

MARGA MULLIGAN

Madison Area Retiree Golf Association

April, 2019

[Registration Form \(Click Here\) for 2019](#)

An e-newsletter from MARGA President Larry Witt (692-0763)

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 360, have accounted for 482 league registrations for the 2019 season.

A current break down of leagues shows the following number of golfers : Monona Monday (70), Yahara Monday (66), Glenway Monday (59), Monona Tuesday (86), Odana Wednesday (86), Glenway Thursday (61), Yahara Friday (54). Lets' hope the weather cooperates so we can have a fun, and successful golf season.

EARLY SEASON GOLF CLINIC

MARGA members will have the opportunity to take a three class session of lessons from David Davis. The cost of the 3 class session will be \$85.00. Classes at Monona will be held on Tuesdays, April 16, April 23, and April 30. Class time will be 12:30 to 2:00 pm. The class at Odana will be held on Thursdays, April 18, April 25, and May 2. Class time will be 12:30 to 2:00 pm. Topics to be covered include the full swing, putting, chipping, wedge shots, and driving. To find out more information on the class schedule, and registration procedure, see the [Clinic Registration Form \(Click Here\)](#) or check it 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 your 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. Your League Representative will contact our Treasurer, who will 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 2019 league schedule. The left hand column is where you can find league tee times, and weekly event winners. All registration forms for MARGA wide events can be found on the website during the registration period. Currently, you can find the 2019 MARGA registration forms for leagues, as well as the Spring golf clinic.

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 \$35, while a renewal is \$25. The card allows for a \$2 league green fee discount, and a \$2.50 green fee discount on non-league play. A complete listing of [Golf and Green fees \(click here\)](#) can also be found on the MARGA website. Check the left hand column, under MARGA Fees. Green fees are paid to the course on the day of play.

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. During the rain plagued 2018 season, only three leagues were unable to complete their 16 week schedule.

IMPORTANT DATES

April 22 – League play begins

June 5 – Middleton Pleasant View Golf Outing

August 13 – Don Wendt 9 Hole Tournament at Monona

August 22 - Ed Lippert 18 Hole Hole Tournament at Odana

September 10 – Janesville Glen Erin Golf Outing

September 25- Annual Luncheon at Rex's

Registration forms for Tournaments, Outings, and Luncheon will be emailed out.

HANDICAPS

All members will have a MARGA 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.

HANDICAP CALCULATION

MARGA uses a modified USGA calculation method. This method calculates a handicap index which is independent of which course you play. This index is used with a specific course slope and rating, to calculate a course handicap. This course handicap is what the League secretaries use to calculate net scores for the prizes and to group players by flights. If you play a different course, either in a different league or tournament, your course handicap may be slightly different. The handicap index is calculated from the best ten scores out of your most recent twenty. An adjustment is made if you do not have twenty recorded scores with MARGA. Thus, it measures how well you are playing when you are better than average. That means a really bad score is less likely to effect your handicap index since it will be thrown out, and not be used in the calculation, whereas a really good score is more likely to be used. Since twenty rounds are used, handicap indexes change slowly, except for new members. Also, MARGA currently uses 18 hole scores to get one score for averaging. Thus, if you play in a nine hole league, it will take two scores to get one score that will be used for the handicap index. If you have questions about your handicap calculation, contact our Handicap Chairperson [David Glova \(Click Here\)](#)

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.

2019 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)
Registration / City Golf Committee : Bob Dye
Handicaps : David Glova (davidglova430@gmail.com) (712-314-7906)
Website : Steve Lesgold (steve.lesgold@uwalumni.com) (467-8618)

League Representatives :

Monday Yahara :

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

Monday Glenway

Scheduler : Bob Nielsen (abckniel@att.net) (271-2571)
Secretary : Burt Wagner: (bawagner@wisc.edu) (444-6403)

Monday Monona

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

Tuesday Monona

Scheduler : Bernie Powers (bopowers44@gmail.com) (837-4950)
Secretary : Bill Egstad : (egstadw@gmail.com) (837-8630)

