

## APRIL COMPETITIONS

Sat 7 Monthly Medal (Stroke)  
Best four net scores qualify for Coulter Trophy

Mon 9 Easter Monday Sweep (Stableford)  
Vouchers for 1<sup>st</sup>, 2<sup>nd</sup>

Sat 14 Coronation Cup Qualifying (Stableford)  
32 best net scores qualify for matchplay

Sat 21 Stroke Competition & Eureka Cup Qualifying  
Handicap limit for Eureka Cup is 14  
32 best net scores qualify for matchplay

**NOTE** – In relation to the Coronation and Eureka Cups, any member who does not wish to take part in the matchplay stage or does not qualify due to handicap limit should mark "Sweep" as the competition on their card.

Fri 27 Mixed Foursomes (Gents Invitation)  
See Notice Board. Vouchers for 1<sup>st</sup> and 2<sup>nd</sup>

Sat 28 Mahee Classic Team Event  
Vouchers for 1<sup>st</sup> and 2<sup>nd</sup> team

### MAHEE CLASSIC RULES

All gross scores to be marked on one card plus best net score at each hole.

Full handicap – shots to be taken in accordance with stroke index.

Teams of two deduct a further 6 shots off their final net score.

Teams of three deduct a further 3 shots off their final net score.

**NOTE** - Club Pairs Match-play entry sheet will be available in the shop from 7<sup>th</sup> April 2007.

## STARTING TIMES

Everyone is aware of the limited number of starting times on a Saturday.

To ensure the available time is used to its maximum, it is important that each time slot has four competitors, particularly on Saturday's such as team and fourball competitions.

If you cannot play, please inform the Club Steward; if you don't, your denying someone else a game. Continuously disregarding this request may lead to the loss of your own starting time.

Don't forget  
**MASTERS NIGHT & PRIZE GIVING**

Wednesday 4<sup>th</sup> April at 7:30pm.

Tickets available from the shop.

Any news, good scores, bad scores, shots worth celebrating – Please drop a line to The Editor

## KNOW THE RULES

During the next few months we will be providing a summary of the Rules of Golf, simplified where possible as approved by the R&A.

### **Tee Shots**

Play your tee shot from between or up to two club-lengths behind the front line, but not in front of, the tee markers.

*Teeing from outside this area* – in match play there is no penalty but your opponent may require you to replay your stroke; in stroke play you incur a two-stroke penalty and must then play from within the proper area.

### **Playing the ball**

Play the ball as it lies. Don't improve your lie, the area of your intended stance or swing or your line of play by moving, bending or breaking anything fixed or growing, except in fairly taking your stance or making your swing. Don't press anything down or build a stance.

If your ball is in a bunker or a water hazard, don't touch the ground in either type of hazard, or touch water in the water hazard, with your hand or club before your downswing. The ball must be fairly struck at, not pushed or spooned.

*Playing a wrong ball* (except in a hazard) – in match play you lose the hole; in stroke play you incur a two-stroke penalty and you must then correct the mistake by playing the correct ball or by proceeding under the Rules.

## TIPS FROM THE MAHEE PRO.

*Dear Pro*

*I can't seem to get any length out of my tee shots. Can you help?*

Pro's comments - *Yes, your standing to close to the ball after you've struck it, try hitting the thing harder.*

*Dear Pro*

*I'm playing really badly, all my shots seem to go from left to right; what's wrong?*

Pro's comments – *I've watched you play and your beyond help. If you grew tomatoes they'd come up sliced.*

Please send your golfing problems to The Mahee Pro c/o Macaw's Golfing Emporium

## Mahee 9 HOLE SUDOKU

Whilst waiting to tee off why not try to fill in the missing numbers. There's a £5.00 golf voucher for the first correct winning entry picked at random by our Captain. Please return your entry by Friday 20<sup>th</sup> April, with your name on the back. One entry per member.

		7		5		8		
	2		4		6		5	
6		5	2		3	7		4
	9	2		8		5	6	
7		4	1		5	3		9
	7		3		2		9	
		3		1		6		