# The Golden Bear Club Men's Golf Association ("GBCMGA") 2025

"Success depends almost entirely on how effectively you learn to manage the game's two ultimate adversaries: the course and yourself"

**Jack Nicklaus** 



## **Table of Contents**



Page	١

1.	The Golden Bear Club - Management & Contact Information 3
2.	Bylaws 4
3.	General Golf Rules 5
4.	Golf Course Etiquette 7
5.	Guide for Faster Play 9
6.	Handicaps 10
7.	Tournament Rules 12
8.	Golden Bear Club Men's Golf Association Competition Committee 13
9.	Men's Golf Association Annual Calendar 15
10.	Points Awarded by Tournament - Player of the Year 18
11.	Weekly Men's Games & Yardages/Ratings 19

12. Men's Golf Association Membership 20

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#### **BYLAWS**

#### **GENERAL GOLF RULES**

- 1. The Rules of Golf as adopted by the USGA together with the Rules of Etiquette as adopted by the USGA shall be the rules of the Club, except when in conflict with local rules or with any of the rules herein.
- 2. All players must check in with the golf shop or starter. Under no circumstances are players permitted to start play from residences unless they have called the Pro Shop to notify the pro shop personnel that they will be on the course. "Cutting-in" on holes other than numbers 1 or 10 without pro shop approval is not permitted at any time.
- 3. Practice is not allowed on the golf course unless you are having a lesson with a PGA professional instructor. The practice facilities should be used for all practice.
- 4. All players who stop after playing nine holes for any reason must occupy the next tee before the preceding players arrive at the tee or they shall lose their position on the golf course and must get permission from the starter to resume play.
- 5. All tournament play, not including Golden Bear Club golf groups, must be approved in advance by the Golf Professional.
- 6. All players will enter and leave bunkers at the nearest level point to the green and smooth sand over with a rake upon leaving. This is required to ensure appropriate levels of safety and preservation of bunkers.
  - 7. All ball marks on the green must be repaired by players.
- 8. All divots must be repaired by players using the sand provided on the golf carts.
- 9. Searching for balls ("ball hawking") other than those played by Members of the group is not allowed on the course at any time.
- 10. Speed of play: It is the goal of all players to complete their round in less than 4 hours. The layout of the course is designed for this speed of play. There are times i.e., special golf outings, tournaments, weather, and cart path restrictions that will require a longer period for speed of play to be extended. However, it is the

responsibility of each group to keep pace with the group ahead. If your group falls one complete hole behind the group ahead, you are required to close the gap or lose your position on the course at the discretion of the golf operations staff. It is each group's responsibility to be observant of its position on the course and keep pace. The ranger or any Member of the golf operations staff has the authority to keep play moving at the proper pace for all players' enjoyment. Players unable to keep proper pace may be requested to allow faster players to play through, skip holes to adjust pace, or asked to leave the course.

11. If a player is repeatedly warned for slow play, the Club may take such action as it deems appropriate, including without limitation, restricting the person's use of the golf course during certain times of the day and loss of privileges.

- 12. Each player must have his or her own set of golf clubs.
- 13. Carts should abide by all directional signs on the course where provided; when approaching the greens, carts should always park on the concrete cart path.
- 14. Proper golf attire is required for all players. Please refer to the dress code of our golf and practice facilities.
  - 15. Soft spikes are mandatory.
- 16. If thunder and lightning are in the area, all play shall cease and players shall seek shelter.
- 17. Singles, twosomes, and threesomes may play at the discretion of the golf operations staff. Singles, twosomes, or threesomes should not expect to play through foursomes and should not exert any pressure on the groups ahead. Foursomes shall have the right of way but should observe proper golf etiquette concerning pace of play and letting faster groups play through.
- 18. Singles, twosomes, and threesomes shall be grouped with other players, if available, at the discretion of the golf operations staff

#### **GOLF COURSE ETIQUETTE**

People using the golf course should do their part to make a round of golf a pleasant experience for everyone at the Club. Here are some suggestions:

1. Play ready golf. Anticipate the club or clubs you may need and go directly to your ball. Always be near your ball to play promptly when it is your turn. If a player is delayed in making his shot, it would be courteous for such player to indicate to another player to play, which should not be deemed playing out of turn.

