



2017 Illawarra

Juniors on the Move

Parent and Player Information Booklet

# 2017 Illawarra Juniors on the Move

Juniors on the Move is aimed at young aspiring golfers under 14 years of age who may be a member of a golf club and not yet ready to play competition golf or just young junior golfers looking to learn the game on different courses and playing with other juniors. It is a perfect introduction to JNJG tournaments in a friendly, relaxed, modified and enjoyable environment. Members will receive a JNJG accredited 9 hole handicap, and get to play 11 (12 games) different courses all over the Illawarra, as well as being involved in program's run by Golf Australia and the PGA.

Juniors on the Move - Pups - is the first step in the JNJG pathway, and is aimed to give beginner kids an introduction to golf, give them a golf course to play on with other young kids learning the game and somewhere to learn the basic skills of playing golf on a golf course.

Juniors on the Move - Tour - is aimed at junior golfers who are almost ready to play tournament golf and tries to give them a comprehensive understanding of the rules and responsibilities on a golf course to better prepare them for when they make that step into 18 hole JNJG tournaments.

**Cost - \$145.00**

Includes: Green Fees for all sessions, Shirt and Cap, Prizes, Trophies, Medals, Family Christmas Party BBQ and More.....

*(Positions in this program are subject to JNJG & Golf Illawarra Discretion)*

DATE	TEE TIMES	GOLF COURSE
• Sun 5 <sup>th</sup> February	First Tee-Off 1:00pm	Wollongong GC
• Sun 12 <sup>th</sup> March	First Tee-Off 1:00pm	Moss Vale GC
• Sun 2 <sup>nd</sup> April	First Tee-Off 12:30pm	The Grange GC
• Sun 7 <sup>th</sup> May	First Tee-Off 1:00pm	Kiama GC
• Sun 11 <sup>th</sup> June	First Tee-Off 1:30pm	The Links Shell Cove
• Wed 5 <sup>th</sup> July	First Tee-Off 2:00pm	Calderwood GC
• Sun 6 <sup>th</sup> August	First Tee-Off 1:00pm	Jamberoo GC
• Thu 28 <sup>th</sup> September	First Tee-Off 12:00pm	Port Kembla GC
• Sun 8 <sup>th</sup> October	First Tee-Off TBC	Russell Vale GC
• Sun 29 <sup>th</sup> October	First Tee-Off 1:00pm	Highlands GC
• Sun 12 <sup>th</sup> November	First Tee-Off 1:00pm	Mt Broughton CC
• Sun 3 <sup>rd</sup> December	First Tee-Off 12:00pm	Wollongong GC (xmas party)

## Juniors on the Move - Contact Information

This year, a number of JNJG staff will be involved with the Juniors on the Move Program and if you had any questions about the program, do not hesitate to get in touch with any of them ☺

Darius Gear - [dariusgear@gmail.com](mailto:dariusgear@gmail.com) or 0466156389

Tanya Smith - [tanya@jnlg.com.au](mailto:tanya@jnlg.com.au) or 9567 7736

Luke Grinham - [luke@jnlg.com.au](mailto:luke@jnlg.com.au) or 0458626621

## Registering for an Event

Once a player has registered for the Juniors on the Move Program by sending in the initial entry form, they are entitled to play for the entire year and don't need to send in an entry form to register for every event throughout the year.

However, a player must confirm before each round of Juniors on the Move if they won't be attending. One of the JNJG staff will send out a reminder email in the weeks leading up to the event, and all you have to do is reply to that email and say yes I'm playing, or no I'm not playing. This **MUST** be done so we can confirm numbers with the courses we will be using throughout the year.

## Monthly Tournament Draw

The draw will be emailed to all players and placed on the JNJG website on the Thursday before each event. Once the draw has been sent out, a junior **MUST** notify one of the JNJG staff if they are unable to play.

JNJG tries to rotate players and give everyone an equal share of early / late hit offs. Requests can be made for early / late hit offs at a particular event if juniors or parents have other commitments, and JNJG makes sure to see to these requests where possible.

