



SUNDAY LEAVE PASS 2006



WERRIBEE PARK RESULTS

Sorry about the delay in getting the results out to you this month we are trying to get all of the results out to you as quick as possible after the weekend is completed, however a clerical error with last months figures meant we had to redo last months results as well as this months. The revised January results have been added to the end of this months figures. It seems we ran January scoring using handicaps that hadn't been adjusted after the Tocumwal weekend. Although there wasn't any major changes we still needed to make things right, the main implication was that Daniel DeMarinis needed his handicap adjusted downwards as did Stu Coops. In the washup this meant that Dan D's score changed from Nett 76 to Nett 78 which saw him drop from 3rd to 5th place, which was good for Matt and Rick who both moved up a place and picked up an extra point for their troubles. We also found that Stu Coops needed his handicap shaved by one shot, although this didn't have any effect on his final placing or points, the shot he lost resulted in a change on the skins distribution. Where it looked as though Stu had won 6 skins in a big "Jackpot" the change in his handicap meant that Daniel De Marinis consequently won the 14th hole outright giving him 5 skins and Stu only won 1 skin for his win on the 15th hole.

After what started as potentially a wet and miserable day, the weather cleared pretty quickly and the February Sunday Leave Pass golf day was enjoyed by most of those that made the trip out to Werribee Park. Although there area few of us who would have preferred to stay in bed. Personally, after shooting past a speed camera doing 100 km/ph in an 80km/ph zone on the West Gate Bridge, then making about 3 or 4 wrong turns under the expert guidance of Ian Smith (the navigator) resulting in the trip being an extra 20-30 km longer than it needed to be, then consequently arriving late at the golf course and putting the first drive OOB and then playing golf like a drongo all day, I can think of a lot of other things I would have been better doing instead.

Werribee is a very enjoyable course, it is scenic, has a challenging layout and offers a variety different good golf holes. The course was enjoyed by most, especially by Daniel De Marinis who played a spectacular round shooting 83 off the stick including a Birdie on the first hole, his Nett 63 was plenty good enough for the 10 points. There is a definite pattern emerging with Mr DeMarinis he has won 5 of the last 6 months that he has played in. Next month he should hopefully find a little more challenging after the handicapper slashes 4 shots off his handicap.

Darren Higgs made his debut game for the year and ran 2nd with a Nett 75, hopefully he'll be regular player this year, as he certainly has the ability to give Gerard and Daniel a run for their money. What would normally be a bad round for Gerard was still good enough to earn him a podium finish, he ran 3rd with a 91 off the stick.

Greg Parsons had one of his best finishes for a while, his round of 103 earnt him 7 points, considering he hit a 9 and 10 on the back nine it was a great result for him, a par, birdie on the 17th and 18th holes certainly helped his cause.

One of our newcomers Rick has started the season very well, he finished in 5th place and looks like he may be one of the few players who can match it with Daniel D, Darren Higgs and the reigning champ as the year progresses.

The results were as follows:

Daniel DeMarinis	Darren Higgs	Gerard MacIssac	Greg Parsons	Rick McEvoy	Ian Smith	Tony MacIssac	Stuart Cooper	Steve Powne
83	96	91	103	103	106	111	100	112
63	75	77	79	80	80	81	82	82
10	9	8	7	6	5	4	3	2

Rob Heward	Matt MacIssac	Jamie Brunton	Dale Robinson	Adam Cooper	Damijan Krlevski
116	116	114	113	117	148
84	84	185	87	88	114
1	1	1	1	1	1

Nearest to the pin prizes were won by:

Each player won 1 ball.

3rd Hole	Dale Robinson
8 th Hole	Stuart Cooper
15 th Hole	Ian Smith (rumour has it he hit from in front of the markers)

17th Hole (No one good enough to hit it that far) Prize ball is added to eagles nest Jackpot prize
 Longest Drive Adam Cooper (massive drive and still managed to have a 7, he duffed his next 3 shots)

We have added most of the regular players names to the nearest to the pin markers, so If you are “lucky enough” or “good enough” to hit a shot onto the green on a Par 3 you can easily set the marker so that your name sticks out and make sure that the number of the hole on the top is correct in order to claim your prize ball. If a new player joins and gets NTP they can write their name on the blank tags on the bottom of the markers.

