

Marshals

The marshal maintains pace of play on the golf course through constant communication with the starter, other marshals and the golf shop. Enforce all golf course rules and policies.

Guidelines:

- Drive course in reverse from 9 to 1 and 18 to 10.
- Greet each group and ask if you can be of any assistance. Get to know the members.
- Be visible, keep moving at all times.
- Stop and wait for players to hit their shots before approaching.
- To help speed up play, help players find lost balls and remind them of the time limit.
- Communicate with your starter and other marshals to maintain an acceptable pace of play. Record each groups starting time to help keep track of play.
- Enforce the cart rule of the day. Golf cars remain on paths around all tees and greens and all par threes.
- Keep the course clean. Pick up any broken tees, cigarette butts, fill divots with sand, and repair ball marks on greens.
- Monitor levels of water and ice in on-course coolers. Inform golf shop if they need to be filled.

Remember: If you have to approach a group concerning any policy violations, inform them of their infraction in a professional manner and let the rules speak for themselves.

Required Items in Starter\Marshal Golf Car

- Starter Sheet and clipboard
- Two-way radio
- Starter box containing pace of play handout, e-mail slips, pin sheets and extra scorecards, pencils and tees.