

Piankatank Geezer Guys

Steering Committee Minutes – September 27, 2021

Jimmy Walsh Steve Leap Tom Shoemaker Hunt Thompson
Wayne Schwartz Mike Reed George Cummings

Agenda Items/Discussion:

1. War on the Sound 2021 Update (Jimmy) – The tournament roster will consist of the 16 players and two alternates listed in the tankgeezers.com website. A dinner reservation has been made for the group on Monday evening at the Waterman’s Grill in Edenton, NC. The Wednesday tee times have been changed to 8:00-8:30, and the greens fees will be \$45 for veterans and first responders.
2. Awards Dinner Update (Jimmy) – Will be held on November 9 and include spouses. Location to be determined, and menu discussions are being held with Piankatank and the Mathews Yacht Club. Dave and Hunt will investigate raffle prizes.
3. Rules (Wayne) – Because of the considerable inconsistency in the application of the rules of golf, including modifications in the Geezer Guys Rules by our members, Wayne, Tom, and Steve will develop and implement a strategy to enhance rules education for our group.
4. Cup Race (Jimmy) – The suggestion for possible changes to the cup race format was withdrawn by Jimmy.
5. New Member Information (George) – George has created a New Member Welcome Sheet that summarizes our group’s organization, methods, and competitions.
6. Memorial Trophy Eligibility (George) – The decision was made to not limit a member’s eligibility to win this award.
7. Member Survey (George) – Based on members’ responses to website survey questions, the committee has decided to eliminate the List of Inactive Members webpage and to retire the Holler Team Trophy.
8. Tuesday Tee Time (Group) – A suggestion to formally establish a “winter tee time” (December-March) of 10:00 am versus the current 9:00 am start, has been made, most likely due to the frost delays that occur during the winter months. The committee acknowledged that the 9:00 am tee time is more likely to be impacted by a frost delay than at 10:00 am. However, it was felt that changing the tee time to 10:00 would allow other groups to make tee times prior to 10:00, which would cause a delay for our group once the frost delay was lifted. The consensus was to keep the 9:00 am tee time.
9. Risk-Reward Challenge (Group) – The suggestion to create a season long competition wherein members’ scores on selected holes from all courses played would be compared, with the lowest total winning a trophy or cash or both. To participate, a player would contribute a set amount (\$25?). The

committee felt that the problems with handicap and inconsistent rules application, along with the additional record-keeping would make this competition extremely difficult to administer and decided not to implement it at this time.

10. Tee Assignment (Jimmy) – For the upcoming season, the committee adopted the September 27 updates to the Tee Assignments and Notes sections of the Geezer Guys Rules (attached). There was also discussion of the red tee placement on holes 8 and 9. Number 8 is a par 5 from the red tees, which should be near the white tees. Number 9 is a par 4 from the red tees, which should be past the top of the hill.
11. Slow Play (Group) – A continuing problem which will not be easy to solve, partly because of the number of players on a given Tuesday. The discussion centered mainly on timing each group, either with a stopwatch, or having a “Time Monitor” in each group. The necessity for on-going education and reminders was also emphasized.

NOTE: Subsequent to the meeting and in discussions with Billy and Steve it was agreed by the committee that starting next season (November 1, 2021) the following policy will be implemented to make players more aware of their pace of play and hopefully address the problem of slow play:

Round Coordinators will:

1. On the round’s roster of players: assign a “Time Monitor” in each group who will:
 - *Insure the group’s scorekeeper(s) records the group’s start and finish times on the score card*
 - *Watch the clock during the round and keep his group informed of their pace of play*
2. On the results sheet: publish each group’s round time
3. Place known slow players in the last group

Respectfully submitted,

Mike Reed, Secretary

3. PACE OF PLAY

Our objective is to keep a good pace of play resulting in a 4 hour round or 14 minutes a hole. A round of over 4 1/2 to 5 hours causes difficulties in a number of ways. During play, it is not considerate of the players behind you and after play it delays the awarding of prize money. It also, tends to break up the after play grouping and camaraderie at the club house if players leave early rather than wait to see the results of the day.

POLICY: To make players more aware of their pace of play, Round Coordinators will:

1. Assign a player in each group to be a "Time Monitor". This player will:
 - Insure the group's scorekeeper records the group's start & finish times on the card
 - Watch the clock during the round and keep his group informed of their pace of play
2. Publish each group's round time on the results sheet
3. Place slow players in the last group if their pace of play does not improve

The item below, "Golf Rules for a Four-Hour Round" is an excellent guide to fast play on the course. If we all followed these practices, it would, undoubtedly eliminate slow play entirely. Saving less than 2 minutes per hole can reduce your round by ½ hour.

