

Huntswood Golf Club Membership Booklet

First of all, welcome to Huntswood Golf Club where we hope you will enjoy and spend many years as a member. We have put this booklet together to help you integrate into the club and to educate new members and players on the fundamentals of golf and the golf club environment. This information will help you get the most out of the game and enjoy the experience of being a golf club member.

Below are the main contact details if you need some advice or help within the Club.

- **Mark Grieve – General Manager/PGA Professional**
07976 364275 - Email: mgrieve@huntswoodgolf.com
- **Mitch Rogers – Duty Manager/Society & Event Enquiries**
01628 667144 – Email: events@huntswoodgolf.com
- **Gavin Shelford - Head Greenkeeper**
01628 667144
- **Jo Williams - Membership Enquiries**
07813 265772 – Email: memberships@huntswoodgolf.com
- **Beverley Smith - Club Welfare Officer**
07720 614945 – Email: bevsmith17@yahoo.co.uk
- **Lewis Thake – PGA Professional**
07947 581024 – Email: lt.golf@outlook.com

- **General Manager**

Responsible for the day to day running of the golf club. If you have any general queries then this person is always a good starting point.

- **Club Officers**

Huntswood Golf Club is a proprietary Club with a committee of officers (including Captains, Vice Captains, Handicap Secretaries, Treasurer, Competition Secretary) who look after different areas of club life, such as members' competition fees, competitions, handicaps and forward planning. See separate sheet for details of the **current Club Officers** which change in November/December each year.

- **Greens Staff**

Responsible for the upkeep of the course, they normally work during the early part of the day to avoid the busy playing times. They have priority on the course before 9am.

- **Club Welfare Officer**

Available for any concerns regarding safeguarding issues. See Safeguarding Procedures on our website.

- **PGA Professional**

Available for individual and group lessons/coaching

Huntswood Golf Club Facilities

- 18 hole quiet picturesque golf course
- Clubhouse – with changing rooms, golf shop, office, bar and restaurant.
- Putting/chipping green – for use to warm up and practice
- Practice ground – practice area for golfers
- 12 Buggies – pull trollies and electric trollies
- Professional shop – provides golfing equipment, hire equipment, clothing plus drinks and snacks and a full repair re-gripping service

Benefits of Club Membership

- Full Diary of Events (Golf and Social)
- Membership of Huntswood Members' Club (see below)
- 2 weeks in advance booking online at huntswoodgolf.com or via the BRS app
- A Practice area to hone your skills
- Practice putting green
- Large clubhouse with a fully stocked bar with friendly service
- 10% discount on bar and food purchases in the clubhouse
- 3 Guest Passes for friends' green fees at a reduced rate
- £10million personal liability insurance via England Golf affiliation (see below)
- Free County Card for reduced rates at hundreds of national golf clubs.
See https://www.bbogolf.com/county_card_scheme

Huntswood Members' Club

By paying a subscription and joining Huntswood Golf Club you automatically become a member of Huntswood Members' Club. This enables you to gain an official Handicap Index. You are also eligible to enter competitions run by the Committee of Huntswood Members' Club, subject to holding a relevant handicap index if applicable. Such competitions and other activities organised by the Members' Committee are governed by the Members' Club Constitution and Club Rules, a copy of which is available on our website or on request.

Personal liability insurance

£10 million personal liability insurance cover is provided via your England Golf affiliation. Please note that this is ONLY personal liability so if you already have your own golf insurance, do not cancel it until you have carefully checked your cover details.

For further details see: <https://englandgolf.bluefinsport.co.uk/>

English golfers can supplement their personal liability insurance with England Golf's "My Golf Insurance" package. For further details see:

<https://emea.studio.chubb.com/v2/uk/bluefin/personal-accident/bluefin-pa-web/en-UK>

General Club Information

Notice boards

These are a good source of information for members and are normally split up into different categories. Some notices are there for information but others require your input, such as signing up for matches, and entering competitions.

Membership sections

We do have different membership sections within the golf club such as Men's, Ladies, Seniors and Juniors. Further information on each section can be found on the relevant notice boards or through the Club Manager/Club Officers.

Dress Codes & General Club Rules

An important part of golf club membership is that members are aware of club rules and abide by them. They are there to make the game more enjoyable and to help with the smooth running of the club so that everyone understands the do's and the don'ts.

