



- Call each group to their starting tee as soon as the previous group has teed off
  - Introduce the players
  - In stroke play, give each player the scorecard of a fellow-competitor
  - Have each player identify his or her ball
  - Have players check bag for a maximum of 14 conforming clubs
  - Issue and review the Local Rules Sheet (Hole Locations on reverse side) with each player
    - Explain Rule 20.1c(3), Playing Two Balls When Uncertain What to Do
  - Explain unique circumstances of the golf course
    - No Play zones
    - Drop zones
    - Differentiate boundaries (stonewalls, fences, etc)
  - No need to explain items such as
    - Location of penalty areas and boundaries
    - Use of distance measuring devices
  - Advise players to return their score cards to the scoring area **immediately** upon completion of their round
  - Be sure to mention to the group that they should play quickly.
  - Keep the order of play as listed on tee sheet. *This is the main function of the Starter.*
  - The first player should be announced at precisely the time his or her group is listed. ***Do not start any player before their scheduled time.***
  - When announcing players who are ready to start it is customary to say: “This is the 9:02 starters time, from (players home club) (First Name, Last Name) Play away please” and upon completion of his or her stroke, announce the club and name of the next player in the group.

\*\*\*\* If a group starts late, announce the competitors at their published starting time—be sure to make note on your tee sheet **and** advise all Volunteers on site of their adjusted starting time.