Rule 5.6b of the Rules of Golf mandate players play at a prompt pace and although the rule recommends players make a stroke in no more than 40 seconds, the rule encourages players to play more quickly than that. The average Geezer Guy makes his stroke in less than 20 seconds. As a result, players who take 30 to 40 seconds a stroke dramatically slow down the play of our group.

GOLF RULES FOR A FOUR-HOUR ROUND

- Recognize you need to pick up the pace of play if there is an open hole in front of you.
- Do not judge you are playing sufficiently fast simply because no one is breathing down your neck from behind.
- If you fall behind the group in front of you, either pick up your pace (preferable) or let the group behind you play through (this really slows up the whole course but may be necessary if you can't keep up).
- Always play "Ready Golf" meaning hit your ball when it is safe and courteous to hit.
- Don't wait for your "turn" unless you are playing in a PGA tournament!
- If you like to take more than 1 practice swing, do it while someone else is hitting.
- When it is your turn, take 1 practice swing maximum, address the ball and hit it.
- When approaching your ball on the course or green, start preparing for your shot.
- Decide what yardage and which club to play while others are hitting.
- If on the green, read the breaks and slopes while others are putting.
- When 2 people are riding in a golf cart, try to drop one person off at his ball and then immediately proceed to the other ball. That way both players can prepare and hit their ball in a timely fashion.
- Do not record your score while still on the hole you just finished. Record scores on the next hole while other players are teeing off.

7. TEE ASSIGNMENTS

Our tee assignment policy is based on each player's age and handicap index. We have established this policy because of a desire to have fair competitions while at the same time enhancing the enjoyment of the game for all skill levels. Our policy ensures a level playing field since players are required to have an established **Geezer Guy Handicap Index** (see handicap rule #10 below) which allows the **Round Coordinators** to assign each player a current **Course Handicap** for every tee on the course being played.

A. POLICY - PLAYERS ARE ASSIGNED A TEE BOX AS FOLLOWS:

1. PLAYERS WITH **HANDICAP INDEX 24 OR GREATER:**
 - a. If over 68 years of age, play Piankatank RED TEE
 - b. If 68 years of age or younger, play the Piankatank GREEN TEE
2. PLAYERS **78 YEARS OF AGE OR OLDER:**
 - a. If handicap index is over 12, play Piankatank RED TEE
 - b. If handicap index is 12 or under, play Piankatank GREEN TEE
3. PLAYERS **68 YEARS OF AGE OR OLDER:**
 - a. If handicap index is over 12, play Piankatank GREEN TEE
 - b. If handicap index is 12 or under, play Piankatank WHITE TEE
4. PLAYERS **UNDER 68 YEARS OF AGE:**
 - a. Play the Piankatank WHITE TEE except as noted above (1.b.)
5. **FOR THURSDAY ROUNDS:**

Players are asked to play the tee that most closely matches the tee they usually play at Piankatank. To help players decide which tee to play on Thursday rounds, the Steering Committee has posted a comparative tee rating chart on the website under the COURSE INFORMATION TAB - "Course Tee Ratings"

