strong suit and just try to keep the ball in the fairway and set yourself up for easy approach shots to the green.

### **1-2-3- BALL**

1-2-3 best ball is a competition format for four person teams. Each player on the team plays his own ball throughout the round. On each hole, a predetermined number of the lower scores is used.

On the first hole, the lowest score among the four players counts as the team score. On the second hole, the two lowest scores become the team score. On the third hole, the three lowest scores become the team score. On the fourth hole, It's back to the one lowest score, and so on throughout the round. 1-2-3 best ball is a good way to keep all the players involved in the fate of their team.

### **Scramble**

In a four-man scramble format, four members play together as a team. Each player on the team tees off from the tee box. The team members select the best tee shot of the four and mark the spot with a tee or ball marker.

The other team members pick up their balls and place them within one club length (no closer to the hole) of the marked spot. Each team member hits their next shot from the chosen spot of the prior shot.

This procedure is followed for the remainder of the hole, including putts. The ball should be marked on the putting green also.

Putts need to be made within three inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score.

If the ball you choose to play is in a hazard, the rough, or out of bounds, you cannot drop the ball outside the hazard or rough even if relief is within one club length away.

Each team must use at least one of each team members tee shots on each nine (minimum two tee shots per player)

Play is continued in this manner until the hole is completed. After the hole is completed, the team score is recorded and play continues under the same guidelines on the remaining holes