On the course – No jeans, tracksuit bottoms, sports shorts, vest tops

In the Clubhouse – No hats or golf shoes

Useful Apps to download on your smartphone – from the App Store or Google Play



1. BRS app for

- booking tee times

Your user id is your Huntswood membership number (**not** your green bar card number)



2. Howdidido app for

- booking competitions
- signing up for competitions
- signing up for general play rounds
- entering your scores

Your user id is your email address, create a password and this will create your Howdidido passport



3. Club V1 members hub for

- similar options as Howdidido
- viewing documents & account balances

Your Howdidido passport is your login



4. My EnglandGolf (MyEG) app for

- keeping up to date with your handicap index as part of the World Handicap System (WHS)
- submitting general play/social scores direct from your mobile
- calculating your course handicap at any given English course on any set of tees

You will need your WHS number to register for this app



5. R&A/USGA Rules of Golf App

- <https://www.randa.org/en/rules/rules-app>
- Help to quickly find a rule summary
- Videos and quizzes for learning/testing rules

Website www.huntswoodgolf.com

Our website is a good source of information for everything going on at Huntswood. Make sure you sign up to the **Members Hub** (see page 3) for easy access to the site on your computer or smart phone.

Local Rules Please respect our local rules

Local rules are specific to a club and it is important that you make yourself aware of them as they may have an influence on the interpretation of the rules of golf. They are in place for local features such as young trees that may be staked and therefore you may get a free drop.

We have several holes **with internal out of bounds rules, please note that play is **prohibited** beyond the white stakes on these holes: 1st hole – left, 4th hole – right, 6th hole – left, 9th hole – left, and 14th hole – left. This is for health and safety reasons.**

Competitions and Roll Ups

At Huntswood we have a very friendly system of playing competition golf or rolling up for submitting cards for your handicap. When competitions are running there is usually a roll up session as well. New members are always welcome to join in.

- **Mens**

Wednesday, Saturday and/or Sunday

- **Ladies**

Tuesday, Saturday and/or Sunday

- **Seniors**

Monday, Wednesday and Friday (from 7.30 am)

- **Mixed Roll ups**

Sunday (around 10.16)

- **Mixed roll up from April to September**

9 holes, Thursdays from 5:30 pm

For full details of competitions, see the Huntswood Competition Information on our website www.huntswoodgolf.com under Members Golf/Competition Information

Competitions/Matches

Huntswood run many club competitions, they will vary in format and will endeavour to cater for golfers of all abilities. Some will be run at the club, others may involve playing at other clubs, through alliances and local leagues – speak to your respective Captain/Vice Captain or Competition Secretary for further information.

Useful Information for New Golfers (but ‘old timers’ may learn something too)

What do you need to Play Golf?

Clothing

Clothing needs to be comfortable and appropriate for the weather conditions. It is always advisable to carry some extra clothes and a set of waterproofs. Golf shoes are required to be worn to play on the golf course. Golf shoes give you more stability when playing a shot and walking down slopes on the course.

What should be in your golf bag?

Here is a selection of equipment that you should have in your golf bag:

- Up to a maximum of 14 CLUBS - one should be a putter
- TOWEL to clean clubs
- UMBRELLA and WATERPROOFS
- BALL MARKERS and PITCH MARK REPAIRERS
- GOLF BALLS and TEES
- HAT (summer or winter)
- GOLF GLOVE
- MOBILE PHONE (on silent)
- DRINKS and SNACKS
- SCORECARD and PEN/PENCIL

Carrying a golf bag, using a trolley or a buggy

Every golfer will have a set of golf clubs, they may vary in number and type but a golfer should not have more than 14 clubs in their bag.

Golfers can either carry their bag, use a push/pull or electric trolley or they may be able to use a buggy. Carry bags are generally lighter and smaller in design. Trolley bags are bigger as they do not need to be carried and have more pockets on them for waterproofs, drinks etc.

If buggies are available to use, please check specific conditions for usage. A loyalty card is available from the Pro Shop if you use a buggy regularly.

The Score Card

Remember once you have filled your card in with your name, date, competition, handicap and course/tees played then exchange your card with one of your playing partners.

In the handicap section you will see

- Handicap Index – the official rating of your handicap to one decimal place
- Course Handicap – dependent on the course and slope rating of the course played
- Playing Handicap - dependent on the competition played

Each hole has a number, or score listed for it, which is called Par. Depending on the length of a hole, it may be rated as Par 3, Par 4 or Par 5 and you can use the Par standard to help measure your own skill on different holes.

Handicapping

The purpose of the World Handicap System is to enable all golfers to be able to compete on a fair and equitable level, regardless of skill, males and females alike. Affiliated golf club members can obtain an official WHS handicap index, which allows entry into club competitions and access onto other courses.

