

Officiating 101 Check-Point Officials Lesson Summary

How to Stay Ahead of the Game

- √ Get familiar with these documents:
 - Pace of Play Guidelines
 - Check-Point Timing and Monitoring Procedures
 - Check-Point Script
 - Check-Point Worksheet

- √ Check out the equipment checklist.
 - Radio pick-up and return
 - Radio usage (see script)
 - Clipboard pick-up and return
 - Atomic clocks pick-up and return
 - Worksheet
 - List of Check-Point Officials
 - List of Referees/Rules Officials and Rovers
 - Information on location of check-point
 - Information regarding transportation to check-point location
 - Evacuation plan

What Does “Out of Position” Mean?

- √ **First Group** (off the 1st and 10th holes, both morning and afternoon):
The first group of players is out of position if they take more than the allotted time to finish a check-point hole.

- √ **Following Groups:**
A following group of players is out of position if they:
 - (a) take more than the allotted time to finish a check-point hole, *and*
 - (b) take more than 14 minutes to complete play of a check-point hole after the group ahead of them completes play of that hole.

Why include both criteria? That’s to protect players who are behind turtles or rabbits—in other words, behind very slow groups or very fast groups. Let’s see what that means.

If Group A is a really slow turtle, then Group B, coming behind them, can’t meet their target time because they’re waiting for Group A to finish. Does that mean Group B is out of position? No, that wouldn’t be fair. Even if they

miss the target time, Group B is okay as long as they complete the hole within 14 minutes after Group A.

What if Group A is a fast rabbit? Group B can't play that quickly, so they fall more than 14 minutes behind. Is Group B out of position? Again, no. Group B will be okay as long as they can complete the hole by their own target time.

How Check-Points Work

- √ Check-points are typically **on completion of the 4th, 9th, 13th and 18th holes.** (Completion means flagstick in the hole.)
- √ If a group is out of position at any of these check-points, then they're **liable to penalty!**
- √ The penalty is assigned by following a set of guidelines related to **how many check-points have been missed.**
 - 1st missed check-point: The group gets a warning.
 - 2nd missed check-point: The group is liable to a one-stroke penalty.
 - 3rd missed check-point: The group is liable to a two-stroke penalty.
 - 4th missed check-point: The group is liable to disqualification. (This is very rare!)

What Happens When a Group Misses a Check-Point?

- √ The Check-Point Official will check with the Referee, other Check-Point Officials or a Rover to find out if the group **missed any previous check-points.**
- √ If the answer is yes, the Check-Point Official will **notify the group** of the missed check-point and will let them know if they're liable to penalty.
- √ All penalties are applied to the check-point hole **where the breach occurred.**

What Check-Point Officials Do

- √ Monitor and record each group's time of completion on the Check-Point Worksheet.
- √ Report all missed check-point breaches to the official-in-charge.
- √ Make sure that all players in the group are notified and that the other Check-Point Officials heard the radio announcement.
- √ Follow the script!

Tips for Check-Point Officials

- √ **Be consistent!**
Accurately log the time that a group completes the hole. This time could affect a following group.

- √ **Share Information!**
 - Make sure that clocks are visible to the players when they exit the putting green.
 - If players want to know how they're doing on their time, give them the information.
 - Approach the players who are out of position as soon as possible after they complete a check-point hole and give them their missed check-point information.

- √ **Take Notes!**
If you know a group may be in breach of the pace of play guidelines, monitor its play from the tee, fairway and putting green.