

Dogfight 2026 Update

On Sunday January 11, 2026 the current admins of the Centennial dogfight met to discuss the upcoming year and address issues that have been raised over the previous year. All admins (Scott Fleming, Dan Miles, Scott Knoblock, Jason Young, Will Schleter, Craig Hodge, Aaron Hensley, Mark Garrett, Steve Carlson, Andy Watson, Mike Fisher, and Paul Wolff) were in attendance or provided input prior to the meeting. The notes from the meeting are summarized below. If you'd like to volunteer to be an admin feel free to let us know.

Signup Procedures

It is important that we utilize the tee times allocated to us by the course. In order to help with that everyone should be aware of the guidelines for obtaining and releasing tee times. This process is:

1. We'll start with 7 tee times a week before an event (4 on Sunday).
2. If the event is close to capacity 5 days before the event, we'll ask for more tee times (no guarantee on availability.)
3. At noon the day before an event, if we haven't filled the allocated times, all unused times will be returned to the course.

What is means for all players:

1. You need to sign up as early as possible if you think you want to play. This will help us get additional times if needed.
2. If it turns out you can't play, drop as soon as you know and certainly BEFORE the 'noon day before' deadline
3. We will use the signup page to post up to date information as we get it. Look for the red text at the top for cart path status, weather delays, etc.

We will track signup 'issues'. An 'issue' is a late drop, a no show, or a DNF. The count of issues in the last 30 days for each player will be shown on the signup page. There is a possibility that we restrict signup privileges for those who have multiple recent issues.

Group Assignments

The recent increase in numbers and the addition of the 'Scheduling Request' feature on the signup page has led to a need to update our grouping process and conventions. One of the purposes of the dogfight is for people to meet others and learn to play with all types of playing styles. On the other hand, we respect the desire for some to play together (spouses, parent/child, new player/friend)

What is means for all players

1. You can only request to play with one other player. You need to coordinate with that player. The other player cannot request a third person.
2. Requests are not guaranteed.
3. Be aware that requests are now visible to everyone.
4. Players making requests will no longer be mandated to be placed in the later groups.
5. Requests for a specific group time (early/late) should be reserved for special situations.
6. If there are more than 20 players in the event, we will attempt to post the groupings at least 2 hrs in advance. This means you can access the app to see your assigned group and time, and you must check in with the dogfight admin 30 minutes before your tee time (not the first tee time). To effectively do this will require that we minimize late changes to the signup list (see the discussion on signup procedures above)

The event admin has a tough balancing act to honor requests while maintaining balanced groupings over time. In the past, admins have had a general process in determining groupings. In order to be transparent and as fair as possible, we will now adhere to a published method as much as possible.

This process is:

1. Place pairing requests together in specific groups.
2. Randomly assign all other players
3. Review the groups - make minimal adjustments for pace of play and pairing diversity. A new feature on the setup page allows admins to see the 'last played with' and 'number of times played with' status for every combination of players. De-emphasize grouping of players on the same tees.
4. Randomize the group order
5. Adjust the group order to accommodate admin starter and closer.

Sunday

We've decided to switch the Sunday game to a 9 hole dogfight with a later starting time for the next several months to see if that might get more people to play. Also discussed was changing the format completely. If you have input on the topic of a Sunday game, please share your thoughts with one of the admins.

Pace of Play

We have the privilege of having prime time tee times for the dogfight. In order to retain that privilege, we need to make sure we never adversely affect the pace of play of the course. By using the online app for scoring, we effectively have pace of play data for every event if your group promptly records scores after completing each hole. The current time and the pace start and finish time for a group's hole is shown on the score entry page (circled area below). If the current time is in red you are behind pace. Clicking on the button shows another page with details for all groups.



Scoring

Preferred lie: **Lift/clean/place all mowed areas.**

| | | | |
|--------------|---|-------------------------|---|
| Gross Points | 2 | Group 2 Par 4 Hcp 11 |  10:46 (-2) <small>10:29 - 10:44</small> |
|--------------|---|-------------------------|---|

All players should abide by these guidelines to help maintain the pace of play.

1. Play ready golf! This includes tee shots, fairway shots, chipping, and putting.
2. Keep up with the group ahead of you. If they are more than ½ hole ahead on par 4s and par 5s then your group is dropping behind.
3. If two players riding together play from different tees, one should walk or drive ahead to the next tee while the other hits their tee shot.
4. Always leave all extra equipment (wedges, towels, etc) between the green and the cart.
5. Clear the green as quickly as possible. Put up clubs and record scores on the next tee box.
6. If carts are path only, take everything you need on one trip - rangefinder, several clubs, sand, extra ball.
7. Park your cart midway between each player's ball if possible - both players get out and get ready to hit.
8. Don't waste time hunting for balls that can't be played. If you have to hunt, adhere to the 3 minute rule for a ball search, and try to do it as others are preparing to hit.
9. Hit a provisional from the 200 (or start of fairway) if you think you might need it.
10. Know when to talk and when not to. Are you telling a hilarious story? Do it only in between holes or while waiting for the group ahead.
11. If one player squanders just 30 seconds per hole, which isn't hard to do, that's nine minutes per round. The reality is the difference between playing in 4:30 and 5 hours isn't as great as some might believe. One person can back up an entire golf course. Don't be that person!

Rules

[Link to Current Rules](#)

Here are some clarifications that were discussed.

1. White Stakes rule - the rules state that you cannot hit from out of bounds. Even if you find the ball, you must take a drop as if the OB is a lateral hazard.
2. Provisional Mulligan - on the first tee shot of the day, if you declare a provisional mulligan, and you find your first ball in the fairway or a commonly mown area, you must play it. If it is in a hazard, weeds, or woods, you must play your mulligan.
3. If the rules of the day are not lift/clean/pace, you may only bump your ball with your club within a 12" square area. You may not touch it with your hands.

4. The lift/clean/place terminology will be updated to say “all commonly mown areas”. It was not the intent to include areas that are only mowed once or twice a year.
5. The don't play off of rocks/roots/dirt guideline does NOT apply to balls in the woods, weeds, hazards, etc.
6. We've modified our guidelines to declare preferred lies (lift/clean/pace) to any days that are cart path only, and all winter (defined as when daylight standard time is in effect). The admin of the event has the right to declare preferred lies on other days when the course might be wetter than usual. The status of the event is always shown at the top of the scoring page.
7. We have a very loose interpretation of temporary (casual) water. Any place deemed muddier or wetter than normal can be declared temporary water with permission of all other group members. This allows a ball to be cleaned and dropped (not placed) in the nearest dry area.
8. In order to simplify administration, we've decided to make all game parts mandatory? (ie there will no longer be an option to opt of of the CTP game)
9. In order to better distribute the CTP payout for large groups, we will have 6 CTP holes if there are more than 24 players. If a CTP hole is a par 4, it is the 2nd shot that is measured. The CTP holes are shown with a \$ on the hole button at the bottom of the score entry page.

BACK **NEXT**

| | | | | | | | | |
|----|----|-----|------|----|----|------|-----|----|
| 1 | 2 | 3\$ | 4 | 5 | 6 | 7 | 8\$ | 9 |
| 10 | 11 | 12 | 13\$ | 14 | 15 | 16\$ | 17 | 18 |