



**2021**

**Juniors On The Move**

**Northern Rivers**

**Parent & Player Information Booklet**

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**Juniors on the Move is pleased to announce the product sponsor for this year will be Fayde Golf. Fayde have been a long-term supporter of Jack Newton Junior Golf and regularly provide clothing and apparel to juniors across Australia.**

**Fayde Golf – [www.faydegolf.com](http://www.faydegolf.com)**



## Contact Information

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

### JOM State Coordinator

Liz White – [jom@jnlg.com.au](mailto:jom@jnlg.com.au) or 0414 665 985

### JOM Northern Rivers Coordinator

Luke Woods - [luke.woods@golfnsw.org.au](mailto:luke.woods@golfnsw.org.au) or 0468 868 179

### JNJG Tournament Manager

Dale Hughes – [dale@jnlg.com.au](mailto:dale@jnlg.com.au) or 9567 7736

## 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 will or won't be attending.** JNJG staff will send out a reminder email on the Monday 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 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.

Players **MUST** arrive to the course **AT LEAST** 30 minutes prior to their allotted tee time and register with tournament staff before teeing off.

## Policies and Procedures

### Covid-19 Safety Procedures

All tournaments at JNJG will be run in accordance with NSW regulations. This may require last minute cancellation of events. At all times you will be kept up to date by your coordinator if your event needs to be cancelled.



### Wet Weather and Smoke

Jack Newton Junior Golf would like to inform all players and parents at the earliest time possible whether or not a round of golf will be cancelled due to poor conditions. 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 cancelled. The same applies if the official air quality is considered harmful.

For bad overnight weather, poor air quality or threatening weather on the day of the event, players and parents will receive an email from the organisers as to whether the event is still going ahead.

## Course Set Up

**All Juniors on the Move players will play from the same tee position.**

At every JOM event there will be specialised JNJG tee markers on each hole, the teeing area. On some courses JNJG may shorten or even lengthen some holes depending on the difficulty of the course and length of any particular hole.

## 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.

**On a Par 3** – After 6 shots, the junior picks the ball up and puts it on the green to putt.

**On a Par 4** – After 8 shots, the junior picks the ball up and puts it on the green to putt.

**On a 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, so make sure you practice your putting!!

## 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 Golf Australia 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 well, your handicap will come down. If you play badly, your handicap will go up!!!

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.
- Rating 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 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

As 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 son's or daughter's, or other players in the group, have scored 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				
<b>EXAMPLE</b>	- 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
- 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.
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- **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. The first two players to putt out must leave the green and proceed to the next hole. Do not wait for all four players to 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 one 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.

## **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 on major worldwide tours with Adam Scott and Jordan Spieth, 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 10 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.
- Once you have puttied the ball in the hole, please move straight to the next hole and tee off immediately

***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.***



## JNJG CRITERIA – MAJOR AWARD WINNERS

A criterion, as outlined below, will be used to assess the season's Boys and Girls Player of the Year. The results be made public at the annual Christmas Party and Presentation in November.

If a player has a GA handicap	<b>5 pts</b>
If a player competes in a JNJG tournament (inc Encourage Shield)	<b>5 pts</b>
If a player competes in the Lynwood "Tour "school holiday championship	<b>2 pts</b>
If a player wins the Tour championship	<b>10 pts</b>
If a player finishes second in the Tour championship	<b>5 pts</b>
If a player finishes third in the Tour championship	<b>3 pts</b>
If a player wins JOM regular event (excludes team events)	<b>5 pts</b>
If a player is runner up in a JOM regular event (excludes team events)	<b>2 pts</b>
Player attends a regular season tournament event	<b>1 pt</b>
On course etiquette	<b>?/10 pts</b>