



MyGolf Junior League – Run Sheet

Before the Day Organise team and arrange parents to walk with the groups. Tell members about the event so everyone is aware that kids will be around.

Before 2:30pm Put out witches hats for Tyro Course – Side of fairway to give easiest tee shot.

3:00 pm Hand out cards to players (or parents) – **make sure at least one parent per group is a golfer**

Review game conditions

Two ball Ambrose

One club length preferred lie – if you are near a tree you can move the ball to a safe place

Bunkers – one attempt each then place it to the side with a clear shot

Max score – 3 over par – if the putt for double bogey misses, score is automatically triple bogey

Parents can caddy but don't coach during the game.

Pace of play is very important. Keep them moving at all times.

Each pair of players putt out every time – **no marking**

Emphasise FUN and SAFETY

Hazards, Lost Balls and OOB – as for lateral hazards – drop near point of entry – 1 stroke penalty

3:00 - 4:00 Hit off in fours

6:00 – 6:30pm Work out who won in match play terms – record individual scores.

6:30pm Announce winning teams – eg. Avondale 2 matches to Killara 2 matches, Pymble 2 ½ to Nth Ryde 1 ½

Send results to Greg at JNIG – greg@jnlg.com.au or msg 0407 422 112

Provide jugs of soft drinks and chips or similar to players – Parents to buy their drinks.

Suggest – Have a person in a cart marshalling the pace of play. This person picks up the witches hats after the last group.

This is also handy in case of an emergency.

Call Greg on 0407 422 112 if you have any questions