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*THE COUNTRY CLUB (EAST) MEMBER TIPS
SPECIAL THANKS TO DAVID TOLLEFSON!*



GTA AM TOUR COVID-SAFE OPERATIONAL PLAN – PLAYERS

We have put a great deal of thought into designing the 2020 GTA AM Tour events to ensure they provide a safe environment for competitors, Tour Team and Host Club staff. It is absolutely **IMPERATIVE** that ALL players adhere to these policies since we are guests at a Host Club for the day and **MUST** act accordingly. To that end, please find below the COVID-Safe Operational Plan for Players:

The following safety measures and procedures have been put into place to ensure everyone is safe and healthy this season, while playing on The GTA AM Tour.

ELIGIBILITY / NON-ELIGIBILITY (DURING COVID-19)

Players will be ineligible to play GTA AM TOUR events if they fall into one or more of the following categories:

- If they are experiencing symptoms related to COVID-19. Please click [here](#) to take the self-assessment test.
- Have been tested positive for COVID-19 and not yet been fully cleared for interaction with others by a Medical Doctor.
- If they have knowingly been in contact with someone affected with COVID-19 within the last 14 days.
- If they have returned to Ontario, from travel abroad, within the past 14 days.

REGISTRATION

For all 2020 events, players will continue to receive a tee time email within 3-5 days of an event. This email will also detail any additional measures not covered below.

BEFORE YOU ARRIVE AT THE COURSE

All materials typically handed out at GTA AM Tour events (scorecards, pin sheets and rules sheet) will now be provided to players electronically in both the tee time email and in the Event Information section (on The Tour's website) for each event. Please review all documents provided in advance and, if you so choose, print a copy to bring with you to the event. Players can print the per-flight scorecards from the event information section of the website by right-clicking on the scorecard.

- We will indicate in the tee time e-mail what type of food & beverage services will be available. It is your responsibility to prepare for the day based on these guidelines.
- We will indicate in the tee time e-mail if the practice facilities are open.
- At this time, we are unable to provide water stations at events.

- **UNTIL FURTHER NOTICE, NO CADDIES OR SPECTATORS WILL BE PERMITTED AT GTA AM TOUR EVENTS.**

REGISTRATION AT THE COURSE

- As you approach the parking lot of the host facility, you will be met by a greeter from the GTA AM Tour. If you have arrived at the correct time, this person will provide you with detailed instructions on how you are to proceed. If you are early, you will be asked to wait off property.
- At your first event, and immediately upon arrival, please check in at registration (which will be at The Tour trailer) to pick up your Tour Sponsor Gift Bag. Physical distancing measures will be in place at the registration area.
- After your first event, you will check-in at registration
- No skins game, hole in one challenge, or any other on-course games until further notice.

MOBILE SCORING

- We will be utilizing The GTA AM Tour's Live Scoring. One player per group will be designated to keep the scores for everyone. Players should also keep their own scores either on a mobile device or any items they have printed off
- The Live Scoring marker for the threesome/group will be provided with the login password at the first tee. To prepare to keep score, the website URL for Live Scoring is: <https://gtaamtour.com/scoring>

ON THE COURSE

- The Tour will continue to tee players off the first tee in threesomes, every 10 minutes, unless further Host Club guidelines dictate otherwise.
- No handshaking or elbow bumping is permitted
- **PLAYERS MUST ALWAYS MAINTAIN A PHYSICAL DISTANCE OF AT LEAST 6 FEET FROM EVERYONE**
- Bring hand sanitizer and use as often as you can, especially before and after using any washrooms
- Rakes have been removed from all bunkers, unless otherwise noted from host clubs. If rakes are not present, players are encouraged to repair footprints using your feet to smooth the sand. The GTA AM Tour will enforce a preferred lies policy in bunkers. Players will be entitled to mark their ball, smooth the area, and place the ball within 6" of the footprint, no closer to the hole
- The flagstick will remain in the hole at all times. The Tour will be utilizing a new and safe product ([Bottoms Up Golf](#)), designed by Tour player Mike Hubbs (and his son Jake). **PLEASE DO NOT REMOVE THE FLAG or FLAGSTICK**
- All players will be encouraged to walk at each event
- If you use a motorized golf cart, only 1 player per cart will be permitted. As usual, cart use must be arranged through the pro shop. Although host clubs will have a sanitation

protocol in place for carts, all players will be required to wipe down all surfaces within, and outside the cart, after use. **PLAYERS WILL NOT BE ABLE TO PRE-BOOK CARTS, YOU MUST DO SO UPON ARRIVAL, AND CART BOOKINGS WILL BE BASED ON A FIRST COME, FIRST SERVED BASIS**

INCLEMENT WEATHER

- **In the event of a horn blast, indicating players must immediately cease play and leave the golf course (lightning or some other safety-related matter), ALL players must return to their vehicles. The Tour will notify you regarding either the continuation or cancellation of the event.**

AFTER YOUR ROUND

A Tour scoring area will be established and will employ social distancing measures. Players will check their own score as well as their fellow competitors. Players will be asked to read their scores out loud to THE GTA AM TOUR Scoring Team for verification. Scoring will be final once a player has left the scoring area.