- **What is a handicap index and why do I need one?**

A golfer's handicap index is a number assigned to him/her, which defines their skill/ability level. A handicap index gives all standards of golfers an opportunity to play together or compete against one another on an equal level. In a stroke play event, a golfer's handicap is deducted from his/her "gross" score (total shots taken) to provide a "nett" figure (total shots taken minus handicap). In a match play event, a player's handicap determines how many shots they will either give to, or receive from, an opponent.

- **How to obtain your first handicap index**

An affiliated club member can be allotted an official WHS handicap index. You will need to play 3 separate rounds of 18 holes or 6 of 9 holes (holes 1 to 9 only), within a 6 month period. Counting all shots please mark the total score per hole. ***An existing member with a maximum handicap of 28 for men or 36 for ladies must mark your card*** and your card must be placed in the competition box in the clubhouse when you finish your round after you have ***checked and signed your card***. After submitting cards for 54 holes you will be allocated a handicap. A handicap index is not fully developed until 20 scores have been entered into the system. The average of the best 8 score differentials in the last 20 will determine your handicap index.

Golfing Definitions

Just a few to get you started!

- **Areas of the Course:** 5 defined areas: 1) the General Area, 2) the Teeing Area, 3) Penalty Areas, 4) Bunkers and 5) the Putting Green
- **Addressing the Ball:** Taking your stance and grounding the club, except that in a water hazard a player simply addresses the ball by taking a stance.
- **Air shot:** Striking at the ball intentionally and missing it. It is counted as one shot.
- **Divot:** Turf that is removed from the ground when a player's swing hits the grass.
- **Dog-leg:** A hole that does not follow a straight line from the tee to the green.
- **Draw:** A shot that curves in slightly from right to left*.
- **Fade:** A ball that curves in slightly from left to right*.
- **Fore:** A warning shouted to alert other players that a ball in flight is heading in their direction.
- **General Area:** All of the area of the course with the exception of the teeing area, all penalty areas, all bunkers and the putting green.
- **Gross Score:** The actual number of strokes a player has taken before his/her handicap is deducted.
- **Grounding the Club:** Touching the surface or ground with the sole of the club at address.
- **Ground Under Repair (GUR):** A damaged area of the course from which you may take a free drop.
- **Honour:** The right to play from the teeing ground; determined by the lowest score on the previous hole or on the first tee by the flip of a coin.
- **Hook:** A ball that starts right of your target and curves left*.
- **Loft of the Club:** The amount or degree of loft that is built into the clubface.
- **Loose Impediment:** Natural objects that are not fixed or growing, such as twigs, loose rocks, pine cones, leaves.
- **Lost Ball:** Any ball that cannot be found within 3 minutes of starting to look for it and wasn't seen to go into a penalty area of any type.
- **Nett Score:** A player's score having subtracted the handicap from the gross or actual score.
- **Obstruction:** Anything artificial or man-made whether erected or left on the course, as well as artificially constructed roadways or paths.
- **Out of Bounds:** Any areas outside the boundaries of the course in which play is prohibited, as defined by white stakes.
- **Penalty Stroke:** A stroke added to the score for an infraction of the rules.
- **Pitch Mark:** An indentation made by a ball landing on a green.
- **Provisional Ball:** Another ball that is played when you think your ball might have gone out of bounds or is lost.
- **Stance:** The position of the feet when addressing the ball.
- **Stroke:** The name given to each attempt to strike the ball.
- **Take a Drop:** The name given to the act of picking up the ball and dropping it in another spot in accordance with the rules.
- **Temporary Water:** A temporary accumulation of water on the course from which you may take a free drop.
- **Topped:** A rolling or low bounding shot that is caused by striking the ball above the center line.
- **Wrong Ball:** Any ball other than the ball in play, a provisional ball or in stroke play a second ball.

*For right handed players, opposite direction for left handed players

For more information on definitions and the R&A/USGA Rules of Golf visit <https://assets-us-01.kc-usercontent.com/c42c7bf4-dca7-00ea-4f2e-373223f80f76/48712d47-76dc-4fd3-add1-53972c021580/2023%20Rules%20of%20Golf.pdf>

or to download the Rules App visit <https://www.randa.org/en/rules/rules-app>

Type of Competitions/Matches

- **Medal Competitions – Scratch**

This is where only gross scores count, handicaps are not taken into consideration. The Club Championship for the Men, Ladies and Juniors take this format.

