

Articles of Foundation for the “XIV Tour”

On this day, May 19, 2023, the term and the initial concept for the “XIV Tour” was founded at Glory Days Sports Grill in Lakewood. XIV is the Roman Numeral for 14 and represents the central premise of this new venture, which is a new golf scoring system where golfers who don’t take themselves too seriously can pick up four times a round, leaving 14, or XIV, holes played to count toward your official final score. There are additional social elements outlined in the membership section.

Mission:

To provide a more fun and relaxing and stress-free way to participate competitively in the game of golf, removing the need to remain perfect, or near perfect, for 18 holes, or 4-5 hours. We play golf to get away from the stress of work and home and life, the stress of perfect, but many of us still have competitive desire, and so this accounts for both of those things, it allows for competition amongst friends while accounting for the fact that when (most) people are golfing they like to drink and listen to music and would have an exponentially better time if they could shrug their shoulders and just put a consequence-free ‘X’ on the scorecard if and when their concentration inevitably wanders and they have a “bad” hole (or four).

Membership:

- **Dues:** Membership fees are USD \$100 annually. This covers administrative and handicapping fees and XIV hats and/or shirts that will be provided to all members.
- **Qualifications:**

Anyone possessing at least one of the following is eligible for membership:

- Drinks on the golf course; this is mostly for the drinkers out there who could really benefit from the expansion of the breakfast ball into the breakfast hole(s). For anyone who drinks on the course, there is also the concentration issue as the round progresses and so having the ability to pick up and walk to the next tee consequence free a couple of times a round - and still be able to turn in a “legitimate” score - is truly groundbreaking.
- Inability to intently focus on a task for 4-5 hours, much less 4-5 minutes.
- Inability to take oneself too seriously.
- Believes perfect is the enemy of pretty good.

Anyone acting in any of the following manners is subject to immediate and permanent termination of membership:

- Has a stick up their ass (if someone back-taps a 6-inch putt and it doesn’t go in and you think they should count the stroke, this isn’t the place for you)
- Believes golf is an 18-hole sport and any attempt to change that is a bastardization of the rich tradition of the sport.
- Arguing on the golf course (if you care that much, this is not the place for you)
- Cheating (if you get to throw out four holes and you *STILL* have to cheat... we feel terrible for your friends/playing partners)

Rules of Play:

- **Scoring:** Golfers will have the ability to take an ‘X’ on any four holes of their choice, and their final score will be recorded from the remaining 14 holes (thus the XIV), and the score will be in reference to par, not as a number. Note here that we could put restrictions on which holes or say that it has to be at least one par 5, one par 4 and one par 3, but that would seem too constraining and not in the spirit of XIV. Also, you do not have to declare your ‘X’ hole as it occurs, if you are a decent golfer, it’s not inconceivable that you could play your 18 holes without having to “pick up” at any point, and if you are a really poor golfer you may want to sit on a double-bogey until you know for sure that you can ‘X’ it out. So, you can pick up and take an ‘X’ at any time (up to four times a round) or you can ‘X’ out your holes at the end of a round.
- **XIV “Local Rules”:** In tournaments with only local participants, all local rules will apply at the “gentlemen’s agreement” of all of the participants - notable examples are things like putting out vs. gimmes and “improving your lie.” Again, in the spirit of XIV, we will leave this to the local players to manage.
- **XIV Amendment to Rules for any larger competitions:** Because pace is a priority, and just in the spirit of not really caring that much about taking this all that seriously, one of the permanent amendments we’ve made to the main rules - and we encourage all others to follow as well - is all errant tee shots are treated like lateral water hazards (ie. drop with one-stroke penalty at nearest point to where the ball entered the hazard/went OB/was lost). Other than that, accounting for the local rule’s exception above, the rules of golf should generally be applied.
- **Handicaps:** First of all, the idea of throwing out the four worst scores is designed to level the playing field because better players won’t likely benefit as much from this scoring system but understanding that there will still be gaps in scoring and there is a desire to create as level a playing field as possible, XIV-specific handicaps will be maintained and can be used for competition. Note that in the spirit of the XIV mission of not taking ourselves too seriously, there will be no accounting for Slope or anything like that, we trust that players are playing appropriate tees for their ability, and this will even out over time, and if it doesn’t work perfectly, see above about our perspective on perfect. So, for simplicity’s sake we will just record the score to par in the database for every round and over time that will give you an average score to par that you can use to roughly compare yourself with others.

Founding Members

Tim Padian

Mike Ganske

Brad Shaylor

Tanner Padian

Andrew Sarkisian

Michael Padian