



SWGGA
Keeping Score
and
Pace of Play Tips



How do I schedule a match??

- Captains are primarily responsible for scheduling matches.
- Two to three weeks prior to the match you want to play, each captain should consult with their team members on days when the team is available.
- If you know your team is unavailable during a stretch of time try to schedule the matches ahead of time so that you are not left with a bunch of matches at the end of the season.
- After determining the availability of your team members the captains should e-mail each other and suggest some dates.
 - Don't wait for the other captain to contact you. If you both happen to send e-mail on the same day all the better.
- E-mails go back and forth and a day, time, course, and players are decided upon.
- Confirm with each other if there is any confusion.
- Look up all players handicaps
- Play the match
 - Remember, there is only a 15 min grace period for team members to arrive and be ready to play, so if you know you can't be somewhere and ready to play by 5:00, don't schedule the match for 5:00 schedule it for 5:30 or something more appropriate.



How do I fill out a scorecard to make it easier for the league director???

- Each team keeps one card
- Fill in full names or first initial and last name
- Write the team numbers next to each pair of golfers
- Write the Match # on the card
- Write the date of the match on the card



How do I account for handicap differences on the scorecard??

- Mark “ticks” on the holes for handicap differences
 - Par-3 League uses the length of the hole not the difficulty (longest to shortest).
 - Determine who has the lowest handicap.
 - Figure out the difference between the lowest handicap and the rest of the golfers.
 - Example: A Schwebke has the lowest handicap of 11 and C Mitchell has a handicap of 20. C Mitchell gets 9 “ticks” -- starting with the longest hole -- until there are no more ticks. If the player receives more than 9 “ticks”, start over with the longest hole until # of “ticks” received are recorded.

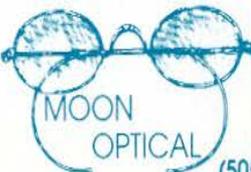


Sample Golf Card with "Ticks"

Match # 12

Team 4 vs. Team 6

4/14/05

 <p>1701 Moon NE Albuquerque NM 87112 (505) 292-6126</p>	<p>FOCUS FITNESS</p> <p>MARK DICK NSCA CERTIFIED PERSONAL TRAINER GOLF FITNESS INSTRUCTION 821-5431 WWW.FOCUSFITNESS.COM</p>	 <p>505.881.2927</p> <p>3900 rutledge rd. ne albuquerque, nm 87109</p>	 <p>Wk: 505.864.9590 Mobile: 505.549.7886 Fax: 505.864.4144 Lic: #87907</p> <ul style="list-style-type: none"> • Sand & Gravel • Decorative Stone • Site Development • Transport Services • Excavation/Grading • Utilities/Paving • Roads/Pad Sites <p>Payam Ghoreishi PG Enterprises pgenterprises99@aol.com 1090-A HWY 304 • PO Box 591 Veguita, NM 87060</p>
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BACK YARDAGE	175	393	319	308	370	345	188	495	350	2955	175	393	319	308	370	345	188	495	350	2955	2955	2955	5910	Rating 66.0		
MIDDLE YARDAGE	148	358	292	290	360	330	168	478	328	2752	148	358	292	290	360	330	168	478	328	2752	2752	2752	5504	Rating 64.2		
PAR	3	4	4	4	4	4	3	5	4	35	3	4	4	4	4	4	3	5	4	35	35	35	70	W/B Rating 65.1		
HANDICAP	16	10	14	4	2	8	18	6	12		15	9	13	3	1	7	17	5	11			MEN'S SLOPE Forward 103 / Middle 107 / Back 109 / Champ 112				
C. Mitchell (20)																										
L. Headley (14)																										
HOLES	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	OUT	TOTAL	HCP	NET		
M. Peercy (16)																										
A. Schwebke (11)																										
FORWARD TEES	125	340	270	270	345	300	120	404	300	2474	125	340	270	270	345	300	120	404	300	2474	2474	4948	Rating 67.6			
HANDICAP	17	5	13	7	3	11	15	1	9		16	6	12	8	4	10	14	2	18	LADIES' SLOPE Forward 111 / Middle 117 / Back 122 / Champ 127						

SCORER _____ ATTEST _____ DATE _____



Whew...I made it to actually playing now
what??

- Play, play, play
- At the end of each hole, record your actual score.
- Determine the winner of the hole
 - Add the two team members' actual scores. Subtract any "ticks". Compare against the other team's adjusted score. Mark the winner of the hole with a "+", a loser with a "---", and the tie with a "0".

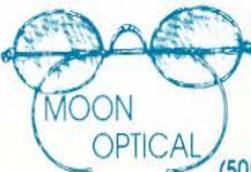


Sample Golf Card

Match # 12

Team 4 vs. Team 6

4/14/05



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BACK YARDAGE	175	393	319	308	370	345	188	495	350	2955	175	393	319	308	370	345	188	495	350	2955	2955	5910	Rating 66.0		
MIDDLE YARDAGE	148	358	292	290	360	330	168	478	328	2752	148	358	292	290	360	330	168	478	328	2752	2752	5504	Rating 64.2		
PAR	3	4	4	4	4	4	3	5	4	35	3	4	4	4	4	4	3	5	4	35	35	70	W/B Rating 65.1		
HANDICAP	16	10	14	4	2	8	18	6	12		15	9	13	3	1	7	17	5	11			MEN'S SLOPE Forward 103 / Middle 107 / Back 109 / Champ 112			
C. Mitchell (20)	5																								
L. Headley (14)	5																								
HOLES	1	2	3	4	5	6	7	8	9	OUT	10	11	12	1											
M. Peercy (16)	5																								
A. Schwebke (11)	4																								
FORWARD TEES	125	340	270	270	345	300	120	404	300	2474	125	340	270	270	345	300	120	404	300	2474	2474	4948	Rating 67.6		
HANDICAP	17	5	13	7	3	11	15	1	9		16	6	12	8	4	10	14	2	18					LADIES SLOPE Forward 111 / Middle 117 / Back 122 / Champ 127	

