

# TYRO SHIELD

## TYRO SHIELD – Run Sheet

**Before the Day** Organise team and line up 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**

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

Bunkers – two attempts then a throw as close as possible to the hole – **throw counts as a stroke**

Max 10 shots – Max 4 putts

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

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

Players putt out every time – **no marking** – remember max 4 putts

### **Emphasise FUN and SAFETY**

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

**3:00 -3:30** Hit off in fours

**5:30 – 6pm** Work out who won in match play terms – record individual scores.

**6pm** 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 – Fax 9567 7720 or [greg@jnlg.com.au](mailto: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**