

Starter

The function of the starter is a very important one and a professional attitude and conduct are important to set the tone for the players and for the tournament. The starter may be the only official a player has contact with during an event. A starter's primary duty is to start the players at the time laid down by the Committee. Secondly, starters hand out and announce any information that is necessary to aid the player during the tournament and answer or get answers for any questions asked by the players.

Equipment and Materials

The equipment and materials the starter should have are as follows:

1. Starter's Box containing the following:
 - a. tees
 - b. pencils
 - c. marking pens
 - d. FSGA/USGA Hard Card
 - e. FSGA Pace of Play Policy
 - f. hole location sheet
 - g. Notice to Competitors
 - h. starter's list
 - i. competitors score cards
 - j. club score cards
 - k. FSGA Members Guide
 - l. entry form
 - m. Current Rules of Golf Book
2. Radio
3. Clock (This serves as the Official Time)
4. List of special reminders or announcements the Tournament Chairman requires

Preparation

The starter should arrive at the assigned teeing ground at least 20 minutes prior to the first scheduled starting time to do the following:

1. Arrange the starter's table to the rear of the tee and away from the tee markers
2. Inspect the starter box and make sure it is properly stocked with the items from the above list
3. Compare the Starter's List with the competitor scorecards and make certain that every name on the sheet has a scorecard (***If there are any conflicts, radio the Tournament Chairman immediately and inform him of the situation***)
4. Have the hole location, Pace of Play and Notice to Competitors sheets ready and available to the players along with tees and pencils
5. Place the clock so the players can see the time when they arrive at the teeing ground. (***Verify with TC that your clock has the correct official time***)
6. Review the Tournament information and Notice to Competitors so you can answer any questions that may arise.
7. Ride and become familiar with your starting hole, (i.e. Out of bounds, water hazards, areas where balls may not be found easily.)
8. Inform the Tournament Chairman when your tee is prepared to start.

If there appears to be any no show to the tee, notify the Tournament Chairman of the situation and any recommendations for pairing changes. The Tournament Chairman will notify you of any pairing changes prior to the starting time.

Introductions

Approximately four to five minutes before a group's starting time, gather the competitors of that group and introduce yourself and the competitors to each other. Distribute the scorecards, ensuring that no player receives his own card, and verify that each player has received a hole location sheet and Notice to Competitors.

Reminders

The following Rules reminders to the players will aid them in their day's play:

1. Count clubs-14 club maximum (Rule 4-4).
2. Place an identifying mark on the ball (Rules 6-5 and 12-2).
3. Doubt as to procedure, play a second ball (Rule 3-3)
4. Pace of Play Policy

Scoring Announcements

Remind the competitors of their responsibility to ensure that hole-by-hole scores are correct and to return the scorecards to the scoring area immediately after their round. In match play, recommend that at least one player keep the score of the match or in four-ball stroke play, tell the competitors that Rule 31-4 will be strictly enforced.

Starting Procedure

Before starting, inform the players of the order of play for the group and take a position on the teeing ground where you can prevent premature play. At the starting time, if the landing area is clear, call the first player to the tee and take a position as to be able to see the landing area in the fairway. Announce the group as follows:

“Welcome to the first round of the 2004 Florida State Senior Championship.
This is the eight o'clock starting time. On the tee, from Orlando, Mr. John Doe.
Play away please.”

The starter should then position himself where he will be able to see if the competitor is teeing his ball within the teeing ground. Call each successive player to the tee. Start each group at the time laid down by the Committee. Do **not** start the group early, even though the landing area may be clear and do **not** delay a group because a player is not present at the time laid down by the Committee. When all scheduled competitors have teed off, announce on the radio that your tee is clear. Check with the Tournament Chairman regarding return of equipment at your tee and how it should be handled.

Starter's List

The starter's list serves as an official record and should remain in the starter box along with any unused scorecards. Please make notes on the list of any player who no shows and also the actual time each group plays from the tee. If you fall behind on the tee and groups are starting late, advise the Committee members so that Pace of Play schedules may be adjusted. Also, Committee members should be made aware of any groups that are missing a player. (I.e. the 8:10 group off #1 is now a twosome or the 8:20 group actual started at 8:24)

Late to the Tee

It is the **responsibility of the player** to be at the assigned tee ready to play at the time laid down by the Committee. The official time is kept **only** at the clocks on the 1st & 10th tees. **NOTE: All competitors in a group must be present and ready to play at their scheduled time of starting. The order of play is not relevant (Decision 6-3a/2).** The FSGA's Conditions of

Competitions provides that if a competitor arrives at his starting point, ready to play, WITHIN FIVE MINUTES after his starting time, the penalty for failure to start on time is loss of the first hole in match play or two strokes at the first hole in stroke play instead of disqualification. If the player arrives within the five minutes, announce this over the radio and inform the player of the penalty. When the player's five minutes have expired, announce it over the radio that that player is disqualified. If a player arrives after the five minutes have elapsed, radio the Tournament Chairman and inform him of the situation.

Review with the Tournament Chairman any areas that may need clarification regarding a player arriving late or any additional concerns regarding your responsibilities.

Related Rules, Notes and Decisions for the Starting to be familiar with:

- 1) Rule 33-3
- 2) Rule 6-3
- 3) Note at end of 6-3 regarding the 5 minute grace period
- 4) D6-3a/1.5
- 5) D6-3a/2
- 6) D6-3a/2.5
- 7) D6-3a/4