

**Golf Association of Michigan
Tournament Officials Assignment**

Name of Event: 99th GAM Championship Qualifier
Site of Event: Polo Fields G&CC
Date of Event: 7/13/2020
Official in Charge: Ted Newton 248 924 1378
Starting Time: 8:00 am off #1

Name	Job	Report Time
Barra, Tony	Trouble Hole #5/16	8:45 AM
Barracco, Gerald	Trouble Hole #10	9:30 AM
Church, Mike	Trouble Hole #6/#18	9:00 AM
Fleck, Christopher	Trouble Hole #4/#11	8:15 AM
Juett, J. Lee	Starter #1	7:30 AM
Reading, Craig	Rover (Front)	7:00 AM
Weinstein, Marv	Rover (Back)	9:00 AM
Wlosinski, James	Trouble Hole #2/#15	7:45 AM

5200 Polo Fields Dr, Ann Arbor, MI 48103
(734) 998-3456
Head Pro: Eric Mason

July 13, 2020

99th GAM Championship Qualifying

Hosted by Polo Fields Golf & Country Club

NOTICE TO PLAYERS

LOCAL RULES: Play is governed by the Rules of Golf as approved by the USGA and The R&A effective January 2019 and the Local Rules and Terms of Competitions for the GAM Championships. In addition, the following Local Rules shall be in effect:

Format: 18-Hole Stroke Play Competition

Tees: Play will be from the Black tee markers

IGNORE ALL COURSE BALL DROPS

Out of Bounds: Defined by perimeter fencing and white stakes. The driving range right of Hole 1 is out of bounds. Clubhouse and parking lot left of Hole 18 are out of bounds

Penalty Areas: During the play of Hole #11, the entire penalty area to the left and behind the putting green is to be played as a red penalty area. The area to the right of Hole #15 is NOT a penalty area, it is a general area.

Integral Parts of the Course: The rock wall on Hole 18 is an integral part of the golf course. No free relief will be granted from integral parts of the course.

Ground Under Repair: All freshly painted white lined areas.

Overhead Wires and Electrical Towers: Any shot which strikes an overhead power line or tower must be replayed without penalty. For any ball found inside of electrical towers, take relief under the obstruction Rule.

Bunkers: All disturbed areas in bunkers, such as footprints or divots, are considered ground under repair for LIE OF BALL ONLY. Free relief is available by dropping within one club-length of the nearest point of complete relief in the bunker, no closer to the hole. The player is not allowed to better the player's lie by repairing the surface of the bunker.

Distance Measuring Devices: The following Rule applies to players, as well as caddies, in the competition, if a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his/her play, AND USES IT FOR THOSE OTHER CONDITIONS the player is in breach of Rule 4. 3a(1) and subject to the general penalty. If the player then continues to use the device, the player is subject to disqualification.

Qualifying Spots: Thirteen (13)

Alternate Spots: Two (2)

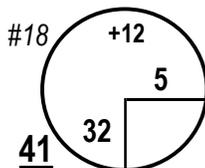
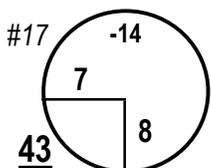
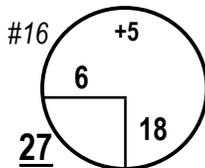
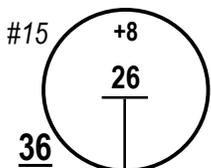
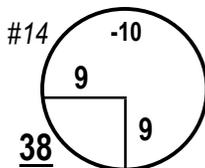
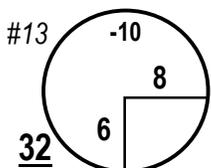
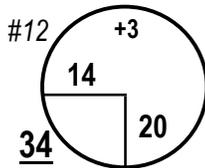
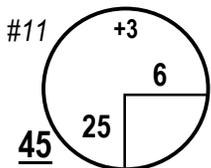
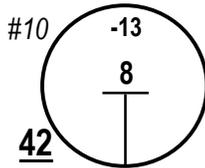
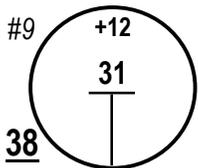
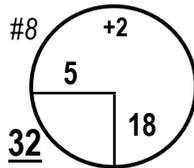
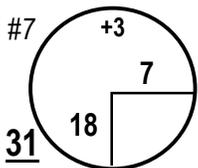
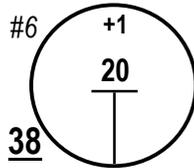
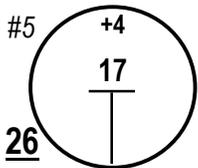
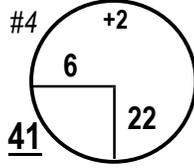
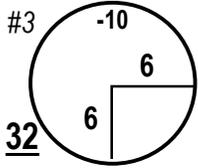
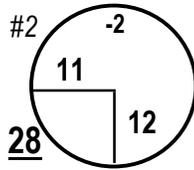
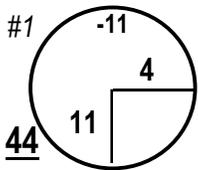
Pace of Play: Please refer to the local pace of play policy. Keep within 13 minutes of the group ahead of you and you are expected to make a stroke in no more than 40 seconds from when you are able to play without interference or distraction. You should usually be able to play more quickly than that and are encouraged to do so.

