Mission:
The mission of MARGA is to create a fun, casual, friendly, and enjoyable golfing experience for participants at all playing levels, by facilitating competition, and fun golfing events. Being a member allows the golfer to meet new people, build friendships, and socialize on a weekly basis. We strive to meet the needs of our members, and always encourage their comments and suggestions.

WELCOME TO MARGA – WE ARE HAPPY TO HAVE YOU
As the calendar turns to April, our season is fast approaching. To those of you returning for another season, thanks for supporting our Association and its’ activities. To our new members, welcome, and we trust you will have a fun and enjoyable experience playing in our leagues, and other golf events. Our current membership of approximately 290, will be taking to the City courses for 388 rounds per week.

A current break down of leagues shows the following number of golfers: Monona Monday (40), Yahara Monday (52), Glenway Monday (57), Monona Tuesday (60) Odana Wednesday (59), Glenway Thursday (53), Yahara Friday (67)

Let’s hope the weather cooperates so we can have a fun, and successful golf season.

EARLY SEASON GOLF LESSONS
With the cooperation of the City of Madison golf staff, MARGA members will again have the opportunity to take a three class session of lessons from Assistant Professionals Kyle Lindert and Nick Winters. Both instructors will lead classes at Monona and Odana. The cost of the 3 class session will be $50.00. Classes at Monona will be held in a Tuesday-Thursday format, with the dates of April 26, April 28, and May 3. Class times will be at 9:00 or 10:05 am. The 9:00 am Odana class will be held on Wednesdays, April 27, May 4, and May 11. Topics to be covered include putting, chipping, wedge shots, fairway woods, and drivers. To find out more information on the class schedule, and registration procedure, double click on the attached registration form, or check in out on the MARGA website.

CONTACT INFORMATION
MARGA members are encouraged to keep their contact information updated. It is especially important for league secretaries and schedulers to have your current e-mail address, so they can inform you of tee times, weekly event winners, as well as rain outs. Those that do not have e-mail, should make sure that league secretaries and schedulers have current phone numbers.

Any change in your contact information should also be forwarded to the MARGA Data Base Coordinator, Ed Lippert. His phone number is 630-4958, or e-mail at elippert@charter.net

Ed will send out information on any MARGA wide events, such as outings, tournaments, and the annual luncheon.
DROPPING OUT OF A LEAGUE
If it becomes necessary for you to drop out of a league, contact the league secretary and scheduler immediately. You will be eligible for a refund of the $3 unused prize money for the remaining weeks in the season. The League Representative will contact our Treasurer, who mail you a refund check.

MARGA WEBSITE  (www.margagolf.com)
You will find a lot of information on the website. By checking out the left hand column, you will be able to click on various topics of interest. For example, by clicking on Glenway Thursday, or a similar listing, you will be able to find pictures of league play. A league calendar listing will take you to the 2016 league schedule. The left hand column is where you can find league tee times, and weekly event winners. Currently, you will find examples from 2015. All registration forms for MARGA wide events can be found on the website during the registration period. Currently, you can find the 2016 MARGA registration form.

GREEN FEES
As a reminder, City of Madison Golf Loyalty cards may be used for league play. The card may be purchased at all City of Madison courses. The cost of a new card is $30, while a renewal is $20. The card allows for a $2 league discount, and a $2.50 discount on non-league play. A complete listing of golf fees can be found on the MARGA website. Check the left hand column, under Golf League Info.

RAIN OUTS
Every attempt will be made to make up any rain outs that occurred during the season. The schedule will be extended, as needed, to accomplish the playing of all 16 weeks. League schedulers will inform league members of the additional dates. Rain dates are played on the regularly scheduled day of league play.

IMPORTANT DATES
April 25 – League play begins  June 8 – Lake Wisconsin Golf Outing
August 18 – Don Wendt 9 Hole Tournament  August 24 – Ed Lippert 18 Hole Tournament
September 14 – Door Creek Outing  September 28 – Annual Luncheon
Registration forms will be e-mailed out.

HANDICAPS
All members will have a handicap when they begin league play. The handicaps are posted on the MARGA bulletin boards, located in each clubhouse. The handicaps are used to determine flights for league play, as well as for any other MARGA event. It is very important that members know their flight so they sign the right flags for the weekly hole events. During the season, league secretaries will be entering golfers scores into our handicap software. Handicaps are recalculated the first week of June, July, August and September. The handicaps are course specific, so they may be different depending on the course you are playing. This also allows a handicap to be established for you on a course that you do not normally play.
**Purpose of a Handicap**

A golf handicap is a means of allowing players of different abilities to compete with each other on an equal basis. The most commonly used is the USGA handicap and, with modifications deemed better suited to MARGA, MARGA uses that system.

