

# NEW MEMBERS BOOKLET

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## **Welcome to New Members**

It is our pleasure to welcome you to the Karori Golf Club. This booklet contains information to make it easy for you to enjoy golf at Karori and quickly feel part of the Club.

To those new to golf there is a Question and Answer section and a Glossary of Terms to help you to understand how to play. We are all keen to help you settle in so please talk to us if you have questions about anything.

As well as this booklet, every year we produce a Programme Book that shows events, types of competitions and a phone contact list for all Members. We want to help you to move swiftly along golf's great learning curve so please let us know how we can help.

Best wishes for an enjoyable time golfing at Karori from the Management Committee, Staff and Members of the Karori Golf Club

## **Getting a Game at Karori**

There are several ways to get a game and if you are new to the club and do not always have a friend to play with, mention it to the staff and they will put you in a group. This is a good way to meet other players. Otherwise you are welcome to invite a member from another club or a green fee player to play. You can get a game by:

- Making a quick call to the shop to get a tee time, or book a tee time via the internet, either for your own group or by adding yourself to an incomplete foursome
- Consulting the starting sheet for Saturdays, Sundays and Public holidays
- Entering a competition

### **Call the Shop - 4767337**

The office/shop is open from 9.00am to 4.00pm on Tuesday, Wednesday and Friday and from 8.00am on weekends.

During the week it is worth making a quick call to book a tee time to avoid midweek competitions or any corporate bookings.

Always call into the shop 10 minutes before playing to confirm your attendance. If for some reason you no longer need your tee booking please cancel it so that other players can use the time.

### **Starting sheet**

A starting sheet is kept in the Shop and used for Saturdays, Sundays and Public holidays to allocate tee off times. Please phone the Shop to make a booking or access the starting times yourself via the internet.

### **Competitions**

Another way to get a game is to enter the competitions set out in the Programme Book. The entry sheets for these are put up on the Notice Board outside the changing rooms on the ground floor. If you can't get to the Club in person to write in your name just ring or email the shop and they will put your name down for you.

Likewise, if you need a partner for a Competition just let the Shop know and they can organise it.

### **Book over the Internet**

You can book a tee time online at [www.golf.co.nz](http://www.golf.co.nz) or following the link at [www.karorigolf.co.nz](http://www.karorigolf.co.nz)

## **Getting to Know Your Way Around**

### **Shop / Manager's Office**

This is located upstairs in the club house lounge and is open between 8.30am and 4.00pm every day except Mondays and Thursdays. Please call in or phone to:

- Confirm your tee time or book a new one
- Buy tees, balls, pencils, snacks and drinks
- Pay green fees
- Hire clubs and trundlers
- Get a score card
- Enter scrambles and special competitions run by the shop
- Pick up copies of the Club Programme or the Rules of Golf
- Ask questions

### **Clubhouse – Downstairs Foyer**

The downstairs Foyer area of the Clubhouse is also open during office hours and here you will find:

- **Notice Boards** with entry forms and draws for coming competitions and events, results (also on the KGC website), local rules which change from time to time (e.g. whether there is placing or not), events at other clubs and general golf advertising.
- **Separate Women's & Men's changing rooms** with general notices, handicap index lists, showers, toilets and changing area.
- **The Cold Water dispenser** to the right of the stairs.
- **Score card boxes** - After a casual round place your score card in the Men's box on the wall outside the Match Committee Office. If you are playing in a competition hand it into the Men's or Lady's Club Captain Offices on either side of the foyer at the entrance of the changing room, or in the box in the Women's Changing Room or at the Shop.
- **A trundler and golf club storage room** – just outside the entrance to the ground floor foyer

### **Shed Outside the Club House by the Committee and Staff Car Park**

- Electric golf cart and trundler storage

### **Clubhouse - Upstairs lounge and bar**

Catering is available in the upstairs lounge on the weekends up until about 3pm depending on demand.

The bar is open at the same time. During the week lunch is available on a Tuesday and Wednesday. Outside of these hours cold drinks and snacks can be purchased from the shop.

### **Pitch and Putt Course**

The 9 hole pitch and putt course next to the car park offers a great means for improving your short game. It is also ideal for introducing friends and family to the pleasures of golf. During office hours players can hire clubs from the shed alongside the course.

### **Practice facilities**

Practice facilities are available for members to use at any time – no booking is required. There is a putting green, a bunker and a chipping green, and three nets at the rear of the clubhouse. Practice is also permitted on the pitch and putt course when not in use, but paying pitch and putt players always have

priority.

