

April 21, 2010

To: Contestants

Re: CSGA Two Man Invitational
In Honor of Bill Hermanson

Gentlemen:

Welcome to the 2010 golf season. Thank you for accepting our invitation to this opening event. We are, again, pleased to announce that The Black Hall Club has agreed to host this event for the next several years in honor of Bill Hermanson, a long time Black Hall member & many time CSGA Champion & USGA participant. Enclosed are your pairings and site information for the tournament. The competition will consist of a 18 hole team better ball score in the AM and foursome (selected drives, then alternate shot) for the PM round. The team with the lowest 36 hole score will be the Champions. There will also be a prize for the lowest score for the AM & PM rounds. The top five teams will receive Golf Shop merchandise credit. A team may NOT win more than one prize. Except for the Championship, ties will be decided by the lowest score in afternoon round, then the USGA recommended method as described in Appendix 1, Part C, section 11c. The shotgun starting times will be 8:15AM & 1:30PM.

We are also proud to have Lexus of New Haven as this year's sponsor of the Invitational. Without these sponsors, the CSGA would not be able to bring such quality events.

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

REGISTRATION: When you arrive at The Black Hall Club, please check in at the Reception table, located in front of clubhouse.

LOCKER ROOMS: The locker room will be open for your use at 7:00AM.

CARTS & CADDIES: Golf carts will be mandatory and are included in the entry fee.

PLEASE DO NOT REQUEST A CADDIE OR CARRY YOUR OWN BAG. If you wish to have a caddie drive your cart, this acceptable.

DISTANCE-MEASURING DEVICES: For all CSGA Events, a player may obtain distance information by using a device that measures distance **ONLY**. See CSGA hard card for further information.

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 will be NO practice rounds available.

PRACTICE RANGE: Will be available at 7:00AM. Courtesy of Lexus of New Haven

FOOD & BEVERAGE: Lunch will be served between rounds in the clubhouse. The lunch is included in your entry fee. At the prize presentation, beer & wine will be offered courtesy of Lexus of New Haven

CELLULAR PHONE: Use of a cellular phone or similar device by a contestant during the stipulated round is strictly **PROHIBITED**. Also, your host club has asked that cell phones be used **ONLY** in the parking lot. Please honor their wishes.

DRESS CODE: Contestants are required to adhere to the following guidelines:

- Shorts must be Bermuda length
- 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 Monday, May 3, 2010.

Good luck!

Best regards,

Malcolm McLachlan
Director, Rules & Competitions

Black Hall Club
Button Ball Road
Old Lyme, CT 06371

Andrew Campbell, PGA PROFESSIONAL
(860)-434-2038

SEE ATTACHED FOR PACE OF PLAY GUIDLEINES AND DIRECTIONS

Connecticut State Golf Association Policies and Procedures

Policy #8 Pace of Play

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. 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 five minutes prior to their starting time to receive competition and course information. Rule 6-3a provides: "The player must start at the time established by the Committee." The penalty for breach of Rule 6-3a is disqualification. However, as a condition of the competition, the Committee has adopted the Note to Rule 6-3a, which states: "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 loss of the first hole in match play or two strokes in stroke play. Penalty for lateness beyond five minutes is 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 for threesomes, but will vary for each course and group size. The Official In Charge (OIC) for each event will be responsible for determining and communicating 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 the completion of any hole.

ALL OTHER GROUPS: Subsequent groups will not be considered "out of position" if any previous group 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 your having the flagstick in the hole within 14 minutes of the group in front of you.

TIMING

All CSGA officials will be given a spreadsheet with every pairing group's expected time of completion for each hole. In the event that an official notices a group out of position or behind time they will inform the roving rules official and/or OIC of that group's status. At this time the roving rules official and/or OIC will inform the group of their position and that the group needs to speed up their pace. This group is also subject to be put on the clock without further notice.

In match play events players will be allotted 12.5 minutes per hole.

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 time". When a group is "on the clock" a 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/or been put on the clock, the following policy will go into effect for each player:

- 1st Bad Time - Warning from the official
- 2nd Bad Time - 1 Stroke Penalty
- 3rd Bad Time - 2 Additional Strokes Penalty
- 4th 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.

Directions

Black Hall Club
Buttonball Rd, P.O. Box 278
Old Lyme, CT 06371
860-434-5171

I - 95 Northbound:

Exit 70 off of 95N (Route 156). Take a right off the exit ramp and follow Route 156 for 3 miles. On the left hand side is Buttonball Road. Take that left and approx. $\frac{3}{4}$ mile on the right is the entrance to Black Hall Club. Clubhouse is at the end of the driveway.

I - 95 Southbound:

Exit 71 off of 95S (Four Mile River Road). Take a left off the exit ramp and follow that road for $\frac{1}{2}$ mile until you reach a stop sign. Take a right at the stop sign onto Route 156. Follow Route 156 for approx. 4 miles. Buttonball Road is hidden on the right (Approx. 1 mile past Cherrystones Restaurant). Take a right onto Buttonball Road and club entrance is approx. $\frac{3}{4}$ mile on the right side. Clubhouse is at the end of driveway.