



**PGA**  
Wisconsin Section  
Junior Foundation



## STARTER

- Call the player in order on the pairings sheet on your clipboard. You can announce first and last name and place of residence.
  - I recommend calling two kids, one to go to the tee and one “on deck” (standing behind railing)
  - If the child is present when called, he or she must “go” otherwise they have to withdraw. No “trading spots.”
  - The volunteers at registration will inform you via radio should there be a no-show.
- If you have a radio, communicate to spotters on grid or wave flag to let them know you’re ready to begin
- The player can use his/her own golf balls and tees if they would like
- Staying on time is CRUCIAL. Each player starts with the drive, so if timing is off it throws off the timing of the entire event.
- Player A is allowed 40 seconds per the USGA Rules of Golf per 3 shots from the same teeing area.
- **Once the rangers have found each ball, use the distance measuring** device to report yardages to the Scorekeeper so they can convert yardages to points.
- Call the next player to the tee and call the one “on deck.”

**\*\*FLIP FOR RULES\*\***



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### **Rules to Be Aware of:**

- If a player is not ready to hit at his/her tee time, they are disqualified. Late starting times are not tolerated.
- Players will be given a maximum of 40 seconds for each drive attempt.
- Players can hit any club for the DRIVING competition, and they can switch in between attempts
- No coaching or advice of any kind from parents/guardians/spectators. First offense is 0 for that skill, second offense is disqualification.
- Whiffs or mishits do count as an attempt.
- The ball is measured where it comes to REST, just like in a normal round of golf. This means that the ball could bounce out of bounds, or bounce back in bounds.
- Flags mark both sides of the fairways – a ball touching any part of the boundary line is considered in bounds. The entire ball has to be outside the boundary line to be out of bounds – record 0.
- The drive distances and assigned points are recorded IN ORDER BY ATTEMPT because this is how we break ties.
- Accuracy is KEY.



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## SCOREKEEPER

- Record three yardages on the scorecard given to you by the Starter.
- Record them IN THE EXACT ORDER in which they were made. (The first attempt needs to be placed in the first box on the scorecard, from Right to Left). This is CRUCIAL because this is how we break ties.
- Refer to your points chart to convert yardages into points total (min is 0 and max is 75)
- Record their score for each drive and add up total points DIRECTLY on their scorecard. Please use a pen or a sharpie.
- For driving, you can put the total yardage for each attempt, and then circle the point total. See scorecard example on your clipboard.
- Instruct kids to proceed immediately to the next station. DRIVE, CHIP, and then PUTT.

DRIVE SKILL				CHIP SKILL				PUTT SKILL				TOTAL
DRIVE 1	DRIVE 2	DRIVE 3	DRIVE TOTAL	CHIP 1	CHIP 2	CHIP 3	CHIP TOTAL	PUTT 1	PUTT 2	PUTT 3	PUTT TOTAL	OVERALL TOTAL

COMPETITOR'S SIGNATURE: \_\_\_\_\_



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## **RANGER**

- Your main job is using the rangefinder to get yardages and give them to the scorekeeper.
- Make sure to record the distance from the same location each time. (I.e. between the tee markers)
- After each attempt, if you have a radio, you can use your it to communicate to the spotters on the grid to let them know of ball direction.
- Remember, a ball is out of bounds if it ends up outside the boundary lines.
- You may also end up helping the starter get kids in line to compete.



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300+ yards	25 points
290-299 yards	24 points
280-289 yards	23 points
270-279 yards	22 points
260-269 yards	21 points
250-259 yards	20 points
240-249 yards	19 points
230-239 yards	18 points
220-229 yards	17 points
210-219 yards	16 points
200-209 yards	15 points
190-199 yards	14 points
180-189 yards	13 points
170-179 yards	12 points
160-169 yards	11 points
150-159 yards	10 points
140-149 yards	9 points
130-139 yards	8 points
120-129 yards	7 points
110-119 yards	6 points
100-109 yards	5 points
76-99 yards	4 points
50-75 yards	3 points
25-49 yards	2 points
1-24 yards---1 point	

Out---0  
points

In  
bounds....  
22 points

Out---0  
points

TEEING AREA