There will be no playoffs. Winners will be determined by card-matching.

A heartfelt and VERBAL thank you (at the end of the round and to your playing partners) will have to suffice.. 😊

POST EVENT AND PRIZING

Winners will receive the prizing from Lisa either in person or via email after the event. We recommend only winners of each Flight stay (in their cars) for pictures.

If not in the lead in your Flight, players must leave the property immediately after their round.

IT IS IMPORTANT TO ALL OF US (Tour Team, fellow players, Host Clubs and Sponsors) THAT EVERYONE FOLLOWS ALL OF THESE PROTOCOLS CLOSELY. UNFORTUNATELY, AND AT THIS TIME, THERE IS NO ROOM FOR COMPROMISE.

**HOLE
#1
(PAR 5)**

YOU WANT TO BE CAREFUL WITH THIS OPENING PAR 5. CHECK YOUR YARDAGE TO THE CREEK BECAUSE IT CATCHES MORE BALLS THAN YOU'D THINK FOR SOMETHING SO NARROW. LEFT AND RIGHT CAN CREATE REAL PROBLEMS, SO FINDING THE FAIRWAY IS KEY. SHOT 2 IS NOT NECESSARILY A LONG ONE AND YOU MIGHT WANT TO THINK ABOUT YOUR LAYUP DISTANCE TO THIS GREEN THAT IS TUCKED JUST AROUND A BIT OF A DOGLEG LEFT.

**HOLE
#2
(PAR 4)**

THE 2ND HOLE ALSO PUTS HITTING THE FAIRWAY AT A PREMIUM WHERE THE LEFT BUNKER CAN BE REACHED. MISSING RIGHT IS YOUR BETTER BET IF YOU'RE GOING TO MISS THE FAIRWAY. THIS SEVERE TWO-TIERED GREEN CAN PROVIDE A BACKSTOP WHEN THE PIN IS AT THE FRONT & BACK, BUT MAKE SURE YOU GET YOUR SHOT PIN HIGH OR BE PREPARED TO FACE A VERY LONG AND TRICKY PUTT.

**HOLE
#3
(PAR 4)**

THIS DOGLEG RIGHT PLAYS LONGER THAN ADVERTISED. IF YOU HAVE THE HORSEPOWER, THE AGGRESSIVE LINE IS OVER THE BUNKER ON THE RIGHT, BUT A MISTAKE COMING UP SHORT LEAVES YOUR 2ND SHOT BEHIND SOME TREES. THE RECOMMENDED LINE IS CENTRE CUT TO AN UPHILL FAIRWAY WITH YOUR MISTAKE BEING LEFT. IF YOU CAN'T REACH THE GREEN ON YOUR 2ND SHOT (AND MANY DON'T), YOU'RE BEST TO COME UP SHORT THAN MISSING THE GREEN LEFT OR RIGHT.

**HOLE
#4
(PAR 4)**

THIS DOGLEG LEFT REQUIRES A TEE SHOT DOWN THE RIGHT SIDE OF THE FAIRWAY SHORT OF THE FAIRWAY BUNKER ON THE RIGHT. YOU WILL NOT NEED TO HIT DRIVER. THE FAIRWAY RUNS OFF TO THE LEFT AND THE TREES ON THE LEFT CAN BLOCK OUT YOUR VIEW OF THE GREEN. SECOND SHOT PLAYS DOWNHILL AND CAN BE TRICKY, SO PICK YOUR CLUB WISELY. YOU ARE BEST TO MAKE YOUR MISTAKE SHORT OR LEFT, AS RIGHT AND LONG WILL MEAN BOGEY OR WORSE

**HOLE
#5
(PAR 4)**


THIS SHORT PAR 4 LOOKS INTIMIDATING AS YOU TEE OFF OUT OF A CHUTE. THE IDEAL PLAY IS SHORT OF THE RIGHT BUNKER, WHICH TAKES MOST TROUBLE OUT OF PLAY AND LEAVES YOU A WEDGE/SHORT IRON TO THE GREEN. IF YOU PLAY MORE AGGRESSIVE, BEWARE OF THE HIDDEN FESCUE DOWN THE RIGHT THAT YOU CANNOT SEE FROM THE TEE. YOUR 2ND SHOT IS TO A SLIGHTLY ELEVATED TWO-TIERED GREEN SO MAKE SURE TO PICK THE RIGHT CLUB IF YOU WANT TO MAKE BIRDIE!

