

April 17, 2007

To: Contestants

Re: Russell Palmer Cup Qualifier  
Wallingford Country Club  
Monday, April 30, 2007

Gentlemen:

This letter will acknowledge receipt and acceptance of your 2007 Russell Palmer Cup Qualifier application. You have been assigned to qualify at Wallingford Country Club on Monday, April 30, 2007. Your starting time and pairings are enclosed. **PLEASE DO NOT REQUEST A CHANGE OF STARTING TIME AS WE WILL BE UNABLE TO ACCOMMODATE OR MAKE EXCEPTIONS FOR THIS EVENT.**

Following are items of information concerning this tournament and are conditions of the competition:

**FORMAT:** 18 hole qualifier at stroke play. Players with the low 55 scores, plus ties qualify for the championship at Waterbury Country Club on May 22 and 23 ,2007.

**REGISTRATION:** When you arrive at the golf course, please check in at the reception desk located outside Pro Shop.

**LOCKER ROOMS:** The locker room located in the lower level of the clubhouse will be open for your use at 7:00 a.m.

**CADDIES:** There are no caddies available at the club. You may bring your own caddie, carry your own bag or utilize a push/pull cart. Powered golf carts will not be allowed for contestants, their bags, caddies or spectators.

**FOOTWEAR:** It is a condition of this competition that shoes with traditionally-designed spikes (regardless of composition, i.e., ceramic, plastic, etc.) or spikes, regardless of design, comprised either entirely or partially of metal (if such metal may come in contact with the course) are prohibited during the stipulated round. Penalty for breach of this condition:

**DISQUALIFICATION.**

**PRACTICE ROUNDS:** There are limited practice rounds available. Arrangements can be made by calling the Golf Shop at 203-284-9189.

**PRACTICE RANGE:** Practice balls will be available at no charge complements of Wallingford Country Club.

**PACE OF PLAY:** Players will be apprised of their pace of play on the 5<sup>th</sup> and 10<sup>th</sup> tees.

**FOOD & BEVERAGE:** Lunch will be available for players on a cash basis between 11:00 a.m. –1:00p.m. The snack bar will also be open on a cash basis. It is located near holes #5, #9 and #13. We encourage you to patronize the Wallingford Country Club.

**CELLULAR PHONE:** Use of a cellular phone or similar device by a contestant or caddie during the stipulated round is strictly **PROHIBITED.**

**DRESS CODE:** Contestants & caddies are required to adhere to the following guidelines:

- Shorts must be Bermuda length—no “cargo shorts ”
- Shirts must have a collar and be tucked in at all times
- Jeans are not allowed
- Hats must be worn in a traditional manner

We look forward to seeing you on April 30.

Good luck!

Best regards,

Paul Smith  
Assistant Tournament Director

## **DIRECTIONS**

91 North - Exit 14, Left onto Woodhouse Avenue. Continue for approximately 1 mile. Take a left onto Country Club Road. Go to end of road and take a right onto Long Hill Road. Club is on the right.

91 South - Exit 14, Right onto Center Street. Continue for approximately 1½ miles. Take a left onto Long Hill Road. Club is on the left.

Wallingford Country Club  
195 Long Hill Rd  
Wallingford, CT 06492  
(203) 284-9189  
Steve Birkmeyer, PGA Professional

**SEE ATTACHED FOR PACE OF PLAY GUIDELINES**

## Connecticut State Golf Association Pace of Play Policy

*adopted April 6, 2006*  
*amended April 12, 2007*

The CSGA Pace of Play policy has been implemented to make contestants aware of their position on the golf course. The objective of this policy is to eliminate groups playing five-hour rounds. In no way is this policy meant to penalize players on the course. Players understanding the policy will become aware of their groups position on the course and over time begin to fix their own problems without an official putting the group on the clock.

**Time of Starting:** The CSGA directs that players should report to the starter ten minutes prior to their starting time to receive competition and course information. Rule 6-3a provides: "The player shall start at the time laid down by the Committee." The penalty for breach of Rule 6-3a is disqualification. However, it is a condition of the competition that, if the player arrives at his starting point, ready to play within five minutes after his starting time, in the absence of circumstances which warrant waiving the penalty of disqualification as provided in Rule 33-7, the penalty of failure to start on time is two strokes at the first hole in stroke play or loss of first hole in match play instead of disqualification.

**Allotted Time:** Allotted time is the amount of time a group has to complete a measured number of holes. All CSGA scorecards will have the pace of play identified on them. The time to complete 18 holes will be approximately 4 hours & 24 minutes, but will vary for each course. The OIC for each event will be responsible for communicating to the office any need for change in the basic pace of play schedule.

### **Out of Position:**

**FIRST GROUP ONLY:** If you are behind your allotted time at any timing station.

**ALL OTHER GROUPS:** Subsequent groups will not be considered "out of position" if any previous groups has caused the field to fall behind their allotted time. Any subsequent groups must remain within 14 minutes of the group in front of them. This is measured by having the flagstick in the hole within 14 minutes of the group in front of you.

### **TIMING CARDS**

There will be timing stations located at the 4<sup>th</sup> or 5<sup>th</sup> hole of both nines and the possibility at the 9<sup>th</sup> and 18<sup>th</sup> hole. Groups will be timed at these stations and will be shown a card.

- Green card: The group is in position.
- Yellow card: The group has fallen "out of position" or is behind their allotted time and needs to catch up.
- Red card: The group has fallen "out of position" and behind their allotted time & will be subject to be put on the clock.

In lieu of a manned timing station, there may be just a clock for the players to compare their pace with the expected pace set forth on the scorecards.

## **ON THE CLOCK**

A group may be monitored or timed for compliance with this pace of play guideline if it is “out of position” and behind their allotted time. When a group is “out of position” every player in the group is expected to play any stroke within 40 seconds.

The timing of a player’s stroke will begin when he has had a reasonable opportunity to reach his ball, it is his turn to play and he can play without interference or distraction.

Except on the putting green, if a player has reached his ball, it is his turn to play and there are no distractions, timing will begin after he has reasonable time to select his club. Time spent walking backward or forward for determining yardages will count as part of the time taken for the next stroke.

On the putting green, timing will begin after a player has been allowed a reasonable amount of time to lift, clean and replace his ball, repair his ball mark and other ball marks on his line of putt and remove loose impediments on his line of putt. Time spent looking at the line from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.

**NOTE:** A player is permitted 40 seconds to play a stroke. An extra 10 seconds (for a total of 50 seconds) will be allowed for:

- a) The first player to play a stroke on a par-3 hole.
- b) The first player to play a second stroke on a par-4 or par-5 hole.
- c) The first player to play a third stroke on a par-5 hole.
- d) The first player to play a stroke around the putting green.
- e) The first player to play a stroke on the putting green.

## **PENALTIES**

Once a group has received a red card and put on the clock, the following policy will go into effect for each player:

- 1<sup>st</sup> Bad Time - Warning from the official
- 2<sup>nd</sup> Bad Time - 1 Stroke Penalty
- 3<sup>rd</sup> Bad Time - 2 Additional Strokes Penalty
- 4<sup>th</sup> Bad Time - Disqualification

Players are responsible for knowing their position on the golf course relative to their allotted time as well as the groups around them. Players should monitor and speak to individuals causing slow play. Players may ask for the group to be monitored without identifying an individual causing slow play.