2. Study and clear the line of your putt while others are doing the same. Be ready to putt when it is your turn.

- 3. Be sociable but reserve your extended conversations for after your golf rounds.
  - 4. When approaching a green, park your golf cart on the cart path on the best direct line to the next tee. This can save considerable time. Never leave the golf cart in front of the green where you will have to go back and get it while the following players wait for you to get out of the way.
- 5. When playing a hole is completed, leave the green promptly and proceed to the next tee without delay. Do the scoring for the completed hole while the others in your group are playing from the next tee.
  - 6. If you are not holding your place on the course (see General Golf Rules), allow the players behind to play through. Do the same if you

stop to search for a lost ball. Please abide by the USGA guideline limiting your search to no more than 2 minutes.

- 7. The golf rangers and golf operations staff will report slow play and all breaches of golf etiquette to the golf shop personnel, which will take the appropriate action.
- 8. Refrain from moving about or talking when a player is addressing or stroking the ball.
- 9. Before playing music, ask each player in the group if it is acceptable to play music while playing golf. If one player states that it is not acceptable, the request must be honored.
  - 10. Be certain players in front of you are out of range before hitting your ball. If you are not keeping pace with the group ahead, be responsible and pick up the pace. Signal players behind you to play through when delayed or when you get a hole behind the players in front of you.
- 11. Telephones on the golf course have become a necessity in today's world of constant connectivity. Please respect the pace of play by using your mobile telephones for emergency purposes only or for inputting scores into Golf Genius. Please turn your ringer off. If you must take a call, pull away from other golfers and speak quietly. If a call is expected to interfere with the pace of play, excuse yourself from the competition and inform your playing partners that you will catch up once you have completed your call.

#### **GUIDE FOR FASTER PLAY**

- Be Ready to hit when it is your turn.
- Know the distance.
- Have the appropriate club out/ready
- Practice swings completed while others are hitting
- Know how far you hit each club. This helps you make quicker decisions when you get to your ball.
- If you are uncertain what club you will be using, take choices with you, to your ball.
- Limit yourself to one (1) practice swing; keep your pre-shot routine short.
- Line up your putt while you wait for others to putt without disturbing them. Do not stand in back or in line with another player's line when putting.
- Keep up with the group in front of you.
- Pay attention when other players are hitting. Watch balls carefully, especially ones that go astray, so they can be found more easily and quickly.
- If there are any questions about a rule, ask the pro shop or play two (2) balls from that point until holed out. After playing it can be decided which one was correct and will count.
- When sharing a cart, do not wait until your cart mate hits and then drive to your ball. Drive to your ball, if possible, and return to pick up your cart mate.
- Pick up your ball. If you played to your max, pick up and move on to the next hole.

#### **HANDICAPS**

- 1. Handicaps are computed under the supervision of the golf professional staff in accordance with the current USGA Handicap System. The Golden Bear Club provides each member with a membership in the Golf Handicap Information Network (GHIN) offered by the USGA. The Rules of Golf can be found at the following link: <a href="https://www.usga.org/rules/rules-and-clarifications/rules-and-clarifications.html">https://www.usga.org/rules/rules-and-clarifications.html</a>
- 2. All Members with a USGA approved handicap may participate in Club tournaments. The golf shop personnel and the Competition Committee may review all handicaps submitted.
- 3. Members are responsible for turning in and posting all their scores daily. The golf shop will post scores from any club run events and shall assist any Members needing help with the posting procedures.