**HOLE
#6
(PAR 5)**

THIS MEDIUM LENGTH PAR 5 IS PRETTY MUCH RIGHT IN FRONT OF YOU. THE INVITING FAIRWAY ALLOWS YOU TO "UNLEASH THE KRACKEN" AND GAIN SOME EXTRA YARDAGE WITH THE DOWNHILL LEFT TO RIGHT SLOPING FAIRWAY. THE BIG HITTERS CAN GO FOR THE GREEN IN 2, BUT MAKE SURE TO FAVOUR THE LEFT EDGE, AS BALLS WILL BOUNCE RIGHT TOWARD THE OPENING ON THE GREEN. THIS GREEN HAS MANY SLOPES, SO PAY ATTENTION ON YOUR 1ST PUTT TO AVOID A 3-PUTT.





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* some exclusions exist such as Apple Original Branded, Beats by Dr. Dre and other miscellaneous products
OFFER IS ALSO EXTENDED TO FRIENDS AND FAMILIES OF TOUR PLAYERS

**HOLE
#7
(PAR 3)**

THE 7TH HOLE IS A SHORT, BUT TREACHEROUS PAR 3. THIS DOWNHILL SHOT PLAYS TO A NARROW GREEN WHERE HALF THE BATTLE IS HITTING THE GREEN WITH THE OTHER HALF USING THE FLATSTICK. YOU HAVE ROOM TO MISS RIGHT, BUT THIS IS TRICKERY AT ITS FINEST. EXPECT A VERY DIFFICULT UP AND DOWN AS YOU CHANNEL YOUR INNER MICKELSON TO GET IT CLOSE. YOUR BEST MISS IS SHORT IF YOU WANT TO SAVE PAR

**HOLE
#8
(PAR 4)**

THE 8TH HOLE IS A MEDIUM LENGTH PAR 4 FROM AN ELEVATED TEE. THERE IS MORE ROOM DOWN THE LEFT SIDE OF THE FAIRWAY THAN YOU CAN SEE; HOWEVER, TOO FAR LEFT WILL LIKELY MEAN A PROVISIONAL. AVOID THE POND OFF THE TEE AND ON YOUR APPROACH TO GIVE YOURSELF A GOOD CHANCE A BIRDIE. THIS GREEN HAS LESS SLOPE THAN MOST GREENS, SO TAKE ADVANTAGE AND MAKE A LONG PUTT!

**HOLE
#9
(PAR 3)**

THIS MEDIUM LENGTH PAR 3 CAN YIELD SOME BIRDIES, BUT WILL LIKELY CAUSE MORE BOGEYS! THE ELEVATED TEE IS PROTECTED FROM THE WIND, SO PICKING THE RIGHT CLUB COULD BE DIFFICULT. MAKE SURE YOU HAVE ENOUGH CLUB TO CARRY THE POND SHORT OF THE GREEN. AS LIKE #8, THE GREEN IS RELATIVELY FLAT AND WILL SURRENDER SOME BIRDIE PUTTS FROM ALMOST ANYWHERE.

**HOLE
#10
(PAR 4)**

THE BACK NINE STARTS WITH A DIFFICULT PAR 4 THAT WILL TAKE TWO SOLID SHOTS AND 2 GOOD PUTTS TO SECURE YOUR PAR. FAVOUR THE LEFT SIDE THE FAIRWAY FOR THE BEST LOOK AT THE GREEN, WHICH IS A SLIGHT DOGLEG RIGHT. IT IS EASY TO COME UP SHORT ON YOUR APPROACH, AS MISSING LONG WILL RESULT IN A BIG NUMBER. THIS IS ANOTHER TWO-TIERED GREEN, SO HITTING THE RIGHT SECTION OF THE GREEN IS KEY TO MAKING A PAR.

**HOLE
#11
(PAR 3)**

THIS PAR 3 PLAYS SHARPLY UPHILL TO A BLIND PUTTING SURFACE AND ANOTHER TWO-TIERED PUTTING SURFACE. THERE IS LITTLE TO NO ROOM RIGHT OF THIS GREEN, BUT THERE IS LOTS OF ROOM LEFT OF AS LONG AS YOU ARE PIN HIGH. DESPITE THE TIERS, EACH SECTION IS FAIRLY FLAT, SO PUTTS CAN BE MADE IF YOU FIND THE CORRECT AREA.