The following people are listed on NTP markers.

Adam Cooper, Brian O'Connor, Dale Robinson, Damijan Krlevski, Daniel De Marinis, Darren Higgs, David Burns, Garry Couper, Gerard MacIssac, Greg Parsons, Ian Smith, James Johnson, Jamie Brunton, Luke Dumbrell, Mark Fitzpatrick, Mark Sfiligoj, Matt MacIssac, Mick Morabito, Nick Brennan, Nick Talevski, Peter Bennett, Rick McEvoy, Steve Powne, Stuart Cooper, Tony MacIssac.

(Please note that we are missing a few NTP markers from last year, if anybody has some rattling around their golf bag could you please let us know and return them next round.)

Just a reminder that to win NTP the ball must finish on the green and be closer than the current marker position, if there is a close call you can use the flag as a measuring stick, although it is very rare to have more than 1 person hit the same green anyway, so this usually isn't a problem.

Also please remember that the Longest drive must finish on the fairway, a ball in the rough can not be counted for longest drive.

The 2006 the points leader board looks as follows:

NAME	Total Points	Games Played	Year Ranking	NAME	Total Points	Games Played	Year Ranking
				Dale Robinson	2	2	14
Gerard MacIssac	18	2	1	Damijan Krlevski	2	2	14
Daniel De Marinis	16	2	2	Rob Heward	1	1	16
Rick McEvoy	13	2	3	Peter Bennett	0	0	0
Stuart Cooper	12	2	4	Nick Hallahan	0	0	0
Darren Higgs	9	1	5	Nick Talevski	0	0	0
Matt MacIssac	9	2	5	James Johnson	0	0	0
Ian Smith	8	2	7	Brett Wallace	0	0	0
Greg Parsons	7	1	8	Garry Couper	0	0	0
Adam Cooper	6	2	9	Luke Dumbrell	0	0	0
Nick Brennan	4	1	10	Roger Powne	0	0	0
Tony MacIssac	4	1	10	Brian O'Connor	0	0	0
Jamie Brunton	3	2	12	Mark Sfiligoj	0	0	0
Steve Powne	3	2	12	Mark Fitzpatrick	0	0	0

Players with a blue highlight are yet to make an appearance.

Contribution of tickets towards the end of year raffle were made to every player who made the trip to Werribee Park, plus there were bonus tickets issued to those who won via the skins competition.

Skins were distributed to those players good enough to win a hole outright. If more than 1 player got the lowest score on a hole it is Jackpotted until an outright winner occurs.

Skins won at Werribee Park were as follows:

1	Daniel De Marinis	Daniel De Marinis	x6
2	Darren Higgs	Darren Higgs	x2
3	Jackpot	Stuart Cooper	x6
4	Jackpot	Matt MacIssac	x3
5	Jackpot	Steve Powne	x1
6	Jackpot		
7	Jackpot		
8	Stuart Cooper		
9	Matt MacIssac		
10	Jackpot		
11	Matt MacIssac		
12	Jackpot		
13	Jackpot		
14	Jackpot		
15	Jackpot		
16	Darren Higgs		
17	Steve Powne		
18	Jackpot		

Each skin = 1 extra raffle ticket towards end of year draw.

Handicaps

The handicapping system is adjusted monthly, dependent on the players recent results. A poor round where a player scores worse than a nett Par and their handicap goes out 0.1 shots on the other hand a good round and the handicap is reduced according to how much less than par they scored. This month for instance with a Nett 63 and Daniels handicap is adjusted by 3.6 therefore he will be playing off a much tougher handicap (16)next month. Note all handicaps are rounded to the nearest whole number. ie)17.2 = 17 handicap 17.5 = 18 Handicap Please note we are using the exact handicap calculator used by the VGA and clubs in Australa. In the event that a player doesn't have a handicap with the club (must play atleast 3 rounds) like Adam and Rick they are allocated a monthly handicap using the callaway scoring system which means that they are still eligible to win points and skins from the first round that they play with the club.

