

# Weekly League Procedures

- The Twin Woods Pro Shop will be open at 3:20 p.m.
- The bag drop will be in front of the shed behind the Pro Shop.
- If you plan to stay for the after-golf social, park next to the fence as shown on this parking diagram:  
<https://bucksmontgolf.org/LeagueParking.pdf>
- Pay your green fee (\$22) and put a check by your name on the sign in sheet in the Pro Shop. Your starting hole is on that sheet.
- If you want a riding cart (\$8), you'll be given a cart number and key in the Pro Shop, starting at 3:30. Pull cart rental for 9 holes is \$3.
- Go to the league's table in the Gazebo to sign in to participate in the optional prize contest (\$5).
- Buy your 50-50 tickets there (\$5 each) the first Monday each month.
- The starting-hole chart will be posted outside the Gazebo. The chart is posted in the Member Info. icon of our website.
- We expect no more than 55 of our 68 members will come to play, so substitutes will be assigned a starting hole when they sign in.
- We'll stream out to our starting holes no earlier than 3:55 p.m. so we can start play at 4:00.
- Everyone must use the red tee area on hole #1 (on the Pro Shop side of the lake) and throughout the course.
- Use the painted drop zone circle at the start of fairway #1 if your drive splashes into the lake. Drop zones are on the fairway side of all water hazards.
- The two on-course contests will be on fairway #1 and green #5. Write your name and distance on the placards if your ball is closer to the painted line on fairway #1 or the hole on green #5 than anyone else who is playing ahead of you. Indicate with a Y if you are in the prize pool and a N if you aren't. All members are eligible for the

league championship and will receive points for the on-course contests if they are closest.

- All members who turn in scorecards will receive points toward the league championship if their net scores are 1<sup>st</sup> through 4<sup>th</sup>.
- We'll use your final 2025 handicap to determine your net score for your first three contest rounds. Handicaps for new league members will be created after they play three rounds.
- Maintaining a steady pace of play is important, so check out and follow these playing procedures:  
<https://bucksmontgolf.org/rules.pdf>
- Please play "ready golf" so you can finish your round before 6:15 p.m. If nobody is in front of you on a fairway, go ahead and hit your ball. Your maximum number of strokes on any hole should be double par. If a group is waiting to tee off on the par 3 holes, wave them up so they can hit their drives before you finish putting.
- If your group is still playing at 6:15, finish that hole and put a bogey score on your scorecard for any unfinished holes.
- Turn in your scorecard BEFORE you put your clubs away. There will be a basket for scorecards on a table in the picnic area.
- Return your riding cart to the Pro Shop BEFORE heading to the after-golf social in the picnic area.
- We hope you'll stay for the social, where we'll award the monthly 50-50 prize and the weekly prizes for low-net scores and on-course contests.
- Alcoholic drinks are \$2. Other drinks and snacks are \$1. There will be a basket for your money on the table near the drinks.
- Six prizes will be awarded at the after-golf hangout. They are:
  - The golfer whose drive is closest to the center line on fairway #1 will win 15% of the prize pool and get 2 points.
  - The drive on the Par 3 #5 that is closest to the hole will also win 15% of the prize money and get two points.

- Those with the four low-net scores will win 25%, 20%, 15% and 10% of the pool and get 4, 3, 2 and 1 points. Low-net scores are the actual score minus the member's Course Handicap.
- In case of an emergency on the course, call 911.