

# West Point Golf Club

## Foursome Leader / Score Keeper Role and Responsibilities:

1. The first person on the team named in the draw will be the Leader/Score Keeper for the day.
2. Pace of Play (see below).
3. To hand in a completed, legible (hole by hole) foursome score card that has been punched by the time clock to the Captain's table.
4. To communicate to the team that any hole not completed will result in disqualification from tournaments where gross and net scores are required.
5. To communicate with the other players in the foursome, where needed, regarding upcoming play.
6. To make final decisions during foursome play on adherence to Local Rules (see page 4 of Pocket Reference).
7. To review and understand the "Local Rules for West Point Score Keeping" (see page 5 of Pocket Reference). In particular, players using alternate tees must be clearly shown on the score card. (It is suggested that the white tee players should be shown first and the alternate tee players shown at the bottom of the card & clearly marked Red or Blue.)
8. To review and understand the format and rules for the current competition (players are advised to carry a Pocket Reference in their golf bag for ready reference) or to print out the rules from the portal (under "more").
9. All players should maintain a courteous and cordial relationship with the Park Board staff and on course marshals.
10. To refer any difficulties encountered (e.g., unclear competition formats) or decisions made during the game which weren't unanimous, to the Club Captain.

**Brian Montpellier - Club Captain**

## Pace of Play Message:

West Point Golf has been proactive for many years about the importance of Pace of Play in providing our members with an enjoyable golf experience and in satisfying the needs of the Park Board golf management. You are out of position on a par 4 if the group ahead of you has left the green and on a par 5 if the group ahead has reached the green. The outcomes of this are spelled out quite clearly in the Local Rules and Pace of Play Guidelines as shown on page 4 of the Pocket Reference booklet.

### The Local Rules that apply are:

- The moving of the ball 6 inches without penalty "through the green".
- OB or lost without hitting a provisional.
- The McCleery 11<sup>th</sup> hole entitlement.
- Cart path only.
- No gimme putts, except in match play.

### The Pace of Play Guidelines relate to:

- Play a provisional ball if your tee shot is in doubt.
- Continuous putting. Don't mark short putts.
- Time limit of 2 minutes looking for a lost ball.
- Ready golf.
- Keep your cart / bag on the green side closest to the next hole.
- The first two players that hole the ball should move to next tee if the foursome is behind.

It should be understood that KEEPING UP WITH THE GROUP AHEAD is a measure of the extent to which members of a foursome are abiding by these Rules and Guidelines for Pace of Play. This principle should serve as motivation for each member of the foursome to do his part in keeping up a proper pace of play. An important role for the foursome leader / score keeper is to assist, encourage, monitor and do whatever he can to keep his group on pace.