



## **ADDITIONAL MEASURES TO ASSIST SPEED OF PLAY**

### **CALL UP HOLES**

IN ADDITION TO THE AMENDMENTS TO THE PACE OF PLAY THE FOLLOWING HOLES WILL BE RECOMMENDED AS CALL UP HOLES TO ASSIST THE SPEED OF PLAY;

- SECOND DHOT ON THE 1<sup>ST</sup> HOLE. A SCREEN WILL BE ERECTED PROTECTING THE 2<sup>ND</sup> TEE. PLAYERS WILL BE REQUESTED TO CALL UP THE FOLLOWING GROUP AND SHELTER BEHIND THE SCREEN.
- 4<sup>TH</sup>, 10<sup>TH</sup>, 11<sup>TH</sup> & 12<sup>TH</sup> TEES WILL ALSO BE RECOMMENDED CALL UP HOLES. PLAYERS WILL BE ASKED TO MOVE TO THE REAR OF THE GREEN WHEN CALLING UP.

### **TEAM CAPTAIN**

A TEAM CAPTAIN WILL BE SELECTED FOR EACH COMPETITION ROUND VIA CHOOSING ONE OF THE COLUMNS ON THE TIMESHEET EACH WEEK. THIS COLUMN WILL BE ROTATED TO ENSURE IT IS NOT THE SAME MEMBER ON EACH OCCASSION.

THE GROUP CAPTAIN WILL BE IN CHARGE OF MAINTAINING THE GROUPS POSITION IN THE FIELD AND NOTING THE START TIME FOR THE GROUP ON THE SCORECARD THEY ARE MARKING. THE START TIME IS DESIGNATED AS THE TIME THE FIRST PLAYER IN YOUR GROUP HITS OFF.