



CHIPPING

- There is no practice allowed at the station before or in between attempts.
- Call the player in order on the pairings sheet on your clipboard.
- If a player is present when called, it is his or her turn to play or they must withdraw, i.e. they CANNOT trade spots or wait for a later turn to watch others play.
- Tell the player they can place the golf ball between the tee markers.

PUTTERS ARE NOT ALLOWED FOR CHIPPING COMPETITION

- Each player will attempt three chips from the same distance as set up. (12-15 yards)
- The flagstick can be removed at the discretion of the player.
- When the ball comes to a stop, the distance from the hole is converted into points.
 Remove ball from the grid and announce point total to the scorekeeper or record the point total directly onto the scorecard, in order, using a pen or sharpie.
- If the player whiffs, ask them to try again. At minimum, you get 1 point!
- It is IMPOSSIBLE to get 0 points in chipping. If the player moves the ball, that's 1 point.

 Therefore, the lowest total a player could get is 3 points for three attempts.
- A ball coming to rest on any of the lines in the circle is awarded the higher point total.
- Record their score (add total points for three chips) DIRECTLY on their scorecard
- Instruct kids to proceed immediately to PUTTING STATION.

GREEN: (1pt) Ball finishes more

than 10' from hole

RED: (2 pts) Ball finishes 8-10' from

hole

PURPLE: (5 pts) Ball finishes 6-8'

from hole

ORANGE: (10 pts) Ball finishes 4-6'

from hole

BLUE: (15 pts) Ball finishes 2-4'from

hole

BLACK: (20pts) Ball finishes 2' or

nearer to hole

