



CREEKSIDE GOLF CLUB INC.

(A0008370A - Incorporated in Victoria)

P.O. Box 387
Vermont Vic 3133

Information for New Members

Please find below important information relevant to your club membership.

If you require any further information or clarification please contact a committee member at any time.

MEMBERSHIP FEES * Includes compulsory Personal Accident Insurance levy

BOOKINGS

When booking your golf your choices are:-

1. Play as a member competing in the Saturday competition. The Club has preferred tee times on Saturday Morning which are the first 30 tee times. Tee times for Saturday can be booked two weeks in advance on the Booking Sheet held in the Clubhouse. This booking sheet is collected by the Pro Shop after a week and from then on booking, time changes or cancellations must be made with the Pro Shop
2. Play as a member competing in the Sunday competition. The Club currently fields 15 to 25 players in our Sunday competitions. They are allocated tee times by the pro shop on a first in, first serve basis. If you wish to be teamed with other Club players you will need to advise the Pro Shop when booking to ensure you play together. It is best to book 7 days in advance.
3. Please note that all members of the club pay full green fees at the Pro Shop. However the Pro Shop offers a range of discount green fee cards covering multiple bookings, this can significantly reduce your green fee costs.
4. There are sometimes vacancies on Saturday morning caused by members cancelling. If you phone the pro shop during the week stating you are a member of the Club, it may be possible to obtain one of these tee times. The pro shop will have a list of Club members for verification.
5. It is sometimes possible to obtain a casual vacancy by visiting the pro shop on Saturday morning on the day of play. There is no guarantee of success and it is not a preferred option. You may not get a game.

In all cases members are requested to maintain good relations with pro shop staff. If you have a problem or need help in getting started, please approach the President, Captain, Secretary or a member of the Match Committee on Saturday morning (or by phone at other times) or the Manager at the pro shop.

NB All bookings and cancellations must be made in person or by calling the Pro Shop on 9801 4479. The Pro Shop is open Monday-Sunday, first light to 8.00 p.m.

MORACK GOLF COURSE - AUSTRALIAN COURSE RATING (ACR)

The Creekside (Morack) Golf Course is 5,304 metres long and has a par of 70. The Australian Scratch Rating is 68 for the Men. From blue markers the slope rating is 125, and Yellow markers 124. For the Ladies the Scratch Rating is 71 with a slope rating of 127 from the red markers.

CLUB COMPETITIONS

The Creekside Golf Club conducts a number of competitions in which new members are encouraged to participate: to register for competition select your name or golflink number on the 1Golf Kiosk before commencement of play.

Saturday

- Separate men's and ladies competition. Men's competition is normally graded A, B, and C.
- Each competition is open to men and lady members and guests.
- Guests need to pay a fee of \$5, a guest can play up to 5 times a year.
- Tee off time for the men & ladies is from sunrise – 10.30 a.m. (first 30 slots on timesheet)

Sunday

- One competition covering both men and ladies
- Men and ladies can play in the same group
- Tee off time early

Wednesday Twilight Competition

- Every Wednesday during daylight saving – Teeing off at 5.00pm
- Mixed nine-hole competition followed by a barbecue meal and presentation.
- Those wishing to participate must place their name on the sheet on the club's notice-board

SCORE CARDS

For new members who are not familiar with keeping score, cards are exchanged with another party in your group and you will score each other's card for every hole. After completion of the round you should ensure your card has been completed as follows:

- Signed & checked by the marker **and** Signed & checked by the player
- Golflink Number entered on card
- Date written on card
- Handicap written on card

Score cards are then taken into the clubhouse and you enter your score on the 1golf Kiosk system. You then need to place your score card in the box on the wall just beside the Clubroom door.

PRIZES

The winners of the day's competitions (Saturday A,B, C and Ladies) will receive a voucher (currently \$20 **or** a trophy),the voucher can then be used in the Pro Shop. Ball prizes are given to the winner of the nearest the pin (NTP). These are presented at our **CLUB DAYS** which are held every 6 weeks. **Club Majors and Special Event Competitions** are held throughout the year and these are listed in the Club Syllabus. Prizes and Trophies for these events are usually presented on Presentation Night which is held in November.

CLUB DAYS

We encourage all new members to attend Club Day, held seven or eight times a year, we have a BBQ running and free drinks are on offer in the clubhouse. On Club Days there are an additional 11 prizes for NTPs and Longest Drives .These prizes are a bottles of wine or can be soft drinks if winners prefer.

Currently on Club Day and Monthly Medal Days a competition fee of \$2 each is charged. This must be placed in the box or one of the envelopes provided before you tee off.

12 TIPS TO HELP SPEED UP YOUR GAME

It is very easy for new (and not so new) golfers to spend in excess of 5 hours playing 18 holes. There is no big secret to speeding up play. In fact there are many little things you can do that will save you a few seconds here or there. If these savings are factored out across each player in your group and across 9 or 18 holes the savings can be huge. E.g. if each player saved 1 minute of time per hole and there were three players in your group, your group will cut 27 minutes over 9 holes and 54 minutes over 18 holes. A big saving indeed.

1. **Walk quickly between shots.** This doesn't mean you have to run; just walk at a good pace in between your shots.
2. **Be ready to play when it is your turn to play.** You should have your club in hand and all you really need to do is have your practice swing, take your address and then hit the shot.
3. **Only have one practice swing before hitting a shot.** One practice swing should be all you need to loosen your muscles and give you the feel for the shot you are about to play.
4. **Mark your score card while someone else is playing a shot.** Don't mark your score card when it is your turn to play. You can always mark the card while another in your group is playing their shot.
5. **Leave your golf clubs at the nearest exit point from the green to the next tee.** If you are playing a course for the first time take note of the direction the group in front of you walk off the green you are playing to. This is where you should leave your clubs.
6. **Line up your putt while someone else is putting.** While one of your playing partners are putting you can use this time to line up your putt (as long as you are not interfering with their shot). You can also learn from their putt if they are in a similar position to your ball.
7. **Assess your shot and club selection as you are walking along the fairway.** As you are walking up the fairway you can assess some of the factors in playing your next shot. E.g. wind, (strength and direction), pin position, distance of the shot, lie of the land, etc. Many players are now using measuring devices during their game, please begin to check these for your distances as you approach your ball.
8. **When in doubt play a Provisional Ball.** If you think there is a possibility your ball may be lost or out of bounds hit a provisional ball. By doing so you eliminate the need to walk back to the position you played the last shot from and hit another shot should your ball be lost or out of bounds.
9. **Pick up your ball once you can no longer score.** When playing in par or stableford events and you have used up all of your shots on a particular hole so you can no longer register a par or stableford score, you must pick up your ball.
10. **Warm up before you play your game.** By warming up before you play your game you will increase the chance of hitting better shots which will allow you to have less shots per hole and therefore a quicker round and better score.
11. **Putt out if you are within 3 feet of the hole.** Once your ball ends up within 3 feet of the hole it is a good idea to hole out (unless you will be standing on another player's line). Although you may not be furthest from the hole you are permitted to hole out.
12. **If your group is up to one hole behind.** Your group should never be close to or up to more than one hole behind the group in front. If this has occurred and you are in a group of four, please have two players putt out and move to the next tee to hit off, whilst the remaining players in group finish the previous hole.