**Calculation and Handicap Types**

The MARGA handicap system calculates two types of numbers, a handicap index and one or more course handicaps. The course handicap is the handicap index modified to reflect the course and tees you are playing. The handicap index is derived from a handicap differential calculated for each round you play. These are derived from your gross score, i.e., the score you posted for that round, the course rating and the slope rating. All golf scores from official MARGA events are considered. So, your course handicap will vary depending on which MARGA league, outing, or tournament you play in, as the gold tees have different slope ratings at the different courses our 7 leagues play at and courses where outings are held have different slope ratings as well. Your handicap index can be used to create a course handicap for you at outings or tournaments even though you are playing with members who might not be in the same league(s) as you.

For an actual example of how our handicap software calculates a handicap index, with scores that include the 2015 season, go to our MARGA website, and click on MARGA Handicaps, which you will find in the left hand column. A detailed explanation of the calculation of your specific handicap is available. Send an email to Steve Lesgold, (email address below).

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**COMMENTS or SUGGESTIONS**

Please feel free to contact any of the individuals listed below with your suggestions. This Association is run to benefit its' members, and provide everyone with an enjoyable experience on the City courses. We want to hear from you.

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**2016 MARGA Council Contact Info**

**Council Officers :**
- President : Larry Witt (lmwitt@tds.net) (692-0763)
- Vice President : Ed Lippert (elippert@charter.net) (630-4958)
- Secretary : Bill Bley (wrbley48@yahoo.com) (579-1517)
- Treasurer : Bob Dye (bobdye@charter.net) (226-0676)

**Committee Chairpersons :**
- Data Base/League Coordinator : Ed Lippert
- Publicity : Larry Witt
- Social/Luncheon : Bill Bley
- Golf Outings : Bill Grabel (wgrabel@chorus.net) (516-6581)
- Handicaps/Website : Steve Lesgold (steve.lesgold@uwalumni.com) (467-8616)

**League Representatives :**

**Monday Yahara :**
- Scheduler : Dick Dye (dnjdye@sbcglobal.net) (241-7156)
- Secretary : Ken Kamp (lkamp@wisc.edu) (244-8858)

**Monday Glenway :**
- Scheduler : Bob Nielsen (abckniel@att.net) (271-2571)
- Secretary : Dick Mahal (twover@gmail.com) (845-2443)

**Monday Monona :**
- Scheduler and Secretary : Paul Hanson (xc59skier@gmail.com) (843-1126)

**Tuesday Monona :**
- Scheduler : Bernie Powers (bopower@charter.net) (837-4950)
- Secretary : Bill Egstad (egstadw@gmail.com) (837-8630)

**Wednesday Odana :**
- Scheduler : John Twesme (jrtwez@gmail.com) (556-5342)
- Secretary : Rex Peterson (rexlpeterison@gmail.com) (203-8363)

**Thursday Glenway :**
- Scheduler : Richard Lauder (usstamps@charter.net) (233-2617)
- Secretary : Ed Lippert (elippert@charter.net) (630-4958)

**Friday Yahara :**
- Scheduler : Larry Chatman (larrychatman@me.com) (838-3431)
- Secretary : Ron Cook (cook-ronald@att.net) (274-3983)
PACE OF PLAY

MARGA encourages golfers to improve their pace of play on the course. The following guidelines will improve your pace without sacrificing your enjoyment of the game.

All groups are encouraged to play 9 holes in 2 hours, 15 minutes, or less, and 18 holes in 4 hours, 30 minutes, or less.

Ready Golf
Agree on the first tee that whoever is ready to hit their shot says so and hits. Each player is ready to play when position, proper club selection, and practice swings are completed before it is time to hit your ball. This includes shots on the tee box, in the fairway, and on the green. Only when two people are ready together should the one further from the hole hit first. It should never take more than 60 seconds to hit a shot. Once struck, you should move immediately to your ball’s new location, and prepare for your next shot.

Conversation
Golfers should not get wrapped up in conversation. Chatting between friends on the course is a great part of the game, but you have to be able to talk, and pay attention to the flow of the game at the same time. Be ready to stop talking and play, when it is time. Leave cell phones in the car, or when carried, place ring tones to vibration mode.

On the Course
All players must maintain their place in the field, which is immediately behind the group in front, and not just ahead of the group behind. All members of a group should be proactive in addressing the pace of play. You can play faster if you don’t score well just by moving faster between shots.

On the Tee
Prior to teeing off, make sure you have balls, tees, divot tool, ball mark, pencil and scorecard. Take the cover off of the driver on the first hole, and leave it off for the rest of the round. If necessary, mark your card after you tee off. Short hitters tee off first, or whoever is ready. After the last player hits his drive, the rest of the group should immediately start advancing to their balls. The last to drive can catch up.