### Toilets on the course

There are toilets on the course at the 4<sup>th</sup>, 10<sup>th</sup> and 12<sup>th</sup> holes

### Keeping In Touch With Events

There are several ways to keep in touch:

- Keep an eye on notice boards
- Read the Manager's emails.
- Read the monthly newsletter from the Committee
- Consult the Programme Book
- Ring the Shop
- Consult the Club's website
- Contact a Committee Member with questions or suggestions (contact details are in the Programme Book.)

### Speed of Play on the Course

Playing at a pace that enables your group to keep up with the field is important for the enjoyment of all. There is nothing worse in golf than a slow round. The normal time for a group of four players to play Karori at good pace is about 4 hours.

The recommended playing time in minutes for a group of four on each hole has been worked out and is shown in the table below.

Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Time	13	10	14	10	14	10	17	13	15	14	13	13	10	17	16	14	13	14
Total	13	23	37	47	61	71	88	10	11	13	14	15	16	18	19	21	22	24
								1	6	0	3	6	6	3	9	3	6	0
Hours					1				2				3					4

Because our course has three par 3's in the first six holes all players need to be purposeful to prevent bottlenecks. There are a number of things that you can do to keep up the pace of play.

- Move quickly from green to the next tee and hit off before filling in scores for the hole just played. This can save 1-2 minutes per hole and nearly 20 minutes per round.
- Call up players on the par 3 holes – 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, and 13<sup>th</sup>. Once your group has all played onto the green check to see if there are people on the tee behind. If so wave them towards you and let them tee off before you putt. When you have played the 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, and 12<sup>th</sup> holes move quickly to the next tee to be ready to be called up.
- Keep up with the group in front - If you look behind and no one is waiting it can be tempting to enjoy a leisurely dawdle, Unfortunately others maybe dawdling too - Always pace yourself with the group in front, they should generally be in sight on the next hole.
- Pick up your ball - There are times when picking up your ball is the best option. If you are more than four over the par of a hole even the highest handicapper has incurred their maximum score for handicapping purposes. Pick the ball up, catch your breath and keep your group moving.

- Work out the shot to play and execute it without delay
- Park your trundler between the green and the next tee while putting to enable a quick getaway after putting out
- Wherever possible play “ready golf”– first to reach their ball plays first rather than wait for the furthest away to hit first.
- Know and apply the rules of golf and local rules because play can be slowed down when players are unsure of the rules. Applying the following practices without delay helps to keep play moving:
  - Identify your ball before playing it to avoid playing the wrong ball ( it pays to mark your ball so you can be certain it is yours – you are allowed to move your ball to identify it if you can’t see the mark)
  - Play a provisional ball if there is a chance you have gone out of bounds or if you think you have lost your ball in deep country outside a hazard (don't play a provisional ball if you have hit into a hazard)
  - Spend five minutes only looking for a lost ball and call others through if they are waiting
  - Know your options when you have an unplayable ball
  - Read the local rules before playing to be aware of ground under repair and any other changes
  - Stay alert and move quickly off greens and fairways if there is a group waiting behind you
  - If you know you are playing too slowly, let the group behind you play through – this both takes the pressure off you and eases any frustration felt by the group behind you.

For more information on rules, if you have not already been given one, get a copy of the Rules of Golf book from the office. Ask others if you are feeling unsure about what to do in a particular situation.

## **Caring About Your Fellow Players, the Course and Yourself**

### **Caring About Your Fellow players**

Showing consideration to fellow players is at the heart of golf etiquette. If you are new to golf check out the Question and Answer section for some tips.

### **Caring for the Course**

While our course has a delightful country rustic feel to it, we all need to care for it and respect the work done by the course staff for our enjoyment. Remember to:

- Replace divots on fairways and in the rough where possible, otherwise fill them with sand (buckets outside the shop, and sand near various tees)
- Repair pitch marks on greens
- Rake bunkers and leave the rake outside the bunker
- Minimise practice swings on tees
- Keep trundlers and carts off the greens and tees at all times
- Wear metal spikes in winter (June to October) and soft spikes in summer
- Not play if there is frost on the greens – it builds up on your spikes and causes damage

## **Take Care as You Walk**

The hills, gullies and stony streams that endear players to our course also need to be treated with care. Take a safe route to your ball. Wear non-slip shoes all year round. Some players have slipped down grassy banks and on stony stream edges and found their golf curtailed for longer than they would have liked.