**HOLE
#12
(PAR 3)**

THIS PAR 5 RUNS ALONGSIDE #6 IN THE OPPOSITE DIRECTION, PLAYING SLIGHTLY UPHILL. EVERYTHING IS PRETTY MUCH RIGHT IN FRONT OF YOU, BUT THE GREEN IS PROTECTED BY SEVERAL BUNKERS. LONG HITTERS CAN GIVE IT A GO, BUT MISSING TOO FAR LEFT COULD MEAN SOME SERIOUS TROUBLE, AS FESCUE LURKS. THE GREEN IS SUBTLE, BUT HAS SOME SLOPE, SO PAY ATTENTION TO YOUR PLAYING PARTNER'S IF YOUR NOT PUTTING FIRST.



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**HOLE
#13
(PAR 4)**

THE PROMINENT FEATURE ON THIS SHORT PAR 4 IS THE LARGE TREE IN THE MIDDLE OF THE FAIRWAY. THE COMMON PLAY IS PLAYING DOWN THE RIGHT. WITH THE EXCEPTION OF A FEW SMALL TREES, EVEN THE ROUGH WILL GIVE YOU A GOOD ANGLE IN. LEFT SIDE ALSO WORKS, BUT THERE ARE DANGERS DOWN THAT SIDE IF YOU MISS THE FAIRWAY. D-TEE OFTEN SAYS (SOMEWHAT JOKINGLY), ANYWHERE BUT DOWN THE MIDDLE OFF THE TEE.

**HOLE
#14
(PAR 3)**

THIS SHORT PAR 3 PLAYS OVER A POND. GREEN DIVIDED LEFT AND RIGHT SIDES WHERE BALLS RIGHT OF THE DIVIDE WILL FUNNEL DOWN TO THE FRONT RIGHT PORTION OF THE GREEN. (HISTORICAL FACT - THIS HOLE SAW 3 ACES ON 3 CONSECUTIVE SHOTS WITH THE PIN IN THAT FRONT RIGHT LOCATION). AGAIN, HITTING THE RIGHT PORTION OF THIS GREEN IS CRITICAL FOR ANY CHANCE AT BIRDIE OR MAYBE EVEN A PAR.

**HOLE
#15
(PAR 4)**

THIS PAR 4 DOGLEG LEFT PLAYS BACK UPHILL TO AN ELEVATED FAIRWAY. FAVOUR THE RIGHT SIDE AND A MISS INTO THE RIGHT ROUGH GENERALLY WON'T HURT YOU. LONG HITTERS CAN HUG THE LEFT SIDE, WHICH DOES OPEN UP; HOWEVER, TOO FAR LEFT IS DEAD. AND YES, ANOTHER TWO TIER GREEN.

**HOLE
#16
(PAR 3)**

YOU DEFINITELY WANT TO HIT THIS GREEN WITH YOUR TEE SHOT. RIGHT CAN BE TROUBLE, BUT LEFT IS DEFINITELY TROUBLE, IF NOT SUICIDE. YOU WON'T LIKE LONG EITHER. ALL THAT SAID, SHORT ISN'T A BAD PLACE TO MISS. WITH THE PIN AT THE BACK, SHOTS OVER THE BUNKER RUN RIGHT AND CAN EASILY RUN OFF THE GREEN. MISSING LONG LEFT RUNS OFF INTO SOME GNARLY TERRAIN, SO K.I.S.S. - HIT THE GREEN!

**HOLE
#17
(PAR 4)**

THE 17TH FEATURES AN ELEVATED TEE AND GREEN. THE IDEAL TEE BALL FAVOURS THE LEFT SIDE OF THE HOLE, WHICH ELIMINATES THE LIKELIHOOD OF NEEDING TO CHIP OUT FROM THE RIGHT TREES. THE GREEN IS NOT SEVERE, BUT IS YET ANOTHER 2 TIER GREEN WHERE BIRDIE USUALLY MEANS HITTING THE CORRECT SECTION.

**HOLE
#18
(PAR 5)**

YOU CONCLUDE YOUR ROUND WITH A PAR 5 THAT CAN BE REACHED IN TWO WITH A GOOD DRIVE OVER THE RIGHT BUNKER (ANGLE DEPENDS ON WHAT TEE BOX YOU ARE ON). ALTERNATIVE IS A DRIVE BETWEEN THE TWO BUNKERS AND JUST SHORT OF THEM. THE HOLE DOGLEG'S RIGHT AT THOSE BUNKERS WITH A NARROW CREEK/STREAM ABOUT 130 YARDS FROM AN ELEVATED GREEN THAT CAN TEST YOUR PUTTING SKILLS AND COURAGE. THE GOOD NEWS...LAST TWO TIERED GREEN YOU WILL SEE ON THE DAY.