- 4. Accurate records are to be kept of scores turned in and recorded for all full rounds played. The golf shop personnel shall determine if there are violations by Members in turning in their scores.
- 5. Golf shop personnel shall have the authority to adjust handicaps for competition with proper documentation.
- 6. The Golf Shop reserves the right to form a membership and/or handicap committee.
- 7. The maintenance cost of maintaining a handicap for golf members is included in their dues. Social members who would like to maintain their handicap at the Club will be assessed a yearly maintenance fee which will be billed to their account.
- 8. Each member of the Golden Bear Club is individually responsible for posting all scores into the GHIN handicap system. This is true for the rounds played at the Golden Bear Club as well as all rounds played at other courses. By being diligent in posting all rounds, we can be assured that the level of play and the handicaps assigned are reflective of the players ability.
- 9. All MGA members <u>must</u> check-in prior to their round to notate they are playing that day and upon completion of their round they <u>must</u> drop off a valid and attested scorecard to the golf shop.

#### EQUITABLE STROKE PROCEDURES FOR THE USGA HANDICAP SYSTEM

# NET DOUBLE BOGEY- WORLD HANDICAP SYSTEM (Rule 3:1 in the Rules of Handicap)

Net Double Bogey is used when a player's actual score or Most Likely Score exceeds a maximum number derived using the following formula:

#### NET DOUBLE BOGEY = PAR +2 +(-) HANDICAP STROKES RECEIVED OR GIVEN ON A HOLE

We should think of this as "Double bogey plus," because it's easier to leave the "NET" out of it. This terminology is also consistent with another adjustment already in use whenever we do not play a hole or play a hole other than under the Rules of Golf, called "Par Plus." So, an example of this rule would be as follows:

DOUBLE BOGEY PLUS = Par + 2 strokes + any handicap strokes you are entitled to on the hole. (EX: Maximum score for a person with a handicap of 18, on a par 4 would be 7 (double bogey+1))

#### **TOURNAMENT RULES**

The Head Golf Professional of the Golden Bear Club will enforce the handicap rule as follows for purposes of Tournament play:

- A participating player's lowest handicap over the preceding 90 days will be used for each tournament. Flights will be determined at the beginning of the calendar season and will remain the same for the entire season.
- In two-man team events such as the Member-Guest or Member-Member Tournaments, there will exist a maximum handicap differential of ten (10) strokes between the partners. For example, if Partner "A" has a handicap of five and Partner "B" has a handicap of twenty-five, Partner "B" will play to a lower handicap of fifteen. This will ensure a competitive balance within the flights. The team will then be flighted based on the sum of the players adjusted handicaps after taking into consideration the "10 stroke rule."
- Member-Guest: Guests will use their 1 year low index
- The Club Championship winner will be based on gross score played from the Gold Tees. Individual flight winners for the Club Championship will be based on net scores.
- The Senior Club Championship will be based on gross score played from the Blue Tees. Individual flight winners for the Senior Club Championship will be based on net scores.
- Each tournament will have four flights for each event, unless otherwise noted. Flights will be set and determined at the beginning of the year. Player of the Year points will be awarded the same for each flight after the event. Flights include Nicklaus, Palmer, Player and Jones.
- For purposes of determining who qualifies for the Player of the Year Tournament, the Top Player from each flight with the most points will play in the Player of the Year Playoff.
- All Players competing in the Nicklaus Flight shall play from the Silver Tee Box subject to the specific exceptions in the Tournament Tee Box Qualifications stated below.
- All Players competing in the Palmer, Player and Jones Flights shall play from the Blue Tee Box subject to the specific exceptions in the Tournament Tee Box Qualifications stated below.
- All Players must confirm their tee designation in the first event they play in, and they those set of tees played from will remain throughout the calendar year.

#### TOURNAMENT TEE BOX QUALIFICATIONS

Nicklaus Flight: Tee qualifications based on age as of January 1

- Players under the age of 60 must play from the silver tees
- Players ages 60 and up may choose to play from Silver/Blue
- Players ages 65 and up may choose to play from Blue

Palmer/Player/Jones: Tee qualifications based on age as of January 1

- Players under the age of 60 must play from the blue tees
- Players ages 60 and up may choose to play from Blue/White
- Players ages 65 and up may choose to play from the White tees
- Special exemption to players that put in a committee request for review for tee selection for White/Red

#### General Comments:

- Tee selection by a player will adjust the players playing handicap accordingly.
- Tee selection by a player will be solidified prior to their first event of the year and will remain the same for the calendar year.