## **Be Careful When Hitting from a Hazard**

If you decide to play from within a hazard (remember you mustn't ground your club before you hit the ball) take a close look at the nearby terrain. Slamming into a rock covered in grass can be a jarring experience!

## **Don't Drink Stream Water**

Stream water on the course is not considered safe for drinking. Please carry your own and refill at the tap next to the 13<sup>th</sup> green.

## **The Handicap System**

There are two important handicap numbers, your individual **Handicap Index** which depends on the score cards submitted and the **Course Handicap** which depends on your individual handicap index and the course rating for the course you are playing on the day.

New Zealand adopted an international handicapping system in 1999. This system is designed to properly show how golfers play; some days they play really well and other days they don't. A handicap index is not based on a few exceptional rounds per year but on the best ten score cards of the last twenty rounds played. For the system to accurately reflect the variation in a golfer's game, changing course conditions throughout the year and the varying difficulty of golf courses, it is important that all scores are fed into the system. The business of handicaps is to enable players of mixed ability to enjoy playing together in competitions by giving everyone an equal chance of winning.

What is a course handicap? - it is an allotment of strokes that can be used to reduce your score hole by hole or at the end of the round depending on the competition.

How do I get a handicap index? - you gain a handicap index by playing five rounds of golf and handing in the completed and signed score cards. Your handicap will be the average of these.

What is a starting handicap index? - a starting handicap index for men is 36 and for women 54. As your game improves your handicap index reduces.

How is my handicap index adjusted? - a staff member enters your scores into a database run by the NZGA who calculate the player's handicap index based on all their cards from the different courses they play. Each fortnight they return a list of updated handicap indices to clubs to display.

How do I keep track of my handicap? – handicap index and corresponding handicap lists are displayed in the Men's and Women's changing rooms and in the window by the shop door. Also on the NZ Golf website [www.golf.co.nz](http://www.golf.co.nz)

It is the responsibility of each player to know his or her handicap index. You can also find it by entering your Club ID number in Dot Golf in the Shop when you get your scorecard.

What happens if I play at another golf course? - when you play at another course and they don't have the Dot Golf score card facility, you look up your Index on their Course Information board to determine your course handicap. It will probably vary by only one or two strokes.

How do I apply my handicap in competitions? - please refer to Handicaps In Competitions later on.

## **Competitions**

There is a variety of club competitions described in your Programme Book that we would like you to participate in. This is optional but they are a good way to meet other players and some say they are good for your golf too.

### **Men's competitions**

Club competitions are played on a Saturday or Sunday. Entry forms and draws are posted on the notice board and often emailed to members. All full playing members with an official handicap can take part. There is also an organised time slot for men on a Wednesday morning at 11am. Meet upstairs to put your name in..

### **Women's competitions**

A competition is always offered to women playing in the midweek slot on Tuesday mornings and to weekend players on Saturdays. A handicap is required to participate in a competition but women without handicaps are most welcome to play as part of these groups.

### **Nine hole golf**

Members with a nine-hole club membership have an opportunity to play in competitions on Tuesday mornings.

### **Junior competitions (under 18 years)**

Competitions are organised throughout the year by the Junior's Co-ordinator depending on how many players are interested.

### **Mixed competitions**

Another good way to get to know people in the Club is through the mixed competitions played on Sundays. Look out for them in the Programme Book. When the entry forms come out and you would like to play, enter your name and should you require a partner, mention it to a staff member and they can probably find one for you.

### **Twilight golf**

Enjoy nine holes from pm onwards on Thursday evenings during the daylight saving months. Prolong the fun by staying on for a meal and chat. There is a weekly competition and an overall winner announced at the end-of-season dinner. Feel free to invite a friend from another club or a green fee player.

### **Haggles**

These are informal matches amongst a group of players that do not involve any other players on the course. At Karori the common practice for a group of four people (a foursome) is for each to put in a golf ball and throw them into the air to decide who plays with whom (closest two balls after landing play together and tee off first). The match is then handicap match play over 18 holes with \$1 for the front 9, \$1 for the 18-hole match and \$1 for the back 9.. An optional double on the back 9 match is available but must be agreed to by both teams after 9 holes. Naturally there are numerous other ways to 'Haggle' depending on the size of the group.

### **Scrambles**

These are run by the Shop and involve putting in \$2 or \$5 into the kitty for a defined Shop competition on the day or weekend. They are not part of the formal Club competition on the day and are open to all players on the day. Winners collect their prizes from the Shop next time they are at the course.

