

WOMEN'S NINE HOLE GOLF ASSOCIATION

MARKERS

Non-playing markers are used during three separate WNHGA events – Team Play Championships, Tournament of Champions, and the Corena Green Classic for Junior Girls – as well as all division Team Play competitions. Clubs hosting the Tournament of Champions and the Team Play Championships are responsible for obtaining markers for those events. Markers for the Corena Green Classic for Junior Girls are recruited by the WNHGA director in charge of the tournament.

The Women's Nine Hole Golf Association trains, recruits and coordinates volunteer markers from its entire membership. A marker from a member club must be an active participant in any of the golfing groups within their club, such as WNHGA, WGANL Legacy, PWGA Legacy, or NCGA.

Each foursome will have a minimum of one marker and each marker is provided with a copy of the instruction sheet for markers, marking sheets, and USGA rules information. Markers are NOT rule officials but should provide a copy of the rules to the players when they are in doubt as to how to proceed. It is the responsibility of the individual players to know the USGA rules and to notify the marker if they observe an infraction committed either by themselves, their partner or their fellow competitors. The marker must record any rules infraction that she observes or that the players report. A marker may, if asked, describe the conditions or unseen hazards on the course, but may not instruct, or coach a player on how to play the course.

A marker is responsible for recording the hole-by-hole gross score for each player. In addition, she should total each player's score but is not responsible for addition errors. **When play ends, the marker must go over the hole-by-hole score with all of the players to be sure they are in agreement.** The marker and all players must return to the checking area before signing the scorecards and marker sheets.

Note: when marking for the Tournament of Champions, all players must putt out. It is only in four-ball stroke play (Team Play format) that one of the partners may pick up.

If a player picks up during singles play, she may be disqualified. *See USGA Rule 3-3c.*

Pops are used for four-ball stroke play (Team Play) and not for the Tournament of Champions

WNHGA Marker Information for Team Play

In case of emergency, markers should carry a cell phone. It must be on *silent*, and the marker should *never* use her phone for personal calls. The players count on their marker to be alert and paying attention to the game.

Your Marshal for today is _____ Phone _____

Before Play Begins (at cart before leaving staging area):

- Greet your team and introduce yourself.
- Ask participants to count and verify that their **handicap** and **pops** are correct before leaving the staging area.
- Point out the local rules sheet and mention any unusual rules that apply and **what tees will be used**.
- Fill out marker's sheet with visual ID for each player for identification.
- You are in charge of **pace of play** for the group. You have times on your marker sheet that the flag should be in the hole and your group should be walking off the green. Advise your players before you start in case it should become an issue.
- During a WNHGA event, a player may obtain distance information by use of a USGA- approved device or app on a cell phone. A player must use these devices or apps for distance measuring only. **If used in any other capacity, a General Penalty (2 strokes) will be given. For subsequent offense, Disqualification. All devices must be in silent mode. Once any distance measuring device makes a sound, the penalty is disqualification.** Remind your players of this so it will not become an issue.
- Lead your players to the appropriate hole when all are ready.
- Set the tee-off rotation for the first hole, but after that it should be - Ready golf!
- Request that your foursome not hit any strokes unless they know that they are being observed by you. Holding up their hand, looking you in the eye, and waiting for your hand in reply is a good way to handle this. Try to face players from your cart.
- If they are hitting out of a bunker, ask them to wait until you are close enough to observe their stroke (you need to be sure they do not ground their club).
- Ask players to check with you in the middle of the hole regarding strokes accumulated if they are "blowing up" on the hole. It is easier to recreate a high score part-way through play rather than at the green.
- Ask the players when they want to know that you have recorded a penalty stroke. Most players want to know right away so they don't make the same mistake again, but others prefer to know when they reach the green because it makes them too nervous.
- During team play one member of the team **may** pick up if they feel they are out of the hole. They should confer with their partner before doing so and check their pops. They only need one score per hole.