# GOLDEN BEAR CLUB MEN'S GOLF ASSOCIATION COMPETITION COMMITTEE

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## Golden Bear Club Men's 2025 Tournament Schedule

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#### January

#### GBCMGA's Match Play Tournament

Saturday, January 4<sup>th</sup> - Qualifier - Open Tee Times - Lunch 12:00 - 3:00

- O Must play with someone who is attempting to qualify
- Low 64 net scores will qualify for the Match Play Bracket
- Your opponent and you will have two weeks to schedule the match. Higher seed must give 2 times and days when match can be played. Default match day is Saturday of each week.
- If no agreement is made and the match is not played by Sunday, the Pro Shop will flip a coin to determine the winner

Match Play Round of 32- January 5th - 18th

Match Play Round of 16- January 19th - February 1st

Match Play Round of 8- February 2<sup>nd</sup> - February 15<sup>th</sup>

Match Play Round of 4- February 16<sup>th</sup> - March 1<sup>st</sup>

Match Play Final Round - March 2<sup>nd</sup> - March 15<sup>th</sup>

O Single Player of the Year Points Awarded

#### February

#### GBCMGA's Member/Member Tournament

Friday, February. 21<sup>st</sup> Pairings Party

Saturday & Sunday, February 22<sup>nd</sup> & 23<sup>rd</sup> – 9:00am Shotguns

- 2 Person Team Event (10 Stroke Rule for Partners)
- 5 9 Hole Matches within Flight. Shootout determine Overall Champion
- O No Player of the Year Points Awarded

#### March

#### Golden Bear Club's Club Championship

Saturday & Sunday, March 15<sup>th</sup> & 16<sup>th -</sup> 7:30am Tee Times (Double Tee if Necessary)

- O 36 Holes of Individual Stroke Play Gold Tees Overall Champion
- Gross and Net Flights
- O Double Player of the Year Points Awarded

#### April

#### GBCMGA's Masters Tournament

Friday, April. 11th Pairings Party

Saturday & Sunday, April 12<sup>th</sup> & April 13<sup>th</sup> – 9:00am Shotguns

- O 36 Hole Team Event Based on Master's Pairing
- O Both Round 1 & 2 Better Ball of Partners
- Single Player of the Year Points Awarded

#### Golden Bear Club's Men's Spring Member/Guest Tournament

Thursday - Saturday, April 24th - April 26th A SEPARATE EMAIL

- O 2 Person Team Event (10 Stroke Rule for Partners)
- 5 9 Hole Match Play Matches with Shoot-Out
- O No Player of the Year Points Awarded

#### May

Golden Bear Club's Senior Club Championship Saturday & Sunday,

May 17<sup>th</sup> & 18<sup>st</sup> - 8:30am Tee Times

- Must Be at least 50 Years old to Participate
- O 36 Holes of Individual Stroke Play Blue Tees Senior Overall Champion
- O Gross & Net Winners
- O No Player of the Year Points Awarded

#### June

#### GBCMGA's Red Tee Tournament

Saturday, June 21st - 9:00am Shotgun

- O 18 Holes of Individual Stroke Play from the Red Tees
- O Single Player of the Year Points Awarded

#### July

#### GBCMGA's Red, White & Blue Tournament

Saturday July, 5<sup>th</sup> – 9:00am Shotgun

> 18 Holes of Individual Stroke Play (6 Holes from the Red Tees, White Tees & Blue Tees) > Single Player of the Year Points Awarded

#### August

#### GBCMGA's Summer Stableford Tournament

Saturday August 30<sup>th</sup> – 9:00am Shotgun

- 18 Holes of Individual Stableford Play
- O Single Player of the Year Points Awarded

#### September

#### GBCMGA's Fall Classic Event

Saturday, September 13<sup>th</sup> - 9:00am Shotgun

- 18 Hole Team Event (10 Stroke Rule for Partners)
- O Two Separate 9 Hole formats Front 9 Best Ball/Back 9 Scramble ➤ No Player of the Year Points Awarded