	Was	New
Adam Cooper		1 games R'qd
Brett Wallace	27.3	27.3
Brett Hansen		2 games R'qd
Brian O'Connor	28.1	28.1
Dale Robinson	26.1	26.2
Damijan Kraleviski	34.3	34.4
Daniel De Marinis	20.0	16.4
Darren Higgs	21.1	21.2

David Burns	30.4	30.4
Dean Fitzpatrick	29.4	29.4
Garry Couper	29.1	29.1
Gerard MacIssac	14.0	14.1
Greg Parsons	24.4	24.5
Ian Smith	26.3	26.4
Iness Ireland		1 game R'qd
James Johnson	16.3	16.3
Jamie Brunton	28.9	29.0
Luke Dumbrell	29.4	29.4
Mark Fitzpatrick	19.6	19.6
Mark Sfiligoj	16.1	16.1
Matt MacIssac	31.8	31.9
Mick Morabito	23.3	23.3
Nick Brennan	17.0	17.0
Nick Hallahan	30.7	30.7
Nick Talevski	27.0	27.0
Peter Bennett	22.2	22.2
Rick McEvoy		1 games R'qd
Rob Heward	32.1	32.2
Steve Powne	29.8	29.9
Stuart Cooper	17.7	17.8
Tony MacIssac		1 games R'qd

So far we haven't had too many nominations for the Leather wedge award. The leather wedge is handed out at the end of the year to the person who is identified by their playing partners as being the best at manipulating circumstances to improve their golf score. This may be in the way that they count their shots (you know when you've played a pretty good hole and the guy your playing with has had a shocker he's lost 2 balls, had an air swing, 4x shots in the bunker, 3x putted and still he manages to put down the same score as you.) or a nominee for the leather wedge award may be commonly seen to use the hand or foot wedge to kick the ball out of the bushes to improve their lie, when your not watching. If you identify any candidates for this illustrious award then let us know each month or an anonymous ballot can be filled out at the end of the year.

Please remember that it is important to count all of your shots including all penalties. It is not fair on your mates if you don't hand in accurate scores as your final score will have an impact on how many points everybody else gets. By changing a score from a "9" to a "7" you may end up getting a higher ranking than you deserved, which isn't fair on those scoring properly.

In order to create consistency with everyone's scoring methods, it is worth mentioning how penalty shots are to be awarded for a lost ball.

1. If a ball is hit out of bounds and there is no doubt that it has definitely finished OOB.(then the player should hit another ball from where the last one was struck and the player incurs a 1 stroke penalty) This means the player counts the stroke that went out of bounds, plus a 1x shot penalty plus the stroke to put the next ball into play from the same spot the first one was hit. eg) 3x off the tee or hitting your 4th shot from the fairway.
2. If a ball is hit close to the area marked as "Out Of Bounds" or hit into thick rough and there is doubt whether the ball is "Out Of Bounds" or you are unsure if you will be able to find the ball, then a player should have another shot from the same location where the last ball was hit, calling it a "provisional ball." This ball does not come into play, unless the

first ball is later deemed to be lost or OOB. (the provisional ball can be played as many times as necessary up to the point where the ball original ball is thought to have finished up.) The player may then search for the first ball for upto 5 mins, before deciding whether it has been lost. If the original ball is found and is deemed to still be in play, the player must use that ball regardless of where it lies on the course. Once the original ball is found the provisional ball may no longer be used. If the ball is OOB or lost and the provisional ball is used, all strokes played with the original ball are counted, plus the player incurs a 1xshot penalty for the lost ball plus all subsequent strokes with second ball are then counted as per normal.