The Basics:

In a very friendly way, remind your players **before play begins** that you do not want to have to record any penalties so...would they please remember the basics:

- Remind players to mark their ball whenever they lift it with the intent to replace it. This includes lifting it for identification, lifting it because it interferes with another player's ball, or to verify it is still fit for play. Under these circumstances, the ball may be lifted but may not be cleaned.
- For the sake of pace of play, suggest to players that they always take a provisional ball if they think their ball may be out of bounds or lost outside of a penalty area. They may prefer to use Local Rule E-5 if it is in effect on this course.
- Remind them not to ground their club in a bunker.
- Remind them to keep an eye on the tee box markers; be sure to keep their ball behind the markers.
- Players should decide if they want the flag tended or left in the hole while they putt. Markers may not tend the flag.
- You are not a rules official. Remind the players that it is their responsibility to both know the rules and to report any rules infraction to you. Report it on themselves, their partner, and their competitors. Golf is a game of integrity. Markers are to record every stroke and penalty they observe plus penalties that the players indicate.
- Players may and should ask each other about a rule if they are in doubt.
- At any point you may also hand a player your rule book or clip-on rule sheet and ask if they would like to check a rule. This is a gentle way to help before they get in trouble but without telling them a rule.

During Play:

- If there is a question regarding a regulation on how to play a ball that cannot be reconciled by the players, the player should use *Rule 20.1c, Doubt as to Procedure*, found in the USGA rule book. They **must not** sign their card if there is any doubt as to the hole-by-hole score.
- Markers **may** describe the course or any penalty areas that are not visible *if asked* but may not give advice such as "Play the hole to the right because it slopes to the left," etc.
- When you are at the green, before putting begins, ask each player to tell you her score and be sure that your score and hers agree. After putting, repeat the procedure in order to guarantee that you agree on the total score for that hole.
- If you and the player do not agree on the number of strokes taken, enlist the help of the other players to recreate the hole.
- If you still do not agree, be sure the player understands that she is not to sign her card and you will take it to the committee. Be sure she understands you will not be offended because you, too, can make an error.

- If a player has picked up on a hole, record the player’s *most likely* score. Ask the player what that score should be and indicate that it is a “pick-up” with either an “x” or a PU. *Note: this is **not** the player’s adjusted Maximum Hole Score (Net Double Bogey), but her **Most Likely Score**.*

MOST LIKELY SCORE WHEN A HOLE IS STARTED BUT PLAYER DOES NOT HOLE OUT

Strokes to be Added	Position of Ball
Add 1 stroke	If a ball lies on the putting green, no more than 5 feet from the hole.
Add 2 or 3 strokes depending on the position of the ball, difficulty of the green and ability of the player.	If the ball lies between 5 feet and 20 yards from the hole.
Add 3 or 4 strokes depending on the position of the ball, difficulty of the green and ability of the player.	If the ball lies more than 20 yards from the hole.

- A marker is only the scorekeeper – not the coach, not the caddy, not the rules official. You are not to interpret any rule but may simply give your players the rule book.
- If a player is disqualified, she may ride in the cart, but she may no longer play. She may not get out of the cart to advise her partner.

Players May:

- Confer with one another regarding the rules of golf – partner and fellow competitors. It is wise to engage your fellow competitors with rules.
- Partners may advise one another as to how to play a hole but **may not** advise fellow competitors.

At Conclusion of Play:

Markers and players must not leave the area until the marker and players have checked the hole-by-hole scores. If they are in agreement, they must sign the scorecards and marker sheets and the Marker will take all information to the scoring room. If they do not agree, they must not sign either the scorecard or the marker sheet and all players in the group and the marker must take it to the committee in the scoring room.

Exception for Team Play Championships:

Markers and players must not leave the checking area until the **players have checked the hole-by-hole scores with the designated checkers**. If they are in agreement, they must sign the scorecards and marker sheet. If they do not agree, they must not sign either the scorecard or the marker sheet and all players in the group and the marker must take it to the rules person available at the checker station.

