



GERMAN CLUB GOLF CIRCUIT HANDBOOK

This handbook is to assist members and players of the German Club Golf Circuit with our rules and etiquette to avoid misunderstanding and to promote friendship within our group and at the same time to adhere to the traditions, values and rules of the R & A and USGA.

MEMBERSHIP REGISTRATION AND FEES

Originally Membership to GCGC was limited to those who were members of The German Club Manila only. However, this restriction was eased in the last few years, to open membership to Golf Circuit only. Those who cannot or prefer not to be a member of The German Club can become a member of the Golf Circuit by paying an annual fee of Php 2,000.00 to Golf Committee.

Funds received is added on to the Golf Circuit funds where the funds are spent on year end dinners, trophies and raffle prizes.

PLAYING RULES & COURSE ETIQUETTE

The rules of golf as set out by the USGA, and R & A shall apply unless modified by local rules. All players should be aware of these rules and adhere to same. If unsure about the ruling players should consult playing partners for correct ruling and ensure their score marker agrees with the ruling.

GCGC uses the following Tee Boxes for all games;

White Tees – All Men

Red Tees - All Women

However, as we have aging membership there may be exceptions to above. Male members over the age of 74 may use Red Tees should they decide as long as they advise the Committee of their preference, 4 strokes will be deducted from their previous handicap. From that tournament onwards, these players will play red tees in all future tournaments,

Slow play should be avoided. A flight should be arriving at the tee-box when the flight in front is already playing their next shot.

"Ready golf" should be practiced. Players do not have to tee off in order of scores from the previous hole.

To assist with the speed of the game those players who are not likely to score any points should "pick up" and record "X" on the card.

There are two options when a player hits a ball out of bounds (OOB). First is to re-hit from the same spot with a one stroke penalty. Second is to drop a ball at the nearest point of relief where the ball went out of bounds with a two-stroke penalty. To speed up play, if you are not sure of your ball being OOB players are encouraged to hit a "provisional ball" from the same spot they hit OOB before going to look for the original ball. If the original ball is found to be not OOB, original ball must be played on making the "provisional ball" obsolete.

There are NO Gimme puts at GCGC. All players must put out.

Caddies are not permitted to fill out the scorecards. That is the responsibility of the players. Players should swap scorecards on the first tee. The player marking your card is your "marker". At the end of the round, you should check your scores on your card and once agreed on the scores with your marker, you should sign the card and hand in your card to designated collector of score cards for recording. Once cards are submitted there will be no more adjustments/ corrections. Any corrections on scores should be done before submitting to collector.

PENALTYCARDS

In an effort to make the game more fun, competitive and bring interaction between players GCGC has produced a number of "Penalty Cards".

As mentioned, these are fun cards and does not reflect or affect the scoring or indeed the application of the Rules of Golf to be followed.

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- 3 Putt Card- issued to last player who 3 putted
- 4 and more puts Card- issued to last player who 4 putted

- Sand Bunker Card - issued to player last in the sand
- Water Card - issued to player last in the water.
 - Lost Ball Card – issued to the last player who lost his ball
 - OBI Card – issued to last player who hit Out of Bounds
 - Butterfly or Red Tee Card- Issued to last player who either “Air Swinged” or did not pass “Ladies Tees” on his first shot.

These cards are transferred from one player to other as they become applicable at the completion of each hole.

We encourage players to be patient and wait until the hole is completed to hand over the card to offending member.

Player who ends up with any of these cards pays a penalty of Php200.00 per penalty card to committee at the end of the round to be added to Christmas Fund.

COMPETITION FORMAT AND WINNER POINTS

The monthly competitions are exclusively for the members only and based on Stableford Point (SFP) Scoring calculated on each member's GCGC allocated Handicap. Handicapping is explained under “GCGC HANDICAPPING”.

Guests playing, take part in the Guest Competition which is based on SYSTEM 36 scoring.

At the end of the round all scorecards are handed to Scorer who will enter each score into GCGC Scoring Excel sheet where each score is automatically calculated by the system on Stableford points. The final SFP is then listed highest to lowest with Top 10 Scores receiving Winner Points (WP) which is added towards to overall year WP total. IN the case of a tie in SFP, count back system applied checking the SFP points on reverse order from 18th hole.

The corresponding Winner Points for the Top 10 are as follows;

Winner 1st Position	20 WP
Runner Up 2nd Position	16 WP
3rd Position	13 WP
4th Position	11 WP
5th Position	9 WP
6th Position	7 WP
7th Position	5 WP
8th Position	3 WP
9th Position	2 WP
10th Position	1 WP

In addition to above WP, we also recognize the Lowest Gross Score recorded by a member and reward with 5 WP.

GCGC HANDICAP RULES

GCGC uses its own handicap system. Handicaps are adjusted after each tournament based on **Stableford Points (SFP)** and the player's finishing position.

NEW MEMBERS

◆ **With an established NGAP Handicap:**

Starting GCGC Handicap = **NGAP Handicap minus 2 strokes**

Example: NGAP 17 → GCGC HC 15

◆ **Without an NGAP Handicap:**

The player must complete **3 rounds**. The committee will calculate an adjusted score for each round, and the starting handicap will be based on the lowest adjusted score.

◆ **Maximum GCGC Handicap: 45**

HANDICAP REDUCTION

A handicap is reduced **ONLY if the player finishes in the Top 10**.

For every SFP above 36, the handicap is reduced by the same number of strokes.

Examples:

Top 10 + 37 SFP → **-1 HC**

Top 10 + 39 SFP → **-3 HC**

Top 10 + 42 SFP → **-6 HC**

 A player scoring more than 36 SFP but finishing **outside the Top 10** receives **NO handicap reduction**.

TOURNAMENT WINNER

The winner's handicap is reduced by a **minimum of 2 strokes**, regardless of the winning SFP score.

Examples:

Winner + 35 SFP → **-2 HC**

Winner + 37 SFP → **-2 HC**

Winner + 39 SFP → **-3 HC**

Winner + 41 SFP → **-5 HC**

HANDICAP INCREASE

A player scoring **less than 36 SFP** and finishing **outside the Top 10** receives **+1 HC**.

Maximum handicap remains **45**.

NO HANDICAP CHANGE

No adjustment is made when:

- Player scores **exactly 36 SFP**
- Player finishes **Top 10 with 36 SFP or less** (except the winner)
- Player scores **more than 36 SFP but finishes outside the Top 10**

QUICK RULE



Winner → **minimum -2 HC**



Top 10 + over 36 SFP → **HC reduced by points above 36**



Top 10 + 36 or less → **No change**



Outside Top 10 + 36 or more → **No change**



Outside Top 10 + below 36 → **+1 HC**

Maximum GCGC Handicap: 45

These rules are designed to keep our tournaments **fair, competitive and enjoyable for everyone.**  