

# Myerscough Golf Club

## Welcome Booklet

# Contents

## **1. Golf Club Details**

**I. Useful Information**

**II. Who's who**

## **2. Benefits of Being a Golf Club Member**

**I. Golf Club Membership Benefits**

**II. Myerscough Golf Club – Extra Member Benefits**

**III. Golf Club Facilities**

## **3. General Club Information**

**I. Secretary/Manager/ PGA Professional**

**I. Assistant Professional/ Junior Organizer**

**III. Committee/Management Board**

**IV. Greens Staff**

**V. Ranger/Marshall**

**VI. Notice boards**

**VII. Club Diary/Handbook**

**IX. Membership sections**

**X. Dress Codes & General Club Rules**

**XI. Tee Times & Reservations**

## **4. The Golf Course**

**I. Tees**

**II. Tee Furniture & Yardage Information**

**III. Fairways & Rough**

**IV. The Green**

**V. Hazards**

**VI. Local Rules**

## **5. What do you need to Play Golf?**

**I. Clothing**

**II. Carrying a golf bag, using a trolley or a buggy**

## **6. The Scorecard Explained**

## **7. Handicapping**

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

**II. Golfers are divided into the following categories:**

**VII. How to obtain your first handicap:**

**VIII. How do I improve my handicap?**

**8. Golfing Definitions**

**9. Competitions/Matches**

**I. The Player Pathway**

**10. Important Tips**

**I. Etiquette**

**II. Preparation to play**

**III. Respect**

**IV. On the Green**

**V. Safety first**

## 1. Golf Club Details

On behalf of everyone at Myerscough Golf Club we welcome you to our community of golfers. Myerscough Golf Club is highly active, continually reaching new heights in all aspects of the club (Course Management/ Coaching & Member Satisfaction). The course itself provides a variety of challenges for a golfer of any level, and has been host to the European Junior Golf Tour 2014. We hope that you enjoy and can develop your game with us for the duration of your membership. Please read the below information to ensure you are prepared to begin your journey with us here at Myerscough Golf Club.

### Useful Information

*Your Golf Club:* Myerscough Golf Club

*Secretary/Manager:* John Barclay

*Tel No:* 01995 642369

*Email:* [jbarclay@myerscough.ac.uk](mailto:jbarclay@myerscough.ac.uk)

*Web address:* <http://myerscoughgolfclub.org.uk/>

*Web Email:* [myerscoughgolfclub@myerscough.ac.uk](mailto:myerscoughgolfclub@myerscough.ac.uk)

*Name of Professional:* John Barclay

*Assistant Professional:* Mike Lander

*Email:* [mlander@myerscough.ac.uk](mailto:mlander@myerscough.ac.uk)

### Who's who

- **Secretary/Manager/ PGA Professional**

John Barclay is the head of operations here at Myerscough Golf Club, if you have any general enquiries please direct them to him or to the Myerscough Golf Club email address (Contact details above).

- **Assistant Professional/ Junior Organizer**

The assistant professional here at Myerscough Golf Club is Mike Lander; he is the head junior coach/ organizer. He deals with all competitions, matches and handicap queries. Mike can also help with general enquiries in case John is unable to.

- **Committee/Management Board**

**Darren Beck: Rules & Administrator**

**Email:** [dnbeck@sky.com](mailto:dnbeck@sky.com)

**Mick Wroe: Events Coordinator**

**Email:** [mwroe0@outlook.com](mailto:mwroe0@outlook.com)

- **Greens Staff**

We currently have 3 greens staff on site:

Head Green Keeper – John Berry

Deputy Green Keeper – Danny Gunn

Assistant Green Keeper – Dan Woan

Assistant Green Keeper – Michael Barton

They are very proactive and are happy to answer any questions you would have about the golf course. They are highly knowledgeable in their field and always have innovative ideas to improve the course. An important note here is to ensure you let our greens staff have priority on the golf course and help us in keeping our greens pitch mark free.

- **Ranger/Marshall**

Our course marshall is: Wayne Campbell.