WNHGA Marker Information for Tournament of Champions

In case of emergency, markers should carry a cell phone. It must be on *silent*, and the marker should *never* use her phone for personal calls. The players count on their marker to be alert and paying attention to the game.

Your Marshal for today is _____ Phone _____

Before Play Begins (at cart before leaving staging area):

- Greet your team and introduce yourself.
- Ask participants to verify that their **handicap** is correct before leaving the staging area.
- Point out the local rules sheet and mention any unusual rules that apply and **what tees will be used**.
- Fill out marker's sheet with visual ID for each player for identification.
- You are in charge of **pace of play** for the group. You have times on your marker sheet that the flag should be in the hole and your group should be walking off the green. Advise your players before you start in case it should become an issue.
- During a WNHGA event, a player may obtain distance information by use of a USGA- approved device or app on a cell phone. A player must use these devices or apps for distance measuring only. **If used in any other capacity, a General Penalty (2 strokes) will be given. For subsequent offense, Disqualification. All devices must be in silent mode. Once any distance measuring device makes a sound, the penalty is disqualification.** Remind your players of this so it will not become an issue.
- Lead your players to the appropriate hole when all are ready.
- Set the tee-off rotation for the first hole, but after that it should be - Ready golf!
- Request that your foursome not hit any strokes unless they know that they are being observed by you. Holding up their hand, looking you in the eye, and waiting for your hand in reply is a good way to handle this. Try to face players from your cart.
- If they are hitting out of a bunker, ask them to wait until you are close enough to observe their stroke (you need to be sure they do not ground their club).
- Ask players to check with you in the middle of the hole regarding strokes accumulated if they are "blowing up" on the hole. It is easier to recreate a high score part-way through play rather than at the green.
- Ask the players when they want to know that you have recorded a penalty stroke. Most players want to know right away so they don't make the same mistake again, others prefer to know when they reach the green because it makes them too nervous.

The Basics:

In a very friendly way, remind your players **before play begins** that you do not want to have to record any penalties so...would they please remember the basics:

- Remind players to mark their ball whenever they lift it with the intent to replace it. This includes lifting it for identification, lifting it because it interferes with another player's ball, or to verify it is still fit for play. Under these circumstances, the ball may be lifted but may not be cleaned.

- For the sake of pace of play, suggest to players that they always take a provisional ball if they think their ball may be out of bounds or lost outside a penalty area. They may prefer to use Local Rule E5 if it is in effect on this course.
- Remind them not to ground their club in a bunker.
- Remind them to keep an eye on the tee box markers; be sure to keep their ball behind the markers.
- Players should decide if they want the flag tended or left in the hole while they putt. Markers may not tend the flag.
- You are not a rules official. Remind the players that it is their responsibility to both know the rules and to report any rules infraction to you. Report it on themselves, their partner, and their competitors. Golf is a game of integrity. Markers are to record every stroke and penalty they observe plus penalties that the players indicate.
- Players may and should ask each other about a rule if they are in doubt.
- At any point you may also hand a player your rule book or clip-on rule sheet and ask if they would like to check a rule. This is a gentle way to help before they get in trouble but without telling them a rule.

During Play:

- If there is a question regarding a regulation on how to play a ball that cannot be reconciled by the players, the player should use *Rule 20.1c, Doubt as to Procedure*, found in the USGA rule book. They **must not** sign their card if there is any doubt as to the hole-by-hole score.
- Markers **may** describe the course or any penalty areas that are not visible *if asked* but may not give advice such as “Play the hole to the right because it slopes to the left,” etc.
- When you are at the green, before putting begins, ask each player to **tell** you her score and be sure that your score and hers agree. After putting, repeat the procedure in order to guarantee that you agree on the total score for that hole.
- If you and the player do not agree on the number of strokes taken, enlist the help of the other players to recreate the hole.
- If you still do not agree, be sure the player understands that she is not to sign her card and together you will take it to the committee. Be sure she understands you will not be offended because you, too, can make an error
- A marker is only the scorekeeper – not the coach, not the caddy, not the rules official. You are not to interpret any rule but may simply give your players the rule book. Players may confer with one another regarding the rules of golf. It is wise to engage their fellow competitors with rules.
- If a player is disqualified, she may ride in the cart, but she may no longer play.