Playoff: In the case of a tie for the final qualifying spot(s) or alternate spots, a hole-by-hole playoff will begin immediately after all scores are posted. Players should monitor the leaderboard online and be ready if there is a possibility they will be in a playoff.

Remember:

- The GAM may time all players at any point
- Always play ready golf
- Your position relative to the group in front of you is your responsibility

Good Luck, Play Hard, and Have Fun!





2020 Conditions of Competitions



Play is governed by the *Rules of Golf, Effective January 2019* as approved by the USGA and The R&A. Any changes or additions to this card will be supplied on a supplementary Rules sheet. **Unless otherwise noted, the penalty for breach of a Local Rule or Condition of Competition is: General Penalty**

DISREGARD ALL COURSE LOCAL RULES AND DROPPING ZONES (BALL DROPS).

Balls and Clubs: Only brands of golf balls on the latest USGA list of conforming balls shall be used. Only conforming driver heads on current USGA list may be used. Non-conforming golf clubs, balls or tees shall not be used. Local Rules G-1 and G-3. Penalty for making a stroke in breach of Rule 4.1a or 4.2a: *Disqualification*.

Limitation on Golf Balls Used During Round: Except for the Senior Women's, Senior Women's Four-Ball, Sr/Mid-Am Team, Net Amateur, Net Team, Net Match Play, Net Chapman and Junior tournaments, the "One Ball Rule" shall be in effect. Local Rule G-4. Once discovered, player must stop using that ball before playing from the next teeing ground, *Penalty for breach- Disqualification*.

Replacing a Broken Club: If a player's club is "broken or significantly damaged" during the round by the player or caddie, except in cases of abuse, the player may replace the club with any club under Rule 4.1b(4). When replacing a club, the player must immediately take the broken or significantly damaged club out of play, using the procedure in Rule 4.1c(1). For the purposes of this Local Rule, a club is "broken or significantly damaged" when, the shaft breaks into pieces, splinters or is bent (but not when the shaft is only dented), the club face impact area is visibly deformed (but not when the club face is only scratched), the clubhead is visibly and significantly deformed, the clubhead is detached or loose from the shaft, or the grip is loose.

Exception: A club face or clubhead is not "broken or significantly damaged" solely because it is cracked.

Undue Delay: See GAM Pace of Play Policy. Local Rule K-2. Players in violation of policy may be penalized.

Ball Played from Outside Relief Area when Taking Back-on-the-Line Relief: When taking Back-On-the-Line relief, there is no additional penalty if a player plays a ball that was dropped in the relief area required by the relevant Rule (Rule 16.1c(2), 17.1d(2), 19.2b or 19.3b) but came to rest outside the relief area, so long as the ball, when played, is within one club-length of where it first touched the ground when dropped. This exemption from penalty applies even if the ball is played from nearer the hole than the reference point (but not if played from nearer the hole than the spot of the original ball or the estimated point where the ball last crossed the edge of the penalty area). This Local Rule does not change the procedure for taking Back-On-the-Line relief under a relevant Rule. This means that the reference point and relief area are not changed by this Local Rule and that Rule 14.3c(2) can be applied by a player who drops a ball in the right way and it comes to rest outside the relief area, whether this occurs on the first or second drop.