## 2. Benefits of Being a Golf Club Member

### Golf Club Membership Benefits

- Obtaining an official golf club handicap (CONGU) – see page 16/17. Allows play in Open competitions, club competitions, regional leagues and alliances.  
When playing other courses, you may be required to show proof of an official handicap (CDH No.).
- Access to a range of competitions and social golf on a regular basis.
- Access to coaching from highly qualified coaches (PGA and BA Hons Golf Coaching and Performance) .
- A warm and welcoming golf community
- Clubs should have Public Liability insurance, but individuals should provide their own.
- Access to further competitions (Lombard Trophy/ Pro Am's)

### Myerscough Golf Club – Extra Member Benefits

- Adult/ Senior:
  - Free use of both indoor and outdoor practice facilities
- Junior (Gold):
  - Free use of both indoor and outdoor practice facilities
  - Free entry into junior competitions
  - Entry (to pay) into adult competitions
  - Free Saturday group coaching sessions
  - Discounted coaching camps
- Junior (Normal Member):
  - Free use of both indoor and outdoor practice facilities
  - Free entry into junior competitions
  - Entry (to pay) into adult competitions
  - £1 discount on Saturday group coaching sessions
  - Discounted coaching camps

### Golf Club Facilities

- A 9 Hole Golf Course (4 Par 3s / 4 Par 4s / 1 Par 5).
  - Outdoor:
    - Putting Green (1)
    - Chipping Greens (2)
    - Practice Ground (1)
  - Indoor:

- Putting & Chipping Green
- Analysis Suites (2)
- Golf Simulator
- Gym

We do not have a professional shop, however we do stock:

- Gloves
- Tees
- Towels
- Hats

We can order equipment for you and we can also provide club repairs if necessary.

### **3. General Club Information**

#### **● Notice boards**

All of our notices are found either on the website or your email as we are highly active in electronic updates. You will be given your own login details for the website, which will enable you to access: competition updates/ booking system and any publicly restricted information. We also have two notice boards (Adults: Next to the Gym Desk/ Juniors: In the indoor chipping and putting studio). You will be able to view any general information updates and specific competition information. If you do not have access to a computer please let us know so we can provide the best updating service possible.

#### **● Club Diary**

All Club events are posted on the Members Web-calendar which forms part of the Myerscough Golf Clubs website. Alongside this important information regarding; Golf Rules, Club Constitution, Club officials is available on the About Us selection of the Myerscough Golf Club web-site.

#### **● Membership sections**

We are a holistic golf club, promoting equal opportunities for all. We categorize our memberships into: Adult/ Senior/ Junior/ Student/ Summer. We have a loyalty scheme in place for all members when you renew each year, entitling you to rewards such as: A free lesson or Free Green Fee for a Guest.

#### **● Dress Codes & General Club Rules**

Myerscough Golf Club is a modern progressive Club, rules regarding the conduct of Member is outlined in the Myerscough Club Bylaws and Club Constitution. This information is available at on the Myerscough Golf Club web-site on the About Us area.

#### **● Tee Times & Reservations**

As a member you will be able to access our 1<sup>st</sup> tee booking system. Please be aware that the Professional and Academic (College/ University) bookings will also be made on this system.

### **4. The Golf Course**

We are a fantastic 9 hole college golf course which provides a test in all areas of the game; we are a parkland course were you'll be sure to find

ponds/ streams and bunkers which you will have to tactically avoid. We begin with two par 3 holes, one of which is over 200 yards.

- **Tees**

We have 3 tee colours: Yellow/ Red/ Blue.

Yellow represents the male teeing area for both social and competitive modes of play.

Red represents the female teeing area for both social and competitive modes of play.

Blue represents the junior teeing area for both social and competitive modes of play.

- **Tee Furniture & Yardage Information**

We have stone blocks next to each hole for both male and female teeing areas which provides the yardage of the hole and the stroke index.

- **Fairways & Rough**

The first area of closely mown grass, the fairways at Myerscough Golf Club are well placed and provide a great challenge off the tee. If unfortunately you have missed the fairway, you will find yourself in our challenging rough that will surely test your tactics and strength.

- **The Green**

This is the closest mown area of the course, where the putter will be used to roll the ball into the hole (hopefully!).

- **Hazards**

We have a variety of hazards, which are clearly sectioned around the course. We have one internal out of bounds which is explained on the card along with other course boundaries and a variety of tough bunkers and water hazards that help to shape our challenging course.