### **Interclub teams**

The Men's Section enters four teams in the Wellington District interclub competition played on a Saturday. One 36-hole and three 18-hole teams. Teams are selected in January / February and the season lasts till late June.

For Women there are both Midweek and Weekend interclub teams. Interested players are invited to put

their name forward for the season and selection for a particular interclub match is based on current form. There are also Interclub teams for Junior's which competes in Wellington District events

## Using Handicaps in Competitions

The beauty of a handicap is that players of differing skill levels can play and compete as equals. The following Q & A's should help you use your handicap to do this.

Q. How do I apply my handicap in a competition?

A. There are four main types of competition: Stableford, Par, Stroke and Match play.

**Stableford** - In a Stableford competition points are scored hole by hole based on the net score on the hole after taking away the handicap strokes for that hole. The attraction of a stableford competition is that many people mess up a couple of holes but you never know when you will do something brilliant and be back on track for a good round.

Net two more than par =	0 points
Net one more than par =	1 point
Net par =	2 points
Net one less than par (birdie) =	3 points
Net two less than par (eagle) =	4 points
Net three less than par (albatross) =	5 points

The following example shows how a 33 handicapper went about scoring the 6<sup>th</sup> hole. To begin with he knew that with a course handicap of 33 he could use one stroke on every hole and a second stroke on 15 of the 18 holes (15 + 18 = 33). Before he teed off he highlighted stroke holes 1 to 15 on his card to remind himself that they were the ones that he would use two strokes on. His stableford score on hole 6 was:

Hole 6, Stroke 15	Par 3
Actual score	5
Stroke Hole 15 - so less 2 handicap strokes	2
Net score	3 Net par
Stableford points	2

**Par** - Par is a lot like stableford and uses the following scale:

Net less than par =	+1 point - just put a + against the hole
Net equals par =	0 points - just put a 0 or a small square against the hole
Net over par =	-1 point - just put a - against the hole

Simply add up the +'s and -'s to see if how many more of either you are and indicate the result either a number of holes down ( - ) or up ( + ) or 0 (a small square)

In a par competition there is no advantage in going more than one under net par or conversely no disadvantage in going more than one over net par. To avoid slow play it is customary to pick up your ball and move to the next tee if you are more than one over net par. It is however more difficult to make up lost points and turn a bad round into a good one with a few very good holes.

### **Stroke Play - Gross and Net**

In this type of competition the player has to record an actual score for every hole. If they have a bad hole and pick their ball up they are out of the competition although they can still enjoy completing their 18

holes of golf. They check their score on each hole with their marker at the end of the round and these hole scores are added up to give their gross score from which his handicap is deducted to give a net score.

### **Match Play**

This type of competition allows one player to play directly against another player hole by hole rather than competing against the whole field of players. It is similar to the Stableford and par types of competition in that you need to know how to use your handicap strokes.

Say you are playing a person on an 18 handicap and your handicap is 33. The difference in handicaps is 15 so you get one stroke on stroke holes 1 to 15, the 15 most demanding holes.

When you finish a hole you reduce your score by one on those holes and then compare it to the score of your opponent. If the scores are equal you halve the hole, if your score is less you win the hole and if it is more you lose the hole. A tally is kept (0 = half, + = win and - = loss) and at some point you or your opponent will probably have won more holes than there are holes left to play. However a match can also be drawn and sometimes players keep going in "sudden death" until there is a winner. In events such as in the Club Championships or Interclub the matches are played "off the stick" without using handicaps.

## **Questions and Answers for New Players**

When you are new to golf and playing with new people you are not expected to know too much about the game. The following questions cover some of the areas that new players have asked about. Arm yourself with these answers and enjoy yourself out on the course. You will learn more as you go along.

### **Teeing off**

Q. Why are there different coloured tees – Blue, White & Yellow?

A. The different coloured tees relate to the different course distances. The longest course layout is played off the blue tees and this is used for some men's club competitions, interclub and monthly medal competitions. At other times including the Wednesday Club competition men generally play off the white tee which provides a less demanding layout and means the golfers move around the course more quickly.

There are two layouts for women players; the yellow tees that most women use, and for a more challenging course women play from the white tees.

Q. Do players tee off in any particular order?

A. The person with the lowest score on the previous hole generally tees off first. This is called "their honour", a term you may hear from time to time. The player with the next best score then tees off and so on. If you are playing "ready golf" – the first to the tee tees off – this can be a great time saver.