5+5=10-1(tick) =9

5+4=9

Hole 1 = tied Put a circle. "+" win "-" lose

SCORER _____ ATTEST _____ DATE _____



What do I do with the score cards??

- At the end of the match determine the winner of the match and write that on the score card.
- Circle any pars, put a square around your birdie, and indicate with a circle and arrow a chip-in.
- One member of each team signs each score card.
- One person makes a photocopy (or scan) of the score cards and sends them to Kathy Fortune, (kfortun87@gmail.com) the League Director.
- Kathy will forward the scores to the Handicap Director.



Sample Completed Golf Card

Match # 12

Team 4 vs. Team 6

Team 4 Wins

Put a circle around pars and a square for a birdie

Write "Chip In" and draw an arrow towards the hole

When entering handicap only enter 43, 10 is highest score allowed for handicap purposes with a 20 handicap—see equitable stroke handout

4 ties, 3 win, 2 loss

4 ties, 2 win, 3 loss

BACK YARDAGE	175	393	319	308	370	345	188	495	350	2955	175	393	319	308	3
MIDDLE YARDAGE	148	358	292	290	360	330	168	478	328	2752	148	358	292	290	3
PAR	3	4	4	4	4	4	3	5	4	35	3	4	4	4	
HANDICAP	16	10	14	4	2	8	18	6	12		15	9	13	3	
C. Mitchell (20)	5	4	4	4	4	11	4	4	4	44					
L. Headley (14)	5	4	3	5	5	5	5	5	5	42					
HOLES	1	+	+	4	+	-	-	8	9	OUT	10				
M. Peercy (16)	5	4	5	5	5	5	3	5	5	42					
A. Schwebke (11)	4	4	4	4	4	4	4	4	4	36					
FORWARD TEES	125	340	270	270	345	300	120	404	300	2474	125	340	270	270	345
HANDICAP	17	5	13	7	3	11	15	1	9		16	6	12	8	4

SCORER *C Mitchell Signs*

ATTEST A Schwebke Signs

DATE 4/14/05

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Provisional Balls...What are these and when do I use one??

- Provisional balls are used when you think your ball might have gone out of bounds or if you think it might be lost.
 - SWGA modified the existing USGA rule to encourage the use of provisional balls.
 - If you think you need to hit a provisional then do it. If you find your ball or if it did not go out of bounds then the provisional ball is picked up and the original ball is played with no penalty.
 - If the provisional ball is used to complete the hole then a penalty of one stroke is added to the score.
- If you did not hit a provisional and your ball is lost or out of bounds then drop a ball where you think it went out or was lost and penalize yourself two strokes.
 - This is just to help speed up play and is an SWGA exception to the rules of golf—normally a player is required to go back to where the out-of-bound ball was hit—this is dangerous-don't attempt.
- SWGA strongly encourages the use of provisionals.



Ready Golf (One of the most important factors for an enjoyable recreational game)

- Put a ball marker, score marker, some tees, and anything else you might need in your pocket or a convenient place in your bag before you need it.
- The first person ready goes, don't worry about who has "honors".
- Be quiet when anyone is preparing or taking a stroke
- Walk quickly to your ball when safe to do so, don't stroll or visit (think about all of the brownies you can eat later after your brisk walk around the course)
- Be planning your club selection on your way to the ball so you are ready to hit when you get there.
- If you are riding in a cart and have to walk to the ball, take several clubs so that you don't have to walk back to the cart.
- Be aware whose ball is farthest out and hit if it is yours. If they are close to the same distance whoever is ready goes.
- If there are two balls on opposite sides of a wide fairway then it is OK for both to hit at the same time.
- If you have a short hit (not that that ever happens to us) take your bag with you so that you don't have to go back and get it.



More Ready Golf (One of the most important factors for an enjoyable recreational game)

- When you get to the green, take your bag past the flag towards the next hole so that you don't have to go all the way to the front of the green to retrieve it.
- Bags or carts cannot be taken on the green or tee box. Carts must follow the cart signs.
- As you are walking to the green get your putter ready and be planning your shot.
- If your ball is farthest from the hole, it's your turn, so line up and putt.
- If someone is still making their way to their ball (especially if they are in a trap or off the green) and you are ready – have someone tend the pin and go ahead and putt. Remember **READY GOLF!!!**
- Mark your ball quickly so that others are not waiting on you.
- After holing out, go quickly to the next tee. While two people are marking the score two people can be teeing off.



Problems and Issues

- If you can't finish a match and there is a clear winner, then the match is done. Any remaining holes are scored at par plus any ticks.
- If you can't finish a match and there is no clear winner, then you must replay the match.
- Please visit <http://swga.sandia.gov>