No Play Zones: Mandatory free relief must be taken for any ball in a No Play Zone that is not in a penalty area. Penalty for Breach – General Penalty under 14.7a. Mandatory free relief does not apply for a ball in a No Play Zone located within a penalty area; a player must take penalty relief under Rule 17.1d or 17.2.

Penalty Area Stakes and Lines: When both stakes and lines are used to define penalty areas, stakes identify the penalty area and lines define the edge. Penalty areas are marked by either painted yellow or red lines. This affects the player's relief options. See Rule 17.1d.

Practice: Prior to and after a round in stroke play, a player may practice on the designated practice areas. Rule 5.2b covering practice in stroke play is modified in this way: A player may not practice on the competition course before or between rounds. Penalty for breach of Local Rule, see Rule 5.2.

Cell Phones: Should a player be using his cell phone for something other than a distance-measuring device in a non-urgent situation, the player may be subject to penalty under the GAM Player Code of Conduct. This includes, but is not limited to, social media usage, texting, e-mail, calls and web browsing.

Motorized Transportation: Unless otherwise permitted by the Committee, players and caddies shall not use motorized carts. *Penalty for breach- General Penalty for each hole where there is a breach.* Spectators are not permitted to ride. When carts are permitted only two carts per group and only two people in or on a cart.

Integral Objects: No Relief: Includes rods, cables, wires or wrappings when closely attached to trees. The integral objects of the course may be touched with a club or otherwise.

Suspension of Play Due to a Dangerous Situation (Note to Rule 5.7b):

Local Rule as prescribed in J-1 is in effect. Rule 5.7b requires players to stop play immediately if the Committee declares an immediate suspension of play. The following signals are used unless notified otherwise:

Immediate stop: One prolonged blast of the siren

Normal stop: Three consecutive notes of the siren

Resume Play: Two short notes of the siren

Any immediate suspension of play requires players to discontinue play immediately and not resume play until the Committee has so ordered.

Players may not play a stroke or complete the play of a hole before discontinuing play. Players **MUST** evacuate to a place of safety.

Suspension and Resumption of play: Everyone is urged to take every precaution for protection against lightning. Players have the right to stop play if they think lightning threatens them, even though the Committee may not have specifically authorized it by signal. *Penalty for breach of Rule 5.7b: Disqualification.*

Return of Scorecard: A scorecard is considered returned when it has been certified properly and the player has left the scoring area. The scoring area will be defined by the committee at each competition.

Close of Competition: The competition shall be deemed to have closed when the trophy has been awarded to the winner or in the absence of a prize ceremony, when all scores have been approved by the Committee and results have been announced.



Polo Fields G&CC
Mon, July 13



Tee	Time	Player Name, City
1	8:00 AM	Anderson, Michael Northville Ignasiak, Mike, Saline Levan, David Ann Arbor GGID: PAWYVD
1	8:10 AM	Shedd, Ryan Farmington Hills Vrana, Tony, Shelby Twp Becker, Reis Grosse Pointe Farms GGID: JYUMVP
1	8:20 AM	Tindall, Andrew Chelsea Stevens, Tom, Northville Anderson, Steve Troy GGID: DFDUJS
1	8:30 AM	Trudeau, Joe Ann Arbor Comito, Anthony, Macomb Morrissey, Pierce Canadian Lakes GGID: WFMXDM
1	8:40 AM	McDermott, Evan Spring Lake Bowman, Harrison, Clarkston Spencer, Conor Jackson GGID: PRFYJS
1	8:50 AM	Jones, Todd Monroe Lack, Andrew, Northville Carnacchi, Eric Superior Twp. GGID: VXXQYD
1	9:00 AM	Alokam, Vimal Ypsilanti Firavich, Adam, Howell Volostnykh, Dennis Troy GGID: YGNNGR
1	9:10 AM	Mickle, David Quincy Kors, Justin, Brighton Murphy, Michael Plymouth GGID: SNCWVM
1	9:20 AM	Stassinopoulos, Leo Bloomfield Hills Pampalona, Joseph, Roseville Oudsema, Scott GGID: VHDBSC
1	9:30 AM	Pelak, Luke Mattawan Finn, Joshua, Saline Bhagat, Shaunak Ann Arbor GGID: XTVSXE
1	9:40 AM	Jones, Ieuan Ann Arbor Gandy, Drew, Midland Pelak, Matthew Mattawan GGID: AWRRUJ