### **Keeping my score**

Q. Do I keep my own score?

A. Yes. You use the DotGolf scorecard and keep your score along with that of your fellow player(s). At the end of the round you both check your respective scores to make sure they are correct. You then sign your card and get a fellow player who has agreed your score to sign it as "marker"

Q. Do I have to count their score as well as my own? It is hard enough keeping track of my own shots.

A. No. You are not responsible for being able to count every shot your player plays. It is much better in the early stages to be clear about your own score.

However you are responsible for recording your fellow players score and if they do not volunteer it you just ask them "what were you on the last hole?" This is best done before you leave the tee of the next hole. You trust your player to tell you the right score. Later on when you play a match against another person, being able to follow their game stroke by stroke is important.

Q. What do I score if I pick my ball up?

A. You put an adjusted score in the next adjacent column.

### **From tee to green**

Q. When I play with friends we laugh and joke. Do other players do that too?

A. Sure- time on the golf course is to be enjoyed. However it is a breach of golf etiquette to move, talk or stand close to a player or directly behind their ball when they are addressing the ball or making a stroke. It is also important that you are ready to play when it is your turn and that you watch other player's shots to minimise balls being lost.

### **On the green**

Q. Why do people hold the flagstick for one another?

A. On a long putt when a player needs to see the position of the hole they will ask for the flagstick (pin) to be held because if they hit it they will incur a two stroke penalty. (TIP - Immediately the putt is struck remove the Pin, it can jam)

Q. Why do players move around the green for no apparent reason?

A. Often people will move so that they are not standing directly behind the line of another player's ball, or directly behind the hole. This allows the player to putt without visual distractions. It is also important that you don't stand on the line of another player's putt and change the surface of the green. You too can expect to receive these courtesies.

Q. Why do some people keep putting until they have finished and others mark their ball?

A. This is a matter of personal judgement. When everyone marks their ball for putts less than half a metre it does slow the game down. Then again no one should feel pressured into putting it when they are not ready and someone else is further away.

### **The golf score card**

Q. What do the different columns on the golf card mean?

A. The Karori golf card is used by both men and women. Each hole on the course is described in terms of its:

- Length in metres
- Par which is generally in proportion to the length of the hole. It represents the number of shots a skilled golfer would normally take to complete the hole
- Stroke rating - this is a measure of the length and relative difficulty of the holes. Stroke hole 1 is the most difficult hole on the course and stroke hole 18 is the least difficult. The total par is part of the calculation used to determine the relative difficulty of a golf course compared to other golf courses. Players use the stroke information when they apply their handicap in competitions.
- You will also see a space for routinely recording your player identification number. This is important if you hand your card in for handicapping or competition purposes.

### **Dress**

Q. What is the dress standard?

A. A neat standard of dress is required at all times, both on the course and in the Clubhouse. It is not customary to wear hats in the clubhouse lounge. Footwear used on the course is NOT permitted in the lounge. To avoid embarrassment and the possibility of being denied the use of the Club facilities, including the course, members are asked to ensure that acceptable standards are maintained.

A. No hats worn in the Clubhouse please

### **Junior Golf**

Q. Do you have children who may like to try golf too? If not your own, how about nieces, nephews or

grandchildren? If my children want to get involved how do I go about this?

A. Karori has a junior golf programme that may be of interest. Junior coaches run weekly coaching clinics on Sundays at 2:00pm during daylight saving. They move to fortnightly over the winter months. In winter, if the weather is poor on a coaching Sunday, the session is moved to the Golf Warehouse driving range at Petone. Once children progress past the learner stage, they can play a short 9 hole course to put learning into practice. Once they have mastered the short course, they are ready to earn a handicap and play the course as a full junior member. Junior coaching is \$50 p.a. Contact the Shop who will put you in contact with the Junior Convenor.

### **Bringing Along Other Visitors and New Members – Member Gets Member 10 % Discount**

Q. Can I bring my friends along to play?

A. You are welcome and encouraged to bring other people along to play as green fee players. If they join the Club you are entitled to a 10% discount off your next year's subscription for each new member you introduce.

