



Drive Station ONLY Radio Channel: 5

Only the driving station will use Radio Channel 5. All other stations will use Radio Channel 6. If you need to contact Madison or another station, please change to Channel 6 before proceeding.

DRIVING SKILL

40-yard wide x 300-yard long fairway – all shots must finish within the defined boundaries to score points

1. A ball coming to rest on any of the boundary lines is considered in bounds.
2. Players hit three drives into the 40-yard wide x 300-yard long grid

Order of Play:

1. Based on the order on the starting sheet. (If someone is not present, move on to the start time. If a missing player shows up before their age group is completed, they may still play. If their age group is already completed, they are disqualified.)
2. If a player is present when called, it is their turn to play, or they must withdraw. They are not allowed to wait for a later turn to watch others play.

Reminders

1. A player may switch clubs between attempts and may use any club in their bag.
2. Players may use their own golf balls, but they will not get them back.
3. If the golf ball is on the line, always round up to the higher point value.
4. Do NOT have the Score Spotters exit their carts.
5. Parents/spectators cannot give advice to the players. We want to build confidence within our players by letting them compete on their own.

Safety Reminders

1. Remind any players warming up to aim away from the grid if the practice area and grid are nearby.
2. Remind the players to wait until the grid is clear before hitting their next attempt, but they should tee up their next shot and take their practice swings.
3. Only the active player should be swinging a golf club.

Volunteers/Staff:

Safety/Organization – important to maintain order and ensure safety.

1. Starter – Positioned at the “tee” to call the next player and initiate their play.

1. Re-group the players if needed to create groups of 2 or 3.
2. The order of play is determined by the pairings sheet.
3. Take the score card from the first player and hand it to the Recorder. Only collect 1 score card at a time.
4. The starter should help guide the player through this station.
5. The starter should help manage everyone’s safety.

2. Score Spotter– Positioned on one side of the grid to identify the results of the shot

1. After the ball is struck, listen to instructions from the Recorder to navigate to the ball.
2. Do not get out of the cart. Pull the cart next to the golf ball so that the golf ball is by the driver’s side.
3. Wait for an all clear.
4. Pick up each shot and remove it from the grid.

3. Recorder- Positioned at the top of the teeing area to assist with identifying the results of the shot

1. Communicate with the Score Spotter on where each shot is hit via radio.
2. Laser the cart once it is next to the golf ball in play.
3. Record the **yardage and point value** on the clipboard.
4. Record the **points** for each shot on the child’s score sheet.
5. Give an all clear to the Score Spotter.
6. Return the scorecard to the player after all 3 shots were hit.

Scoring Point Table:

**** A ball on the line = the higher point value****

1 point	Up to 24 yards
2 points	25-49 yards
3 points	50-74 yards
4 points	75-99 yards
5 points	100-109 yards
6 points	110-119 yards
7 points	120-129 yards
8 points	130-139 yards
9 points	140-149 yards
10 points	150-159 yards
11 points	160-169 yards
12 points	170-179 yards
13 points	180-189 yards
14 points	190-199 yards
15 points	200-209 yards
16 points	210-219 yards
17 points	220-229 yards
18 points	230-239 yards
19 points	240-249 yards
20 points	250-259 yards
21 points	260-269 yards
22 points	270-279 yards
23 points	280-289 yards
24 points	290-299 yards
25 points	300+ yards