Tee	Time	Player Name, City
1	9:50 AM	Markellos, Nikos Ann Arbor Luft, Dan, Bloomfield Hanks, Jerald Davison GGID: ETDXSP
1	10:00 AM	Brillati, Jonathan Shelby Township Harb, Mo, Bloomfield Monteith, Jimmy Dearborn GGID: DHMSDK
1	10:10 AM	Carpenter, Andrew Dundee Ridley, Collin, Mount Pleasant Williams, Ryan Saint Clair GGID: VYFPEM
1	10:20 AM	Bitz, Aaron Monroe Lama, Arjun, Ann Arbor Gebeck, Tommy Grosse Pointe Farms GGID: YMTAYT
1	10:30 AM	Simmons, Donald Northville Clore, Siegel, Detroit Blackmore, Ronald Lake Orion GGID: ZJAYNS
1	10:40 AM	Janz, Eric Chelsea Kiehler, Chris, South Lyon Fletcher, Zeke E Lansing GGID: CUBBWA
1	10:50 AM	Costello, Ethan Monroe Yono II, Sam, West Bloomfield Jasina, Andrew Ypsilanti GGID: EASHNN
1	11:00 AM	Chaivre, John Canton Jones, Dwaine, Canton Eberline, Mark Northville GGID: MRUYWT
1	11:10 AM	Pier, Zach Portland Shen, Edward, Ann Arbor Lerch, Winston Howell GGID: RFGZPK
1	11:20 AM	South, Brendan Livonia Rogers, Nathan, Newport Clemons, Ryan Macomb GGID: VECEZY

Name	Tee	Time	Name	Tee	Time
Alokam, Vimal	GAM Q (Black)	9:00AM	Pier, Zach	GAM Q (Black)	11:10AM
Anderson, Michael	GAM Q (Black)	8:00AM	Ridley, Collin	GAM Q (Black)	10:10AM
Anderson, Steve	GAM Q (Black)	8:20AM	Rogers, Nathan	GAM Q (Black)	11:20AM
Becker, Reis	GAM Q (Black)	8:10AM	Shedd, Ryan	GAM Q (Black)	8:10AM
Bhagat, Shaunak	GAM Q (Black)	9:30AM	Shen, Edward	GAM Q (Black)	11:10AM
Bitz, Aaron	GAM Q (Black)	10:20AM	Simmons, Donald	GAM Q (Black)	10:30AM
Blackmore, Ronald	GAM Q (Black)	10:30AM	South, Brendan	GAM Q (Black)	11:20AM
Bowman, Harrison	GAM Q (Black)	8:40AM	Spencer, Conor	GAM Q (Black)	8:40AM
Brillati, Jonathan	GAM Q (Black)	10:00AM	Stassinopoulos, Leo	GAM Q (Black)	9:20AM
Carnacchi, Eric	GAM Q (Black)	8:50AM	Stevens, Tom	GAM Q (Black)	8:20AM
Carpenter, Andrew	GAM Q (Black)	10:10AM	Tindall, Andrew	GAM Q (Black)	8:20AM
Chaivre, John	GAM Q (Black)	11:00AM	Trudeau, Joe	GAM Q (Black)	8:30AM
Clemons, Ryan	GAM Q (Black)	11:20AM	Volostnykh, Dennis	GAM Q (Black)	9:00AM
Clore, Siegel	GAM Q (Black)	10:30AM	Vrana, Tony	GAM Q (Black)	8:10AM
Comito, Anthony	GAM Q (Black)	8:30AM	Williams, Ryan	GAM Q (Black)	10:10AM
Costello, Ethan	GAM Q (Black)	10:50AM	Yono II, Sam	GAM Q (Black)	10:50AM
Eberline, Mark	GAM Q (Black)	11:00AM			
Finn, Joshua	GAM Q (Black)	9:30AM			
Firavich, Adam	GAM Q (Black)	9:00AM			
Fletcher, Zeke	GAM Q (Black)	10:40AM			
Gandy, Drew	GAM Q (Black)	9:40AM			
Gebeck, Tommy	GAM Q (Black)	10:20AM			
Hanks, Jerald	GAM Q (Black)	9:50AM			
Harb, Mo	GAM Q (Black)	10:00AM			
Ignasiak, Mike	GAM Q (Black)	8:00AM			
Janz, Eric	GAM Q (Black)	10:40AM			
Jasina, Andrew	GAM Q (Black)	10:50AM			
Jones, Dwaine	GAM Q (Black)	11:00AM			
Jones, Ieuan	GAM Q (Black)	9:40AM			
Jones, Todd	GAM Q (Black)	8:50AM			
Kiehler, Chris	GAM Q (Black)	10:40AM			
Kors, Justin	GAM Q (Black)	9:10AM			
Lack, Andrew	GAM Q (Black)	8:50AM			
Lama, Arjun	GAM Q (Black)	10:20AM			
Lerch, Winston	GAM Q (Black)	11:10AM			
Levan, David	GAM Q (Black)	8:00AM			
Luft, Dan	GAM Q (Black)	9:50AM			
Markellos, Nikos	GAM Q (Black)	9:50AM			
McDermott, Evan	GAM Q (Black)	8:40AM			
Mickle, David	GAM Q (Black)	9:10AM			
Monteith, Jimmy	GAM Q (Black)	10:00AM			
Morrissey, Pierce	GAM Q (Black)	8:30AM			
Murphy, Michael	GAM Q (Black)	9:10AM			
Oudsema, Scott	GAM Q (Black)	9:20AM			
Pampalona, Joseph	GAM Q (Black)	9:20AM			
Pelak, Luke	GAM Q (Black)	9:30AM			
Pelak, Matthew	GAM Q (Black)	9:40AM			