3. If the ball is hit into a hazard such as a lake, creek or any other hazard area (usually identified by red stakes). The ball may be dropped with in 2x club lengths of the hazard along the line of entry and the player incurs a 1x stroke penalty. eg) 1x shot which was hit into the hazard, 1x shot penalty and the next shot is being played from behind or beside the hazard.
4. If the ball is hit into the rough or another part of the course that is not considered a hazard or OOB and the ball is unable to be found, and the player did not hit a "provisional ball". The player must either:
 - A) go back to where the ball was last played from and take a 1x shot penalty, or
 - B) they must drop a new ball where the ball was thought to be located and take a 2x shot penalty.Eg) If the player lost their ball after their drive then they have the choice of either running back to the tee too play their 3rd shot or they can choose to drop the ball approximately where the ball has been lost and will be hitting their 4th shot from there.

It has been good to get attendance confirmation emails from players, it is a lot easier for us to book the course when everyone has given us a YES or a NO. It's a lot easier for you guys to send a simple message or to send a text than it is for us to chase everyone up individually. Jamie is offering regular players the opportunity to be an automatic YES which allows us to book for you each month unless you advise otherwise. This will make the administration a lot easier and helps us to plan each month in advance.

So far this year our attendances have been pretty low, and some of those people that we have banked as a regular player have yet to make an appearance, hopefully next month now that the silly season is completely over and the year is in full swing, we might have the pleasure of some of those guys playing as well. It has been relatively quiet on the golf course and we are missing the antics that accompany the attendances by Lukey, Bocca, Burnsie, Coups, Fitzzy P.B. and Coups who all played the majority of games last year.

Some of the changes that were introduced and implemented last month included:

***Mixing up playing partners**, rather than play in the same group each month we draw groups to decide who plays together this gives everyone the opportunity to socialize with more people.

We started this at Werribee Park and it seemed to work quite well. Let us know your thoughts.

***Introduction of an eagles nest.** The Eagles nest started last month with ½ dozen golf balls and another ball is added each month plus any prize balls not won on Nearest to Pins holes will be added to it until the Eagles Nest goes off. An eagle can be a Hole in One on a Par 3, 2 shots on a par 4 or a 3 on a par 5.

So far we are up to 9 balls in the nest. Stu Coups had an eagle putt on the par 5, 9th hole but didn't come close and was lucky to end up with a par.

It has become apparent after this month that we need to introduce another new rule which will commence as of next month.

***Shot Clock on hitting the ball.** By special request it has been recommended that there is a maximum of 30 seconds to play your shot otherwise all of your playing partners are allowed to throw tees, balls, clubs or anything they see fit at you. This should help to speed up the rounds so we get to the 19th in time to have a few beers before the leave pass expires. It seems that certain players take a lot of time to hit the ball.

Let us know if you think of any other suggestions that will make the events more enjoyable and will improve the likelihood of getting more players to the tee.

Next month we are playing at Malvern Valley at 815am It would be good to get a few more players along. A special Commendations go out to Robbie Heward who made the effort this month to come out with his son Adam for a hit. That's a great effort mate. It's just a pity that the little fella was hitting the ball better than his old man on several occasions. It has been said that Adam managed to hit the ball further than his dad off the tee on most of the holes that they played.

The 2006 fixtures should have been handed out to everyone by now but for those that haven't played yet can get one off Jamie or pick one up next month. We have booked at this stage for a maximum of 24 players so please confirm your attendance ASAP.

Remaining games on 2006 Fixture

<u>Date</u>	<u>Time</u>	<u>Course</u>	<u>Melways Ref</u>
26-Mar-06	8.15am	Malvern Valley	69 D1
28-May-06	10.00am	Ivanhoe	31 H11
25-Jun-06	11.00am	Rosebud Country Club	170 C7
23-Jul-06	9.00am	Warburton	119E K3
27-Aug-06	9.00am	Beacon Hills – Lakes Course	210 K8
24-Sep-06	10.00am	Keilor Park	3 K9
22-Oct-06	9.30am	Amstel	133 D5
24-26-Nov-06		Tocumwal	

Jamie Brunton 0407-484-600 or Stuart Cooper 0403-243-240

It was good to have everybody that said that they were coming actually turn up this month, thanks for everyone who made the effort. The beer kitty squared up too so the club has had a much better result than last month's effort. Just remember to bring some gold coins to buy beers after the game \$2- per can BYO soft drink for every month.