Players **MUST** arrive to the course **AT LEAST 30** minutes prior to the tee time you have been allocated to register before teeing off.

## Wet Weather Policy and Procedure

Jack Newton Junior Golf would like all players and parents to be given an opportunity to find out at the earliest time possible, whether or not a round of golf will be cancelled due to poor weather. For persistent bad weather, and the closure of a course due to it being unplayable, JNJG will send every player or parent an email to let them know in advance that an event has been called off.

For bad overnight weather, or threatening weather on the day of the event, players and parents can contact the golf club that is hosting a particular round of Juniors on the Move **after 9am** to find out if the event will still be going ahead. If a round is washed out due to bad weather, where possible, it will be rescheduled for later in the year.

## Course Set Up

All Juniors on the Move Pup players will play from the tee positions which are 200-300m from green and the Tour level JOM players will play from the most forward tee markers of the course.

At every JOM event there will be specialised JNJG white disc tee markers on each hole, indicating where to tee off. The markers on Par 3 holes will be in the same position for both the Pups and Tour players.

## Maximum Shot Rule

*Every junior is required to finish every hole on the course.*

To help with pace of play, Juniors on the Move has a Maximum Shot Rule, to help juniors if they are struggling on a particular hole. No one is allowed to pick up, and walk to the next, but at certain points you are able to pick up, and walk to the green.

Par 3 - After 6 shots, the junior picks the ball up and puts it on the green to putt.

Par 4 - After 8 shots, the junior picks the ball up and puts it on the green to putt.

Par 5 - After 10 shots, the junior picks the ball up and puts it on the green to putt.

The score recorded on the hole is how many shots, plus how many putts, as one total number. There is no maximum and you keep putting until you get the ball in the hole.

## Explaining the JOM Handicap

To help each junior golfer get used to the idea of playing golf with a handicap, and to help them try and understand how handicapping works, Jack Newton Junior Golf has developed its own handicapping system for our Juniors on the Move Program.

This handicap system is recognised by the NSW PSSA Championships and is acceptable for juniors in primary school to use for school golf events if the junior does not have an official handicap.

Juniors will be given a JOM handicap after they compete in their first JOM competition.

*To explain it in simple terms, if you play good, your handicap will come down. If you play bad, your handicap will go up!!!*

To explain it in further detail, every hole on a golf course has a Par and a 9 Hole rating which is the Par of every hole on the course added together.

Example

- Sefton has 9 x par 3s, so it has a 9 Hole Par of 27.
- Penrith, has 2 x Par 3s, 5 x Par 4s, and 2 x Par 5s, so it has a 9 Hole Par of 36.

For every shot a junior has under their handicap, their handicap will decrease by 0.5 shots. For every shot a junior has over their handicap, their handicap will increase by 0.1 shots.

Example

- My JOM handicap is 18.0.
- I shoot a Scratch score of 48 giving me a Nett Score of 30.
- Par for the course is 35 meaning I beat my handicap by 5 shots.
- My handicap will decrease by 2.5 shots ( $5 \times 0.5$ ), making my new handicap 15.5.

**Handicaps will be rounded to the closest whole number.**

For example, 15.5 will be rounded to 16, and 15.4 will be rounded to 15.

Once a player reduces their 9 Hole Juniors on the Move Tour Handicap below 12, they will be encouraged to join a Golf Club (if they haven't already), and obtain an official GA Handicap. Once a player has an official GA handicap, they are able to participate in the bigger JNJG 18 hole events.

*Jack Newton Junior Golf will be able to assist in the junior finding a suitable Golf Club if they would like help in doing so.*

## JOM Walkers Score Card

Like in normal golf, the juniors will swap scorecards with someone else in the group, and keep 2 scores on their scorecard. The person they are scoring for (the player), and their own score (the marker).

*We also have a scorecard which every parent / caddy / walker will carry with them. This is known as the walkers score card.*

This is for parents / caddies / walkers to keep track of how many shots their own sons or daughters, or other players in the group, have had on a particular hole. Every time a player hits a shot, you mark down on your own score card that they have had a shot. At the end of the hole when putting the scores on the official scorecard with the junior, you can check with the other parents / caddies and make sure the scores correlate.