- **Medal Competitions – Handicap**

This is the format most commonly used by golf clubs for their monthly medals and other medal competitions. A player subtracts their handicap away from the total shots taken to give their nett score. The players will be split into categories based on their handicap.

- **Stableford Competitions**

This is a popular format for competitions, as one or two bad holes do not stop you competing as per the medal format. Rather than the number of shots for the hole, you have a points system.

Points are awarded in the following way:

• Above bogey	0 points
• Bogey (1 shot over par)	1 point
• Par	2 points
• Birdie (1 shot under par)	3 points
• Eagle (2 shots under par)	4 points
• Albatross (3 shots under par)	5 points

Your shots are based on your handicap as follows;

- A player off 6 handicap gets a shot at the holes with stroke index 1–6.
- A player off 18 handicap gets a shot at each hole.
- A player off 24 handicap gets 2 shots at stroke index holes 1–6 and 1 shot at stroke index holes 7–18.

- **Foursomes**

In this format players compete in teams of two, using only one ball per team, taking it in turns to tee off, and then taking alternate shots until the hole is completed. It is a quick format of golf as players can walk ahead to a point near to where their partner will hit the ball. You can either play in medal or stableford format.

- **Greensomes**

This format is very similar to foursomes, the difference being that both players tee off at each hole, then pick one of the players' drives (normally the best one) and the other player then plays and in turn from there until holing out.

- **Texas Scramble**

This is played in a 3 or 4 player team format. You all tee off, all the players hit their second shot from where the best drive landed, then all hit a 3rd shot from where the best 2nd shot finished and so on until the hole is completed.

- **Match Play**

A form of competition in which each hole is a separate competition, players can either win, lose or halve a hole, the winner is determined by the number of holes won rather than the gross, nett or stableford score. Once a player is up by a number of holes and there are less holes left to play then they have won, i.e. 5 up with 4 holes to play, the player has won 5 & 4. If a match is all square at the end then you may need to play extra holes until there is a winner, referred to as sudden death.

- **Knock out Competitions**

Using the match play format, Huntswood run Winter and Summer knock out competitions for singles and pairs (ladies, men and mixed) in better ball or greensomes format.

For more details see Huntswood Competitions Conditions on our website.

Important Tips

Code of conduct

- Respect your fellow golfers.
- Be courteous at all times.
- Play fair and honest.
- Listen, learn and try to improve.
- Practice hard.
- Look smart, be polite and stay healthy.
- Treat others as you expect to be treated yourself.
- Be a role model to juniors.

Etiquette

In golf the way you behave on and off the course is very important. Good behaviour is called 'etiquette'. It is important for three reasons:

- To make sure you are safe.
- To make sure you look after the course.
- To make sure you don't hold up players behind you

Preparation to play

You will always play better if you are prepared to play and are not rushing:

- Try to arrive at least 30 minutes before you are due to play and get to the first tee 5 minutes before your tee time.
- Always count the number of clubs in your bag, no more than 14!
- Warm up by stretching and hitting some practice balls/putts before playing.
- Shake hands and introduce yourself to your playing partner(s).
- Put a mark on your ball, such as your initials or a coloured dot, so that you know it is yours.
- Have tees, a ball marker and a pitch mark repairer in your pocket ready to use.
- Get a drink, thirst leads to mental fatigue!
- Refer to 'what should be in your bag' information on page 4.
- Check local rules (usually on the back of a scorecard).

Respect

Show respect for your opponent(s) by removing your hat when you shake hands at the end of the game, whether you have won or not!

Pre-shot routines

- Keep it brief.
- Choose a shot you feel you can achieve.
- Focus on a point where you are hitting the ball.
- Keep thoughts on your technique to a minimum.
- Commit to the shot.

On the Putting Green

- Always repair your pitchmark, if you can't find your own, repair another.
- Lift don't drag your feet to avoid making spike marks.
- Offer to attend the flagstick for your opponent.
- Mark your ball if it is in the way of another player's line to the hole.

Safety first

- Always remember that golf is dangerous if certain rules are not observed.
- Be aware of other players and where they are in relation to you.
- Stand a safe distance from anyone swinging their club, they may not know you are there. Never step in front of the hitting line or tee.
- Make sure you have room to swing your club. Never swing a club towards someone else.
- Shout "FORE!" immediately if you think your ball may hit someone.
- Duck and cover your head if you hear "FORE!" shouted at you and face away from where the shout has come from.

If you follow these tips you are more likely to enjoy your round of golf and so are other golfers.

We hope this booklet will help you with many questions you might have, feel free to ask anything not included. Looking forward to seeing you at Huntswood soon.