At this stage the confirmed bookings for players at Malvern Valley are as follows:

Brett Wallace	Unknown	Luke Dumbrell	Unknown
Brian O'Connor	Unknown	Mark Fitzpatrick	Unknown
Dale Robinson	Confirmed	Mark Sfiligoj	Unknown
Damijan Kraleviski	Confirmed	Matt MacIssac	Confirmed

Daniel De Marinis	Confirmed	Mick Morabito	Unknown
Darren Higgs	Confirmed	Nick Brennan	Unknown
David Burns	Unknown	Nick Hallahan	Unknown
Dean Fitzpatrick	Confirmed	Peter Bennett	Unknown
Garry Couper	Confirmed	Rob Heward	Unknown
Gerard MacIssac	Confirmed	Steve Powne	Confirmed
Greg Parsons	Confirmed	Stuart Cooper	Confirmed
Ian Smith	Confirmed	Rob Edwards	Not Playing
James Johnson	Unknown	Innis Ireland	Unknown
Jamie Brunton	Confirmed	Tony MacIssac	Unknown
Rick McEvoy	Confirmed	Adam Cooper	Confirmed
Ron Parsons	Most likely	Nick Tralevski	Unknown

If you are marked as unknown please drop us a line to let us know if you expect to be playing.

Look forward to seeing a better turn out next month.

Coops, Jamie and Sunday Leave Pass:

For those that are interested last months results were as follows:

Last months results after the handicapper made his adjustments were as follows:

Gerard MacIssac	Stu Coops	Matt MacIssac	Rick McEvoy	Daniel DeMarinis	Adam Cooper	Nick Brennan
83	90	108	94	98	109	99
68	71	76	77	78	78	82
10	9	8	7	6	5	4

Ian Smith	Jamie Brunton	Steve Powne	Dale Robinson	Damijan Krlevski
109	116	118	120	142
83	87	88	94	108
3	2	1	1	1

As a result in the changes to the handicaps the skins distribution changed to as follows:

- 1 Jackpot
- 2 Jackpot
- 3 Jackpot
- 4 Jackpot
- 5 Jackpot

Rick McEvoy	x8
Steve Powne	x1
Daniel De Marinis	x7
Stuart Cooper	x1

6	Jackpot
7	Jackpot
8	Rick McEvoy
9	Steve Powne
10	Jackpot
11	Jackpot
12	Jackpot
13	Jackpot
14	Daniel De Marinis
15	Stuart Cooper
16	Jackpot
17	Daniel De Marinis
18	Jackpot

NAME	Total Points	Games Played	Year Ranking	NAME	Total Points	Games Played
Gerard MacIssac	10	1	1	Mark Sfiligoj	0	0
Stuart Cooper	9	1	2	James Johnson	0	0
Matt MacIssac	8	1	3	Darren Higgs	0	0
Rick MacEvoy	7	1	4	Greg Parsons	0	0
Daniel De Marinis	6	1	5	Nick Hallahan	0	0
Adam Cooper	5	1	6	Nick Talevski	0	0
Nick Brennan	4	1	7	Tony MacIssac	0	0
Ian Smith	3	1	8	Brett Wallace	0	0
Jamie Brunton	2	1	9	Garry Couper	0	0
Steve Powne	1	1	10	Luke Dumbrell	0	0
Dale Robinson	1	1	11	Roger Powne	0	0
Damijan Kravlevski	1	1	12	Brian O'Connor	0	0
Peter Bennett	0	0	0	Rob Heward	0	0
				Mark Fitzpatrick	0	0