



George Chiu Golf Classic

華裔業餘精英賽



Website: www.georgechiugolfclassic.com

Stroke Play Championship

Tournament Information

Courses: Lionhead Golf and Country Club

Day 1, Legends Course, Tee times beginning at 7:00 am.

Day 2, Legends Course, Tee times beginning at 8:30 am.

Tees: Championship Division, handicap indexes 9.9 and under will play from the GOLD TEES.

A-Division, handicap indexes 10.0-19.9 will play from the BLUE TEES,

B-Division, handicaps 20 and above will play from the WHITE TEES.

Seniors Division, 55 and over, will play from the WHITE TEES.

Ladies Division will play from the RED TEES.

Junior Boy: 14-16 Blue Tee, 12-13 White Tee, 10-11 Red Tee, 8-9 Green Tee

Junior Girl: 14-16 Red Tee, 8-13 Green Tee

Junior Girl: 14-16 Red Tee 9-13 Green Tee

*Please Note:

Players from A-Flight, B-Flight, Seniors, Ladies and Juniors have the option of playing in the division designated by their gender and handicap or if they wish they may compete for the "Red Jacket" and the title of the George Chiu Golf Classic Champion. To do this they must play in the Championship Division and from the Championship tees, juniors must pay the entry fee of \$195.00.

Pace of Play: It is imperative that you and your group play the course within the time frame of 4 ½ hours. Time par is 15 minutes per hole; you must keep up to the group in front of you, lead groups must maintain the time pace.

Rules of Play: The Royal Canadian Golf Association (RCGA) Rules of Golf and its decisions shall govern play except where amended by local rules. It is the players' responsibility to know and be familiar with the rules of golf and its periodic changes.

Summer Rules: The ball shall be played as it lies unless otherwise directed by the Committee.

Doubt of Procedure: Rule #3-3. If you are in doubt of the proper procedure, you may proceed to play a second ball and then request a ruling from the committee before signing the score card. You must announce your intentions to your marker or fellow competitors before proceeding with this action.

Out of Bounds: White stakes, white lines and property fences define the boundaries of the course, (Penalty, Stroke and Distance). White stakes may not be removed if it interferes with your swing or stance.

Hazards: Red stakes indicate lateral hazards; yellow stakes indicate water hazards. Please note: In the absence of painted lines (red or yellow) the line formed between the cut and uncut sections of grass surrounding each water/lateral hazard forms the defining margin of the hazard. These stakes may be temporarily removed if your swing or stance is impeded.

Cut: The field will be cut from 168 to 60 and ties after the first day, 10 players from each division will make the cut. All ties on the last day will be decided by retrogression except division winners which will be decided by a sudden death playoff on the 18th hole of the Legends Course as many times necessary as it takes to determine a champion.

Double Par Rule: After a player has reached a score of double par, he/she is to pick up the ball and count one more stroke, double par plus one.

Wooded Areas: In the interest of faster play, wooded areas and fescue are to be played as lateral hazards whether they are marked or not. Drop the ball within two club lengths at the point where the ball last crossed the margin of the hazard not nearer the hole. (Penalty: one stroke). Please do not enter the fescue as these are environmentally sensitive areas.

Ball Drops: A ball entering a hazard may be dropped under the penalty of one stroke in the ball drop area as provided. Please refer to the back of the daily pin location sheet for information of the location of these ball drops.

Measuring Devices: The use of electronic, GPS and laser devices are acceptable provided that they only measure distance. Ones designed to measure slope of the land, wind speed, temperature are not allowed.

Staked Trees: If a tree has a supporting stake beside it or a tag that indicates it is a newly planted tree and if it interferes with a player's swing or stance, the ball may be dropped within one club length of the nearest point of relief not nearer the hole. (No Penalty)

Flower Beds: If a ball comes to rest in a flower bed or if the player's stance or follow through will damage plants, the ball must be dropped at the nearest point of relief not near the hole. (No Penalty)

Cart Paths: Drop the ball at the nearest point of relief plus one club length not nearer the hole. (No Penalty). The centre line of the path will determine the direction of the nearest point of relief.

Embedded Ball: Rule #25-2. A ball embedded in its own pitch mark in the ground on any closely mown area through the green maybe lifted, cleaned and dropped without penalty as near as possible to where it originally lay not near the hole.

Ground Under Repair: Circled areas enclosed with white lines, ropes, and orange flags are ground under repair (GUR). Other areas of GUR, even though are not marked include French drains, exposed trenched filled with stones or rock, and ruts made by machines in soft areas. Drop at the nearest point of relief, not near the hole. (No penalty).

Score Cards: Official score card will be provided and must be submitted to the scoring area immediately after the player's last hole. Two signatures attesting the player's score must appear on the card, one from the scorer and one from the player. Failure to do or signing an incorrect score card may result in disqualification. It is good practice for the player to keep his/her own score separately on the tear off section at the bottom of the score card for final comparison before signing.

***Any additional local rules will be added to the official rule sheet on tournament day.**