



Dear Parents and Junior Club Players,

This year's membership is anticipating a membership size of 150 players. We are extremely fortunate to have a supportive city Administration and Council that will allow us the time for this program. In order to accommodate this many golfers, your cooperation in *following the "playing and sign-up"* policies is greatly needed and appreciated.

Thank you for your understanding and support for this program. If you have additional questions, please contact Scott or Kent at 298-6040.

All members will be required to take an exam on the first Monday in June at 7:00 a.m. This exam will cover the enclosed materials, including:

- Playing and sign-up policy
- Code of ethics
- Rules of the game

T-shirts will also be handed out at this time.

Bountiful Ridge Golf Course Junior Club Playing and Sign-up Policies

Playing Policy:

- All golfers must be at the golf course no later than 7:00 a.m. in order to play. Those players arriving late will not play. They may practice swing mechanics and/or putting while the others are playing.
- Junior Club T-shirts ***must*** be worn each week.
- You must sign up before the previous Saturday in order to play.

Sign-up Policy:

- There will be a sign-up sheet each Monday for the following Monday.
- If you are not sure you can play the following Monday, you have until Friday to call and sign-up. Please **DO NOT** call after Friday...the pairings will have already been made.
- If you have signed up and decided you cannot play, you must call by Friday to cancel.

Junior Club Code of Ethics:

- **Replace your divots!**
- **Rake bunkers (sand traps)!**
- **Fix your ball mark and one other!**
- **Keep up with the group in front of you!**
- **Do not throw your club!**
- **No swearing!**
- **No cheating!**

Junior Club Routine

1. Must be here no later than 7:00 a.m.
2. Get your scorecard and hole assignment.
3. Know how to get to every hole.
4. Must go with assigned group and hole.
5. Exchange scorecards.
6. Tell each other your scores after each hole.
7. Walk down road when finished.
8. Add up scores and each person signs scorecard.
9. Pick up after 9 strokes and move on.
10. No more than one practice swing.
11. Replace divots, rake traps, and fix ball marks.
12. Do not run on greens!
13. Do not hit into group in front of you.
14. **Keep up with the group in front of you.**
 - a. Pick up and run if you have to.
 - b. Don't let people go through.
15. Don't step on edge of hole.
16. **NO CHEATING, SWEARING, OR CLUB THROWING!!!**

Bountiful Ridge Golf Course Junior Club Basic Golf Rules Simplified

1. LOST BALL:

Definition: A ball that can't be found after looking for five (5) minutes. (You don't have to look for the full five minutes).

Penalty: Lost ball and balls hit Out of Bounds are a one (1) stroke penalty and loss of distance. (Must hit again from your original spot.)

Procedure: Any time you think a ball may be lost or Out of Bounds, you should hit what is called a "provisional ball" from your original spot (this saves you the long walk back). If your first ball is not lost or out of bounds, you will pick up the "provisional ball" and go on as if nothing happened...and there will be no penalty.

2. OUT OF BOUNDS:

Definition: A ball that is hit off the golf course, whether over a fence or beyond white stakes.

Penalty: Same as a lost ball, one (1) stroke plus loss of distance.

Procedure: Same as lost ball.

3. UNPLAYABLE LIE:

Definition: When you decide you can't hit your ball. Example: your ball is up against a tree.

Penalty: One (1) stroke.

Procedure: Pick up your ball and drop it within two (2) club lengths from where the ball was. Or, drop the ball any distance behind where the ball lay, keeping that point between you and the hole.

4. WATER HAZARD:

Definition: An area marked with either red or yellow paint or stakes. The hazard doesn't always have to have water in it.

Penalty: One (1) penalty stroke

Procedure: Drop a ball two (2) club lengths from where it went into the hazard. (You can read more options in your rulebook.)

5. FREE DROPS:

Definition: You get a free drop from things like cart paths, drinking fountains, water puddles, ground being repaired, etc.

Penalty: None

Procedure: Drop the ball one (1) club length away. Don't drop the ball closer to the hole.