At Conclusion of Play:

Markers and players must not leave the checking area until the **players have checked the hole-by-hole scores with the designated checkers**. If they are in agreement, they must sign the scorecards and marker sheet. If they do not agree, they must not sign either the scorecard or the marker sheet and all players in the group and the marker must take it to the rules person available at the checker station.

WNHGA Marker Information for Corena Green Classic

In case of emergency, markers should carry a cell phone. It must be on *silent*, and the marker should *never* use her phone for personal calls. The players count on their marker to be alert and paying attention to the game

Your Marshal for today is _____ Phone _____

Before Play Begins (at cart before leaving staging area):

- Greet your team and introduce yourself.
- Point out the local rules sheet and mention any unusual rules that apply and **what tees will be used.**
- Fill out marker's sheet with visual ID for each player for identification.
- You are in charge of **pace of play** for the group. Your marker sheet will have a recommended timing for "flag in the hole." Try to keep play under 2 hrs. 44 mins, but do not make them nervous, particularly the younger girls.
- During a WNHGA event, a player may obtain distance information by use of a USGA- approved device or app on a cell phone. A player must use these devices or apps for distance measuring only. **If used in any other capacity, a General Penalty (2 strokes) will be given. For subsequent offense, Disqualification. All devices must be in silent mode. Once any distance measuring device makes a sound, the penalty is disqualification.** Remind your players of this so it will not become an issue.
- Lead your players to the appropriate hole when all are ready.
- Set the tee-off rotation for the first hole, but after that it should be - Ready golf!
- Request that your foursome not hit any strokes unless they know that they are being observed by you. Holding up their hand, looking you in the eye, and waiting for your hand in reply is a good way to handle this. Try to face players from your cart.
- If they are hitting out of a bunker, ask them to wait until you are close enough to observe their stroke (you need to be sure they do not ground their club).
- Ask players to check with you in the middle of the hole regarding strokes accumulated if they are "blowing up" on the hole. It is easier to recreate a high score part-way through play rather than at the green.
- Ask the players when they want to know that you have recorded a penalty stroke. **(Younger girls 8 to 13 should probably ne told right away.)**

The Basics:

In a very friendly way, remind your players **before play begins** that you do not want to have to record any penalties so...would they please remember the basics:

- Remind players to mark their ball whenever they lift it with the intent to replace it. This includes lifting it for identification, lifting it because it interferes with another player's ball, or to verify it is still fit for play. Under these circumstances, the ball may be lifted but may not be cleaned.
- For pace of play, use Local Rule E5 for Out of Bounds or Lost Ball outside of a penalty area. (Older division girls may use provisional ball if their ball is hit short.)

- Remind them not to ground their club in a bunker.
- Remind them to keep an eye on the tee box markers; be sure to keep their ball behind the markers.
- Players should decide if they want the flag tended or left in the hole while they putt. Markers may not tend the flag.
- You are not a rule official. Remind the players that it is their responsibility to both know the rules and to report any rules infraction to you. Report it on themselves, their partner, and their competitors. Golf is a game of integrity. Markers are to record every stroke and penalty they observe plus penalties that the players indicate. **(Younger divisions, 8-12, may need help here; don't even bring it up as they might be confused. Use your best judgement.)**
- Players may and should ask each other about a rule if they are in doubt. At any point you may also hand a player your rule book or clip-on rule sheet and ask if they would like to check a rule. This is a gentle way to help before they get in trouble but without telling them a rule. **(Help the younger divisions with rules as necessary.)**