Wednesday Odana

Scheduler : Rich Frohmader (richard.frohmader@gmail.com)
(444-3715)
Secretary : Bob Jones (bobjonespe@aol.com) (231-1680)

Thursday Glenway

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

Friday Yahara

Scheduler : Ken Martin (kwmartin18@gmail.com) (354-1428)
Secretary : Mike Ely (elymichael1943@gmail.com) (224-0243)

MARGA EXCEPTIONS TO THE RULES OF GOLF

Ball in the Fairway

1. If conditions warrant, the ball may be lifted, cleaned, and mud removed, before being replaced on the original spot.

Ball in the Fairway or Rough

1. The player may improve his lie only with the club head, and may move the ball no more than six inches, and no nearer the hole. A ball in the rough must stay in the rough. You may not improve your lie in a hazard.

The FOUR OPTIONS RULE

HOW TO HANDLE : A Lost Ball / Unplayable Lie / Out of Bounds / Wooded Area / Any Water Hazard / Or Any Ball Which Has To Be Moved In Order To Play It

Penalty : **ADD ONE STROKE** and use one of the following 4 Options

Option 1 - Place the ball and re-hit from approximately the same spot as your last shot

Option 2 - Place the ball 2 club lengths from where the ball lies or point of entry, no closer to the hole.

Option 3 - Keep the point of entry between yourself and the Flag, and place the ball on this line, no closer to the hole, back as far as you want. A ball in the rough must stay in the rough.

Option 4 - Keep yourself between the point of entry and the spot of your last shot, and place the ball along that line of flight, no closer to the hole, back as far as you want. A ball in the rough must stay in the rough.

Point of Entry : The last point where the ball crossed playable golf course, before becoming unplayable, whether going out of bounds, lost, or in a hazard, or wooded area.

Ground Under Repair

1. An area of the course that is under repair, or unfair to play in, which is roped off, or marked with spray paint. Relief, without penalty, may be taken at the nearest spot to where the ball lies, which avoids the interference by the GUR, not nearer the hole.

"GIMME" Putts

In an effort to speed up play, it is permissible for a golfer in a play group to give a 12 inch putt, or less, putt to another player, by telling him to "pick it up." The individual doing the putting cannot just "pick it up." This can be done at any time, regardless of what the putt is for. The 'Gimme' putt will add one additional stroke to the player's score.

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**

All City Courses have MARGA Scorecards

MARGA scorecards should be used for all league 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.

Hole Prize Events :

Hole Card colors designate Flights – Red (A), White (B), Blue (C), Yellow (D)

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.

League Secretaries will assign all members to a Flight. Handicaps are generally updated monthly, beginning June 1st. Your Flight may change when the handicaps are updated. Be sure to sign the correct flag card for your Flight. Signing the wrong Flight card will eliminate that card from prize consideration.

Sign the flag even if you think the shot will not hold up.

PACE OF PLAY

If you can walk to the tee, or the closest ball from the hole, and the group ahead has already moved on so that you can hit immediately, you may be behind.

GROUP GUIDELINES – OUT OF POSITION

While on the tee of a par 3, the ahead group has cleared the next tee

While on the tee of a par 4, the ahead group has cleared the green

While on the tee of a par 5, the ahead group is on the green

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. First on the tee hits, not first in the hole. From club selection, to pre-shot routine, to execution, strive to hit your shot in 20 seconds when it is your turn to play. Only when two people are ready together should the one further from the hole hit first. 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. Chatter 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. Plan your next shot while walking to your ball.

On the Tee

Proper pace of play begins with teeing off at the appointed time. 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. Follow the flight of all tee shots, not just your own. 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

When two players are riding in a cart, drive the cart to the first ball and drop off the first player with his choice of several clubs. The second player should proceed in the cart to his ball. After the first player hits his stroke, he should begin walking toward the cart as the second golfer is playing. Cart users should move ahead of walkers to look for balls in the rough. 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. 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.