## **Glossary**

**Addressing the ball:** when a player stands up to their ball and prepares to make a stroke

**Adjusted score:** this is also known as a "ringer". If you have picked your ball up your score is adjusted for handicap purposes. The score for a given hole is the par plus your handicap strokes plus two more. (If you are a woman on a 39 handicap and pick upon the 5<sup>th</sup> hole at Karori your adjusted score would be  $4+3 \text{ handicap strokes}+2 = 9$ )

**Albatross:** a score that is three less than the par for the hole.

**Birdie:** a score that is one less than the par for the hole.

**Disc:** a metal tag with a number on it for determining your starting tee in a disc draw

**Divot:** a scoop of turf removed from the course when following through on some shots

**Draw:** a schedule of tee times for players in club competitions

**Eagle:** a score that is two less than the par for the hole.

**Golf etiquette:** behaviour on the course that shows consideration for other players and the course itself. Full details are described in the Rules of Golf book

**Grounding your club:** positioning the club on the ground in preparation for making a stroke

**Handicap Index:** the average of 10 best scores from the last 20 played minus your course ratings (calculated by the NZGA)

**Hazard:** a bunker (sand trap) or land or water defined with yellow or red pegs

**Mixed competitions:** When men and women play in the same competition

**NZGA:** New Zealand Golf Association

**Pitch mark:** depression in the green caused by a landing ball

**Placing:** moving your ball to a better position within 15cms of the original spot but not nearer the hole. This is often the case during the winter months.

**Provisional ball:** playing a second ball when there is a good chance that the first one is lost or out of bounds. If you are on a tee always wait for the players in your group to have their first shot before playing your provisional.

**Stroke holes:** the holes on the card where you use your handicap strokes. A player on a 36 handicap

would use 2 strokes on every hole.

**Unplayable ball:** if you hit your ball into an area where it would be impossible to make a reasonable stroke you can deem it unplayable providing it is not in a hazard. This will incur a one stroke penalty but you can then move the ball to within two club lengths from where it lay; or play it from as near as possible to the spot you played it from; or if you can see a direct line from where the ball lay to the flagstick on the green you can move back on this line as far as you like and drop your ball for replaying. The nearby terrain will affect the choice you can make.

## **The Golfer's Learning Curve**

If you would like to take part in any of the following let us know and we will get back to you with more information.

- Golf Lessons
- Rules of Golf Courses
- Course Management
- Competitions - Match Play / Stroke Play / Stableford / Par
- Interclub Teams
- Social Activities

## **Types of Membership**

**Ordinary:** Shall be entitled to use the course at all times, subject to it not being closed and in accordance with the requirements outlined below. Only Ordinary Members with official handicaps are eligible to win Club trophies unless specified otherwise.

**Introductory:** This class of membership is available only to new golfers in their first year of membership of a golf club. Introductory members shall have the same playing rights and rights to use the facilities as Ordinary Members.

**Secondary / Primary Student:** Shall be entitled to play on the course at such times as may be designated by the Committee and must be attending school.

**Juniors:** Shall be entitled to play on the course at such times as may be designated by the Committee. Juniors must be under 21 years of age as at 31st December. A copy of the member's birth certificate is required.

**Full Time Tertiary Students:** Shall be entitled to play on the course at such times as may be designated by the Committee.

**Colts:** Shall have the same rights as Ordinary members. Colts must be under 23 years of age as at 31st December. A copy of the member's birth certificate is required.

**Guardian:** For parents and care givers of children learning to play.

**Midweek:** Shall have the same playing rights as Ordinary Members have, except that they shall not be entitled to use the course and facilities, other than the clubhouse, on Saturdays, Sundays and Public Holidays unless they pay green fees. Exception: Women's Club Championship. They are eligible only for midweek club competitions and trophies.

**Nine Hole:** Eligible to play one round only of nine holes on weekdays and after 2 pm in summer and after 2.30 pm in winter on Saturdays, Sundays and Public Holidays. Entitled to play in an 18-hole round if green fees are paid. The green fee to be paid is that for a member of an affiliated club. Eligible for nine-

hole club competitions and trophies. Club Days: Midweek - A draw is done Tuesday at 9.45am for a 10am start.

**Seasonal (Summer & Winter):** Shall have the same playing rights as Ordinary Members and they are welcomed and encouraged to take part in Club events held over the period of their membership. Seasonal members cannot have two consecutive seasonal subscriptions.

**Country:** A full member of another New Zealand Goff Club where the full annual membership is the same or in excess of Karori Golf Club Subscription. Player entitled to use of the course at all times but cannot enter club competitions.

**Associate:** A member who is entitled to play on Karori golf course after paying green fees at the affiliated rate and is able to maintain a handicap through the Karori Golf Club.