During Play:

- If there is a question regarding a regulation on how to play a ball that cannot be reconciled by the players, the player should use *Rule 20.1c, Doubt as to Procedure*, found in the USGA rule book. They **must not** sign their card if there is any doubt as to the hole-by-hole score.
- Markers **may** describe the course or any penalty areas that are not visible *if asked* but may not give advice such as “Play the hole to the right because it slopes to the left,” etc.
- When you are at the green, before putting begins, ask each player to **tell** you her score and be sure that your score and hers agree. After putting, repeat the procedure in order to guarantee that you agree on the total score for that hole.
- If you and the player do not agree on the number of strokes taken, enlist the help of the other players to recreate the hole.
- If you still do not agree, be sure the player understands that she is not to sign her card and together you will take it to the committee. Be sure she understands you will not be offended because you, too, can make an error
- A marker is only the scorekeeper – not the coach, not the caddy, not the rules official. You are not to interpret any rule but may simply give your players the rule book. Players may confer with one another regarding the rules of golf. It is wise to engage their fellow competitors with rules. **(For younger divisions, help them as necessary.)**
- If a player is disqualified, she may ride in the cart, but she may no longer play.

At Conclusion of Play:

In younger divisions, you will want to check the scorecard with the marker sheet before going to the scoring table. **Do not sign the cards yet.** Take the players to the scoring table and present the marker clipboard to the checker. Each player will read her score to the volunteer for verification. If they are in agreement, they must sign the scorecards and marker sheet. If they do not agree, they **must not** sign either the scorecard or the marker sheet and all players in the group and the marker must take it to the rules table at the checking area. Markers and players must not leave the checking area until all cards and the marker sheet is signed.

WNHGA Marker Form - Front Nine										
Fairway: / Sand: <input type="radio"/> Penalty Area: <input type="checkbox"/>										
STARTING HOLE#:		5			MARKER NAME:		JENNI GOODMARKER			
Play starts at		8:30			with		18 minutes allowed per hole			
PLAYER #1:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	1	2	3	4	5	6	7	8	9	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
FLAG IN HOLE:	10:18	10:36	10:54	11:12	8:48	9:06	9:24	9:42	10:00	
PLAYER #2:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	1	2	3	4	5	6	7	8	9	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
PLAYER #3:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	1	2	3	4	5	6	7	8	9	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
PLAYER #4:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	1	2	3	4	5	6	7	8	9	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
SIGNATURES REQUIRED FROM ALL PLAYERS PLUS MARKER										
Player 1:				Player 3:				Marker Signature:		
Player 2:				Player 4:						
STARTING HOLE#:		5			MARKER NAME:		JENNI GOODMARKER			

WNHGA Marker Form - Back Nine										
Fairway: / Sand: <input type="radio"/> Penalty Area: <input type="checkbox"/>										
STARTING HOLE#:		15B		14.5		MARKER NAME:		JENNI GOODMARKER		
Play starts at		8:00		with		18		minutes allowed per hole		
PLAYER #1:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	10	11	12	13	14	15	16	17	18	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
FLAG IN HOLE:	9:39	9:57	10:15	10:33	10:51	8:27	8:45	9:03	9:21	
PLAYER #2:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	10	11	12	13	14	15	16	17	18	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
PLAYER #3:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	10	11	12	13	14	15	16	17	18	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
PLAYER #4:					FLIGHT #:					
CLUB:					VISUAL ID:					
HOLE #:	10	11	12	13	14	15	16	17	18	Total
Strokes	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	9 0 1 2	
Penalties										
Putts	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
TOTAL										
SIGNATURES REQUIRED FROM ALL PLAYERS PLUS MARKER										
Player 1:					Player 3:			Marker Signature:		
Player 2:					Player 4:					
STARTING HOLE#:		15B		MARKER NAME:		JENNI GOODMARKER				