GAM PACE OF PLAY POLICY

In order to enhance the GAM tournament experience there has to be motivation for players to want to play at the prescribed pace or better, walk faster between shots and keep up with the group in front of them. The incentive behind this policy is that penalty strokes will be assessed if participants do not play within this policy's parameters.

PACE OF PLAY PRINCIPLES

1. The GAM may time all players at any time
2. Always play ready golf
3. Your position relative to the group in front of you is your responsibility, the group behind you is the GAM's responsibility

PACE OF PLAY POLICY

At each competition, the Tournament Committee will determine the maximum allotted time (Time Par) each group is permitted to play each hole and the stipulated round. The stipulated round is complete when the last player in the group completes play of the final hole and the flagstick is replaced.

LEAD GROUP(S)

The lead group(s) must finish their stipulated round within the maximum allotted time established by the committee. If they finish over the maximum allotted time each player may be assessed a penalty to their score for the final hole.

- Exception: If the lead group is held up by play that was sent out before them or that began on the opposite tee, they will be exempt from the pace of play penalty if they finish over their allotted time but less than 13 minutes behind of the group ahead of them.
- See exemptions from penalty.

FOLLOWING GROUPS

Any subsequent group must finish their stipulated round within the maximum allotted time established by the committee. If they finish over the maximum allotted time, they must finish not more than **13** minutes behind the group ahead of them. If they finish over the maximum allotted time and more than **13** minutes behind the group ahead of them, each player in the group may be assessed a penalty to their score for the final hole.

GROUP & INDIVIDUAL WARNINGS

Groups that are noted as being over Time Par and out of position during a round will receive a Group Warning from a GAM Rules Official. At this point, the group must work to get back under Time Par or in position. In addition, individuals will also be timed. Recorded individual times of over 40 seconds will subject that player to penalty.

In the event that a group is under Time Par and out of position, individuals will be timed and any player that has recorded a time of 40 seconds will receive an Individual Warning. Following the issuing of an Individual Warning, that player will be subject to penalty for any further recorded times of over 40 seconds. Individual penalties may be assessed during the round.