This makes it easier to remember how many shots your child has had (especially on long holes where it is easy to forget), and eliminates any problems at the end of the round when counting up the score as all scores will match.

Players Name				
EXAMPLE	- 7	- 5	- 4	- 6
Hole 1				
Hole 2				
Hole 3				
Hole 4				
Hole 5				
Hole 6				
Hole 7				
Hole 8				
Hole 9				
Total				

## JOM Players Rules Card

- ✓ All Players are to play from JNJG tee markers, which are the red / white flags.
- ✓ 30cm Preferred Lies are allowed, through the green. Through the green means anywhere on the golf course that isn't a hazard, such as water hazards or bunkers. Everywhere else (fairway, rough, dirt, trees) you get a preferred lie.
- ✓ Water Hazards / Out of Bounds - All areas of the course are to be treated as a water hazard. If you hit your ball into the water, or over a fence, or into some bush and you can't find your ball, drop another ball as close as possible to where it went in, with a one shot penalty.

### Putting on the Green.

- ✓ To help with pace of play, JOM has its own system for what to do when you get onto the green. It is important that all kids follow this rule, and parents / caddies enforce this rule!
- ✓ When you get to the green, everyone marks their ball and the person who is furthest away putts first. Once you start putting, keep putting until you get the ball in the hole, which is known as "putting out". If you wish to mark your ball and line it up before putting, that is fine, but once you start putting, you putt out.

## JOM Caddies Rule Card

- ✓ The number 1 rule of the Caddie is to ensure that each golfer has fun and enjoys themselves on the course.
- ✓ The number 2 rule of the Caddie is to ensure that the pace of play is acceptable. It should not take more than 2 hours and 30 mins to play 9 holes. If it does, you are taking too long!!!! This is the Caddies responsibility.
- ✓ The number 3 rule of the Caddie is that excessive coaching on the course is not acceptable. If you want to give advice or coach the players, this should be done in practice, or in warm up, not on the course. Little tips here and there to help the kids around the course is fine and encouraged, but do not over step the mark.
- ✓ Each group is encouraged to have 1 person or parents who ensures that the juniors are ready to play, and notifies them who is up next and when it is their turn.
- ✓ Please encourage fast play by walking quickly to the ball, watching where it goes for all players, raking bunkers, taking the flag out on the green, and leaving the golf buggy in an appropriate spot to move to the next hole without delay.
- ✓ In Major JNJG events, ALL Caddies have been banned as a result of excessive coaching, negative feedback, and general BAD BEHAVIOUR. I don't want this to occur in JOM!!

## How to Monitor Pace of Play at Juniors on the Move

At all levels of golf, from Juniors on the Move, to major Jack Newton Junior Golf Events, even Professional Events with Adam Scott and Jordan Speith, one of the biggest problems facing the game of golf is pace of play.

**For Juniors on the Move players, playing modified courses with modified rules, it should not take more than 2h and 30m to play 9 holes.**

To complete 9 holes in less than 2 hours and 30 mins, you need to be finishing each hole in an average of 15 mins. (9 Holes x 15 Mins = 2 hours and 15 minutes). When you add walking between holes and filling out the score card etc, it will get pretty close to 2 hours and 30 mins.

### **Tips to Help Play a Round of Golf Quickly**

- Arrive at the tee 30 minutes before your tee time, not at your tee time
- If you are first to tee off in your group, tee up and be ready to hit when the players in front are out of range.
- If you are not the first in your group to hit off, be ready to walk up and tee up your ball as the first player is picking up their tee.
- Walk quickly down the fairway to your ball.
- Watch your ball and other people in your group's ball until it stops, and help search for their ball if necessary.
- Leave your clubs in between the green and the next tee, not at the front of the green.

*If you have played the first couple of holes and it has taken you LONGER than 15 mins per hole, you need to be following these tips to help play quicker.*

