



Welcome to The 'Joe' Dickey Electric Greatest Golfer Juniors Championship presented by Phantom Fireworks.

Greatest Juniors events are 18-hole competitions in ages 15-18 and 12-14 divisions. Players play in a division based on their age at the start of the season - May 1. Players are eligible for the upper division thru the summer of their graduation year. Players under age 12 who wish entry in u14 division must show previous competitive play.

To enter, ALL players should have previously competed in competitive events (9 or 18 holes). Greatest Golfer is a grind. It is not an intro event for players brand new to golf. We want all kids to enjoy golf. Please don't subject your child to a long, hot, competitive day that they have not yet worked up to. For beginners, we encourage Parto's and Mill Creek among a host of GREAT starter leagues.

All events are generally limited to 60 players total. The summer series leads to a July championship consisting of winners of qualifiers and players earning top points based on finishes at qualifiers.

On our schedule, the listed time is the first tee time for the day. It is not the start time for everyone. We start with Boys u17, then Girls u17 then work to the u14s. It's always tee times off No. 1 to start.

This start is only a lie when **SHOTGUN START is noted in the event.** At those events, all players tee off at that posted start time.

General yardages at each event:

Boys u17: 6,300, Girls u17: 5,500, Boys u14: 5,500, Girls u14: 4,800

Each event fee is \$70. There is no administration or membership fee for the overall program.

Our sponsors help fund the program and eliminate the need for admin costs.

It even allows discounts:

Sign up for 5 events, you get \$5 back for each event.

Play 10 or more qualifiers, get \$10 back for each event.

After you sign up and pay in full for 5 or 10 events, please email golfergreatest@gmail.com and the discount will get applied to your credit card.

For our best discount, pay \$55 every time a new 2026 player you recruit plays a Greatest event. If they play 3 times, you get 3 discounts. Recruit 2 players? Play for \$50. (Does not include the 2-player scramble.)

ALL PLAYERS should register with their OWN personal email as it launches live digital scoring that they must do while competing. There is room on the form for secondary parent emails to be added. We love when parents get secondary emails. Also, players should NEVER unsubscribe our emails. If they do, it will also stop the secondary emails from delivering.

THE CHAMPIONSHIP

The u17s will play 36 holes and the u14s will play 18 holes.

Qualifying for the championship happens two ways:

Players can win a qualifier for an automatic bid.

Or, players can qualify by earning points at each event. Up to 5-9 players will be awarded finals spots based on points. At each qualifier, we award 5 points for a 2nd; 4 points for a 3rd; 3 points for a 4th and 2 points for a 5th. All other players get 1 point for completing their round.

Players that have won a qualifier can play in future qualifiers. But they do not affect winners or points for those events.

In u14 play, once a player wins a qualifier, they can request to play up in u17 qualifiers to test their skills. They will not affect points nor be eligible to play in the u17 finals. It is just for skill development.

OTHER STUFF:

- Our u17s play is just like HS and major junior events: No coaching. Leave them alone; let them play and figure it out. Parents stay away from the greens and tee boxes; watch from 50 to 100 yards away. It's not a felony to talk with them in passing along the course of play. But avoid walking with the group and detailed coaching tips. Saying something like "Keep a good pace" or "get some sunscreen on" is not coaching. "Use your 7-iron on those punch-outs" is coaching. Pretty simple? Kinda ...

- With u14s, we try to strike a balance between official high school "no coaching" golf and "gosh — let's get the kids off the course before a 5-hour round kills their spirit."

We have rookies out there and their playing mates have yet to master peer guidance.

We will marshal play on the course to ensure steady play.

We invite U14 parents in very subtle ways to usher play around the course: Ready golf, helping find balls, moving to next tee box swiftly, scoring away from the green, grabbing the pin, etc"

That's all awesome, subtle stuff we encourage.

NOT VERY SUBTLE is, again, "Use your 7-iron on those punch-outs"

- Par-Plus-2 Rule:

We ask ALL PLAYERS (u17s and u14s) to employ “Par-plus-2” if you are having a bad day and holding the group behind. The rule means:

If after 4-5 holes, your scoring trend for the day is double, triple and quad bogeys and to not finish in the Top 5, you should play “Par-plus-2” the rest of the round.

Under this, players will play a hole until they are at double bogey. They then pickup the ball wherever they are (fringe, fairway, green, sand) and score a double on the card. The player should stay with group and proceed to next hole like it is a real round. If they hit double bogey again on next hole, repeat the above.

Why we do this:

We do not want to see players scoring 7s, 8s, 9s and 10s all day. That is perilous to all, makes for a 5-hour day, and dampens enthusiasm. Such a score can happen on a few holes, and that is fine. But if it is all of your first 4-6 holes, we ask to play “Par-plus-2.”

Playing this rule takes you out of the official match and makes this event a practice round. That is OK!!! We have other events to try again.

We will counsel onsite on this. If officials look at your scorecard and order a player to play Par-Plus-2, it is NOT AN OPTION. It is an official decision. Failure to adhere will affect future play access.

SOME MORE PLAYING RULES:

- Range finders permitted, but cannot detect elevation.
 - We reserve right to assign rules and standards to ensure fair and expedient play.
 - All players must walk. Pull carts optional. No caddies, except for finals.
 - Spectators allowed but cannot advise play except in finding lost balls. Note the exception for u14s above.
 - Cart-rental access for spectators is a course-only decision. Spectators desiring carts should call the course ahead of time. Do not call Greatest Golfer.
 - For championship tie-breakers at each qualifier, where possible, we will send the players back out onto course; holes determined by course. If not, then it is a playoff by scorecard using standard of back 9 holes, back 6 holes, then back 3. Next breaker is by toughest handicap.
 - Each event’s competition committee consists of course management, the Greatest operations team, and the Greatest competition committee.
 - Each course has local play rules that will be discussed at first tee.
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- All junior players will use the [GolfLeagueSite Digital scoring](#). Please download the app before you arrive on course.

Search "GolfLeagueSite" in the app store.

Launch the app, then go immediately to RESET PASSWORD. The app will ask for an email to reset your password. It MUST be the player’s email.

And lastly — remember our funders.

Eric Carlson and The 'Joe' Dickey Electric team would love to serve you as they are serving your golf play this summer.

Phantom Fireworks is pure summer fun. The Zoldan family loves the Valley as much as anyone. We have more. Check them out.