TIMING

Timing of a player's stroke will begin when they have had reasonable opportunity to reach their ball, it is their turn to play and they can play without interference or distraction. Time spent determining yardage will count as part of the time taken for the stroke. **The GAM will be enforcing the USGA recommendation found in Rule 5.6b, stating that the player make a stroke in no more than 40 seconds after he or she is able to play without interference and distraction.** Also per Rule 5.6b, a player should usually be able to play more quickly than that and is encouraged to do so.

EXEMPTIONS FROM PENALTY

If a group does not finish within its Time Par and out of position due to circumstances beyond its control or any other circumstances which the committee deems to be exceptional, the Committee may be justified in waiving the penalty.

If GAM Staff or a GAM Rules Official identifies that a player or players in the group are a cause of the group failing to maintain pace of play and determines other players are playing well within the requirements of this policy, those meeting the requirements of this policy may be absolved from penalty.

**THE GAM RESERVES THE RIGHT TO TIME ALL PLAYERS AT ANY TIME
THE GAM RESERVES THE RIGHT TO REVIEW ALL PENALTY SITUATIONS**



2020 Quick Rules Reference Guide

Rule 14.3b – Ball Must Be Dropped in Right Way

1. The ball must be dropped straight down from knee height (See Diagram 14.3b)
2. The ball must be dropped in and come to rest in the relief area (See Diagram 14.3c)

Rule 16 – Immovable Obstructions; Abnormal Course Conditions (See Diagrams 16.1a-d)

1. There must be interference with lie of ball, stance, or area of intended swing.
2. Determine the nearest point of complete relief using the club the player would use if the obstruction/abnormal course condition weren't there. (i.e. 150 yard 7 iron)
3. Measure one club-length (using longest club that is not a putter) from the nearest point of complete relief (reference point), not nearer the hole than the reference point.
4. Free drop – no penalty.
5. After drop, if the exact same condition from which relief was taken still interferes, start over.

Rule 17 – Penalty Areas

1. Yellow Penalty Area – 1 stroke penalty (See Diagram #1 17.1d)
 - a. Play the ball as it lies without penalty
 - b. Go back to where the player last played from – 1 stroke
 - c. Drop behind penalty area, keeping the point where the ball last crossed the edge of the penalty area directly between the flagstick and the reference point which determines the relief area in which the player drops the ball.
2. Red Penalty Area – 1 stroke penalty (See Diagram #2 17.1d)
 - a. Play the ball as it lies without penalty
 - b. Go back to where the player last played from – 1 stroke
 - c. Drop behind penalty area, keeping the point where the ball last crossed the edge of the penalty area directly between the flagstick and the reference point which determines the relief area in which the player drops the ball.
 - d. Drop within two club-lengths of the point where he last crossed the edge of the penalty area – 1 stroke

Rule 18 – Provisional Ball

1. If played solely in the belief original ball is in a penalty area, the provisional ball becomes the ball in play under penalty of stroke and distance.
2. If played without announcement, the “provisional” ball becomes the ball in play under penalty of stroke and distance.
3. If the original ball is found before the end of the three-minute search time, the PROVISIONAL MUST BE PICKED UP.
4. If the original ball is found in a penalty area, or it is known or virtually certain that the ball is in a penalty area, the player must either play the ball as it lies or take penalty relief under Rule 17.1d.
5. The player may continue to play the provisional ball without it losing its status as a provisional ball so long as it is played from a spot that is the same distance or farther from the hole than where the original ball is estimated to be.

Rule 19 – Unplayable Ball – 1 stroke penalty (See Diagram 19.2)

1. Go back to where the player last played from.
2. Drop within in the relief area two club-lengths of where the ball lies unplayable, no closer to the hole.
3. Keep the point where the ball lies unplayable directly between the flagstick and the reference point which determines the relief area in which the player drops the ball.– may go back as far as the player wants.
4. Unplayable ball in bunker MUST be dropped in bunker – 1 stroke penalty (see #5)
5. **IF THE BALL IS IN A BUNKER**, the player may, under a penalty of two strokes, take back-on-the-line relief, keeping the point where the ball lies in the bunker directly between the flagstick and the reference point which determines the relief area in which the player drops the ball. (See Diagram 19.3)

Virtual Certainty

1. To be virtually certain on something occurring is to consider the event in question at least 95% likely to have happened or there is conclusive evidence that the event in question happened to the player's ball, such as when the player or other witnesses saw it happen.