B. EXCEPTION - IN SPECIAL CASES PLAYERS CAN ASK TO BE MOVED TO A DIFFERENT TEE BOX:

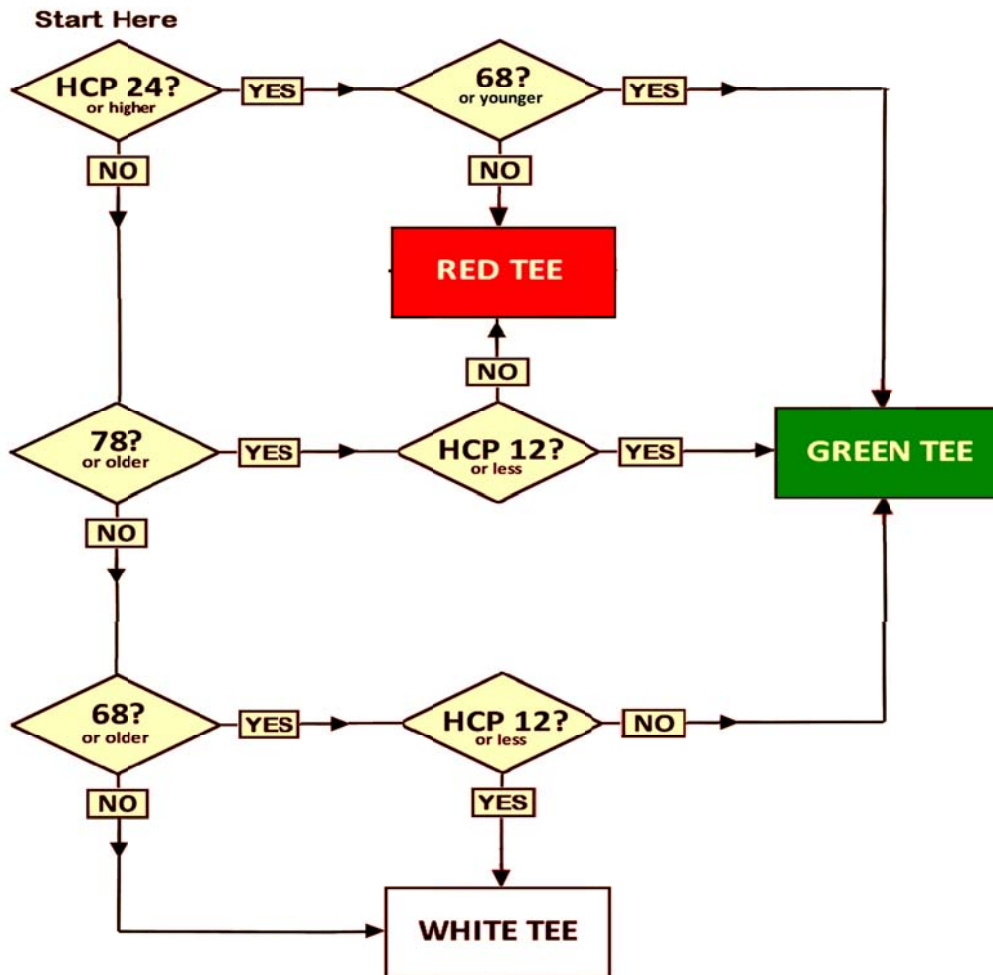
1. Following the **USGA/PGA TEE-IT-FORWARD INITIATIVE***, the Geezer Guys allow one exception to our established tee assignment policy stated in "A" above.
2. When playing from his Geezer Guys assigned tee box, if a player cannot reach an average par-four green in two shots that player may request to be moved to a tee box more suited to his game based on the recommendations outlined in the USGA/PGA Tee-It-Forward initiative (see table below).
3. Players who wish to take advantage of this exception must formally request and receive approval from the Steering Committee by email (tankgeezers@gmail.com).

THE USGA/PGA TEE-IT-FORWARD INITIATIVE		
PLAYER'S AVERAGE DRIVING DISTANCE	RECOMMENDED 18 HOLE YARDAGES	PIANKATANK TEE
300	7150-7400	BLACK
275	6700-6900	
250	6200-6400	BROWN
225	5800-6000	WHITE
200	5200-5400	GREEN
175	4400-4600	RED
150	3500-3700	
125	2800-3000	
100	2100-2300	

*Under USGA/PGA guidelines, it is recommended players play from the tee best suited to their driving ability (average driving distance).



WHICH TEE SHOULD YOU PLAY FROM?



NOTE: "HCP" in this chart refers to Handicap Index

C. NOTES:

1. Players are allowed to play from their assigned tee OR any tee behind the tee they are assigned to.
2. Players are encouraged to play from the same tee all season.
3. Players may change tees from round to round if they are qualified to play a tee different from their assigned tee.
4. Players will be handicapped based on the course handicap of the tee they are playing from during a round.
5. Players who age-up during the season can change tees and are asked to notify the Round Coordinators.
6. Players may also change tees when a change in their handicap index qualifies them to play a different tee.
7. Players may not change the tee they are playing from during a round.
8. Players are asked to record which tee they are playing from on the score card (see 9. SCORING next page).
9. Players who play from a tee which they are not eligible to play from will be disqualified, specifically:
 - o Be eliminated from the day's competition for any and all prizes.
 - o Be ineligible to receive any cup points they might have earned from the round.
 - o Be recorded as finishing in last place.
 - o The round will not be posted for handicapping purposes.