On the Fairway
Cart users should move ahead of walkers to look for balls in the rough. Short hitting cart players should be dropped off first, before proceeding to the other ball. First hitter should walk up to their next position. When on a cart, after hitting your shot, carry your club in the cart to your next shot, and then place it in your bag. Limit your pre-shot routine to no more than 15 seconds. If you take an extra 10 seconds on every shot, and you shoot, say 45 for 9, that is roughly an extra seven minutes, for just one player. Walking players should move quickly and directly to their ball and get ready to hit. Waiting for a friend to play their shot is not necessary. Players on opposite sides of the fairway may hit simultaneously. Know how far you hit your clubs. Often golfers wait behind a group, even though no one has the length to reach the group in front. Don't spend more than five minutes looking for a lost ball. You should help out another player by looking, especially if you are on the same side of the fairway. If more than one ball needs to be found, split up, and search for all the balls at the same time. If a gap opens up to the group in front of you, and there are players crowding from behind, then be reasonable, take the penalty and move on. Take a sand rake into the bunker with you, before playing the shot.

On the Green
Before putting, leave your bag or cart on the side of the green leading to the next tee, or behind the green. Do not leave anything in front of the green. Mark your ball and repair ball marks. Study your putt while others are putting. Do not wait for a player who is raking a greenside bunker, even though they may still be out. Once you start putting, continue until you have holed out, unless you will stand on someone else’s line. Move to the next tee before counting your shots and marking your card. The first two players that hole out should collect any clubs and move them to the side of the green nearest the next tee. Both players should then proceed to the next tee and prepare to tee off. The third player to hole out will get the pin for the last player. To keep pace, the first two players can hit when they are ready.
MARGA EXCEPTIONS TO THE RULES OF GOLF

1. Ball in the Rough:
Acceptable To: a. “Fluff” the ball with the club head to improve the lie.
NOT Acceptable To: a. Improve the line to the hole b. Move the ball closer to the hole

2. Fairway Lies
Acceptable To: a. “Fluff” the ball to improve the lie b. Lift, clean, and remove mud if conditions warrant, and replace ball on the original spot
NOT Acceptable To: a. Improve the line to the hole b. Move the ball more than six inches, or closer to the hole

3. Lost Ball
Play as a lateral hazard (no loss of distance): ONE stroke penalty Drop ball anywhere on a line to where ball was last struck but no closer to the hole
A ball lost in the rough must be dropped in the rough

4. Out Of Bounds
Play as a lateral hazard (no loss of distance): ONE stroke penalty
Must drop ball at nearest point in play and on line from where ball came to rest.

5. Water Hazard
Play as a lateral hazard unless a designated drop area is present: ONE stroke penalty

6. Tree Relief
No relief unless ball is in the rough, then play as if in the rough (Item 1)

7. Sand Traps and Sand Waste Areas
It is the intent of MARGA to play normal golf rules as they relate to sand traps and waste areas. However, due to the poor conditions that sometimes arise in these areas, special rules have been implemented for league play.
Acceptable To: Move small rocks near the ball to prevent injury or club damage. However, if your ball is near a large rock, in a waste area, not affected by water or mud, it must be played as it lies.
If your ball is in a sand trap or waste area with some water or mud, remove the ball from standing water or mud. Clean, and remove mud, and then replace on a playable area, no closer to the hole, inside the sand trap or waste area.
However, if conditions are such that a significant amount of water and mud prevent you from finding a playable area, inside the sand trap or waste area, the ball may be cleaned and placed outside the sand area, on a line of entry no closer to the flag. There is no penalty for taking relief from the aforementioned conditions.

A golfer may decide to pick up his ball from a playable sand trap or waste area, and place it outside the sand area, on a line of entry, no closer to the hole. The ball cannot be placed in front of the sand area. ONE stroke penalty
8. Interference with Large Putting Cup  (Yahara East)
Playing the Ball: Acceptable To: Move a ball, on or off the green, that is in line with the large putting cup, no more than one club length and no closer to the hole. Remove a ball that lands in the large putting cup, and place it no more than one club length from the cup and no closer to the hole. There is no penalty for taking relief from the large cups.

9. Rules Governing MARGA Play
MARGA scorecards should be used for all leagues play, and are available at the course check-in. They can be returned there at the end of the round. Make sure your last name appears on the card.
Outings and Championship Tournaments: Each group should keep two scorecards and validate scores before turning in the “official” scorecard at the end of the round.
Flag Events:  Closest to the Pin: Flag will identify the number of shots (Closest in Two) A shot can be made while on the green, but must stay on the green to qualify.
    Longest Putt: The ball must be putted while on the green to count. The longest putt is the putt holed from the furthest point from the hole. A player may have more than one attempt at longest putt on the same green.
    Be sure to sign the correct flag card for your flight. Signing the wrong flight card will disqualify that player, and the next name on the flag will be awarded the prize.
Sign the flag even if you think the shot will not hold up.