#### October

#### GBCMGA's Fall Stableford Tournament

Saturday, October 11th

- 18 Holes of Individual Stableford Play with Modified scoring
- O Single Player of the Year Points Awarded

#### November

#### Golden Bear Club's Fall Men's Member/Guest Tournament

Thursday - Saturday, November 6<sup>th</sup> - 8<sup>th</sup> - 9:00am Shotgun

- O 2 Person Team Event (10 Stroke Rule for Partners)
- 5 9 Hole Match Play Matches with Shoot-Out
- O No Player of the Year Points Awarded

#### December

#### GBCMGA's Tournament of Champions

Saturday, December 6<sup>nd</sup> – 9:00am Shotgun

- 18 Hole Stroke Play Event on Saturday
- O Single Player of the Year Points Awarded
- O Player of the Year Flight Playoff will begin Sunday, December 7<sup>rd</sup> at 11:00am
- GBCMGA Dinner, Dancing & Awards will be held in January 2025

# AERIFICATION SCHEDULE

April 28 - May 8 reopen May 9

August 4- August 14 reopen August 15

# POINTS AWARDED BY TOURNAMENT PLAYER OF THE YEAR COMPETITION

		Points Awarded					
Month	Tournament	<b>1</b> st(A)	2nd	3rd	4 <sub>th</sub>	5 <sub>th</sub>	6 <sup>th</sup> & Below
Jan	Match Play	200(G)	125	100	75	50	25
		200(N)	125	100	75	50	25
Feb	Member/Member	No POY points awarded					
Mar	Club Championship(B)	400(G)	250	200	150	100	50
		400(N)	250	200	150	100	50
Apr	Masters	200(G)	125	100	75	50	25
		200(N)	125	100	75	50	25
Apr	Men's Spring Member Guest	No POY points awarded					
May	Senior Club Championship		No POY points awarded				
June	Red Tee	200(G)	125	100	75	50	25
		200(N)	125	100	75	50	25
July	Red, White & Blue	200(G)	125	100	75	50	25
		200(N)	125	100	75	50	25
Aug	Summer Stableford	200(G)	125	100	75	50	25
		200(N)	125	100	75	50	25
Sept	Fall Classic	No POY points awarded					
Oct	Fall Men's Member Guest	No POY points awarded					
Nov	Fall Stableford	200(G)	125	100	75	50	25
		200(N)	125	100	75	50	25
Dec	Tournament of Champions	200(G)	125	100	75	50	25
		200(N)	125	100	75	50	25

- (G) denotes Gross Winner
- (N) denotes Net Winner

## **WEEKLY MEN'S GOLF GAMES**

Day of Week	Group Name	Start Time	Competition	Contact Person		
Sunday	Gold Tees Men's	7:00am	High Mixed	Mike Frevola/Immu Korvenmaa		
	Men's Group II	7:30am		Ed Loos		
Monday		Course Closed				
Tuesday	Men's Group I	8:00am	Mixed	Rich Randa		
Wednesday	Wallace Golf Royal Wed Cup	1:00pm 2:00pm	Mixed Mixed	Scott Wallace Nestor Saletas		
Thursday	Men's Group I Retired Men's Group	8:00am 1:30pm	Mixed Mixed	Rich Randa Nestor Saletas		
Friday	Men's Skins Game	12:30pm	Mixed	John Donnelly		
Saturday	Men's Group II Silver Tees	7:30am 8:30am	Mixed High	Ed Loos Lee Chill		

## The Golden Bear Club Yardages/Ratings (Men Only)

Tee Name	Yardage	Rating	Slope	Par
Bear	7,192	75.6	144	72
Bear/Silver	6,996	74.7	141	72
Silver	6,839	74.0	139	72
Silver/Blue	6,596	72.5	137	72
Blue	6,374	71.3	133	72
Blue/White	6,128	70.2	130	72
White	5,885	68.7	127	72
White/Red	5,413	66.5	123	72

# THE END