- **Local Rules**

We have all our Local Rules on the back of our scorecard, these are specific to Myerscough Golf Club and it is important that you make yourself aware of them as they may have an influence on your game. They are in place for local features such as young trees and safety.

## **5. What do you need to Play Golf?**

- **Clothing**

Firstly check with the clubs dress code to see what is acceptable, but 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 most golf courses. Golf shoes give you more stability when playing a shot and walking down slopes on the course.

- **Carrying a golf bag, using a trolley or a buggy**

For most of the year you will be able to use your trolley if you have one, however at certain times the course may require you to carry your bag for the protection of the course. Please abide by this rule as it will help to keep the course in the condition we expect throughout the year.

## 6. The Scorecard Explained

Scorecards can be found from the sports desk. Scorecards include all vital information for your round such as: Local Rules/ Hole Yardage/ Stroke Index/ Hole Number/ Course Map/ Professional Contact Details/ Golf Coaching Information.

## 7. Handicapping

The purpose of a Council of National Golf Union (CONGU) Unified Handicapping 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 CONGU handicap, which allows entry into club competitions and access onto other courses. More information on CONGU can be found at [www.congu.com](http://www.congu.com)

### ● What is a handicap and why do I need one?

A golfer's handicap is a number assigned to him/her, which defines their skill/ability level. A handicap 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.

### ● Golfers are divided into the following categories:

- Category 1 – handicaps of 5 or less
- Category 2 – handicaps of 6 to 12
- Category 3 – handicaps of 13 to 20
- Category 4 – handicaps of 21 to 28
- Category 5 – handicaps of 29 to 36 (ladies only)

We also operate a Junior Handicapping Scheme. We can issue handicaps from 29 to 54 for boys and girls. As and when juniors improve, they feed into the male and female handicap categories as above.

Further details can be found at [www.congu.com](http://www.congu.com).

### ● How to obtain your first handicap:

As a member of our club you can obtain an official CONGU handicap. You must submit a minimum of 3 cards over 18 holes, which are to be signed by a member of the club. A handicap will then be allotted based on the best of these 3 cards.

### ● How do I improve my handicap?

A player should complete a handicap qualifying round (the handicap committee will stipulate whether a round can be classed as "qualifying") and return a nett score (gross score minus handicap) that is less than the competition scratch score (CSS). The CSS is a figure that is calculated after each handicap qualifying round.

If the player beats the CSS by a stroke or more their handicap will be cut. For each shot, which finishes below the CSS, a player's handicap will come down as follows:



Category 1 – 0.1  
Category 2 – 0.2  
Category 3 – 0.3  
Category 4 – 0.4  
Category 5 – 0.5

If the nett score falls within the "buffer zone" (one shot above the CSS for Category 1, two for Category 2 etc) or matches the CSS a handicap will not change. If a player returns a higher nett score than this their handicap will increase by 0.1. No matter how high a score is, a handicap will only go up by 0.1. If a card is not returned (No Return or NR) the handicap will also go up by 0.1.

## 8. Golfing Definitions

**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.

**Casual Water:** A temporary accumulation of water on the course where you may take a free drop.

**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.

**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 in 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 5 minutes of starting to look for it and wasn't seen to go into a water hazard 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 identification 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.

**Through the Green:** All of the area of the course with the exception of the teeing ground, the green and any hazard.

**Topped:** A rolling or low bounding shot that is caused by striking the ball above the centre line.

**Wrong Ball:** Any ball other than the ball in play, a provisional ball or in stroke play a second ball.

For more golfing definitions visit [www.getintogolf.org](http://www.getintogolf.org)

## 9. Competitions/Matches

We run a variety of competition formats covering: Strokeplay/ Matchplay and Stableford. During both summer and winter there is a league which you can then qualify for the final, all categories are put into the same competition (men/women) if they wish. To view all of our competitions please visit our website (<http://myerscoughgolfclub.org.uk/>) which has full descriptions of all that is on offer.

### The Player Pathway

If you are a competitive individual and would like to further develop yourself, we have what is called our 'Player Pathway'; this holds both coaching and playing opportunities from schools to national squads, with opportunities available at club, county and national level.

For further information on the individual areas, contact the EGU (English Golf Union) and EWGA (English Women's Golf Association) direct.

## 10. 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.
- 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 what should be in your bag, information on page 12.
- 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 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.

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