

GreenMeadow News

June 2017 Edition



Final-Hole Birdie Wins Adam Draper the 2017 Club Strokeplay Title

Adam Draper sunk a birdie on the final green to win the 2017 Club Strokeplay Championship.

The 36-hole event featured 74 of the club's members this year, with contrasting weather on the two days of competition.

With only two shots separating the top 5 after the first round, day two was always going to be close. With one group left on the course at the end of day two, the clubhouse lead was held by Ben Richardson with a score of 148.

It came down to who played the last hole the best and defending champion, Andrew Vann, Richard Gardner and Adam Draper were all tied going to the final tee. Following some great drives and approach shots it came down to a putting competition.

Richard and Andrew both made their pars to finish on 147, but it was Adam who came out victorious, holing a putt for birdie to win the title with a score of 146.



The Trophy was presented to the winner by Club Captain Julian Richardson

Thanks to the many members who stayed to see the final outcome and to congratulate the final three - pictured on the right with Club Captain Julian Richardson.



This is an important weekend for our male golfers as not only does this competition determine the Strokeplay Championship, it also serves as

the qualifying process for both the Men's Club Championship and the Badman Cup.

2017 GreenMeadow Club Championship

The leading 16 gross scores over this weekend will now progress to the knockout phase of the Club Championship.

The format of this phase changes to individual matchplay, off scratch, with seedings based on the finishing position.

The Top 16

Adam Draper
Andrew Vann
Richard Gardner
Ben Richardson
Ian Watkins
Nathan Humphreys
Dai Ryan
Owain Matthews
Kevin Matthews
Dean Brown
Chris Pritchard
Darren Baggott
Nigel Smith
Ricky Jones
Nicky Pattimore
Tom Williams

2017 Badman Cup

The top 16 nett scores, comprising of players who have not qualified for the Club Championship, will progress to the knockout phase of the Badman Cup.

The format will be individual matchplay, off full handicap, with seedings based on the finishing position.

The Top 16

James Drury
Dan Smith
Liam Palmer
Ian Lippiatt
Michael Manley
Scott Morgan
John Gooding
Kyle West
Paul Howard
Richard Obara
George Cook
Michael Carver
Bernard Crane
Gareth Wheeler
Paul Collins
Alex Morgan

New Local Rule

After discussion, at the meeting held on 21st May 2017, GreenMeadow Golf Committee has elected to adopt the following Local Rule, as allowed for under the Rules of Golf.

Accidental Movement of a Ball on a Putting Green

Rules 18-2, 18-3 and 20-1 are modified as follows:

When a player's ball lies on the putting green, there is no penalty if the ball or ball-marker is accidentally moved by the player, his partner, his opponent, or any of their caddies or equipment.

The moved ball or ball-marker must be replaced as provided in Rules 18-2, 18-3 and 20-1.

This Local Rule applies only when the player's ball or ball-marker lies on the putting green and any movement is accidental.

Note: If it is determined that a player's ball on the putting green was moved as a result of wind, water or some other natural cause such as the effects of gravity, the ball must be played as it lies from its new location. A ball-marker moved in such circumstances is replaced.

How it works - some examples where the Local Rule would apply

IF: When preparing to play a stroke, a player accidentally causes the ball to move...

IF: A player accidentally drops his/her ball, which hits and moves the marker...

IF: A player accidentally drops his/her ball marker, which hits and moves the ball...

IF: A player accidentally kicks and moves his/her ball...

THEN: No penalty, and the ball must be replaced.

How it doesn't work - some examples where the Local Rule would NOT apply

IF: A player accidentally moves his/her ball that is lying through the green (fairway, rough, etc.)...

IF: A player intentionally moves or lifts his/her ball on the putting green without first marking its location...

THEN: One-stroke penalty, and the ball must be replaced.

READY GOLF

The Committee agreed at its April meeting to adopt a **'Ready Golf'** approach as suggested by the R&A to improve the pace of golf.

Slow play has been a common complaint at Committee Meetings and generally in the Club for many years.

Recognising that this is a common complaint across all Clubs, the R&A introduced a *Pace of Play Manual* to help Clubs address the issue.

One measure they suggest is that Clubs adopt a 'Ready Golf' approach. Ready golf is a commonly used term which indicates that players should play when they are ready to do so, rather than adhering strictly to the "farthest from the hole plays first" stipulation in the Rules of Golf.

Some members have been using 'Ready Golf' for some time by simply agreeing with their playing partners to use this approach - the R&A states that even if a Golf Club has not requested players to play 'Ready Golf, players in stroke play can agree to do so.

But not everyone is aware that this is acceptable, so the Committee agreed to formally adopt and promote the use of 'Ready Golf' at GreenMeadow.

There is no official definition of the term, but the R&A give the following as examples of 'ready golf' in action:

- Hitting a shot when it is safe to do so if a player farther away faces a challenging shot and is taking their time to assess their options
- Shorter hitters playing first from the tee or fairway if longer hitters have to wait
- Hitting a tee shot before helping someone to look for a lost ball
- Marking scores upon immediate arrival at the next tee, except that the first player to tee off marks their card immediately after teeing off



Just 1 minute saved per hole can speed up a round by almost 20 minutes.

Ready golf is not appropriate in match play, however it can be used effectively for stroke play and stableford.