

Saturday 6th July				Lichfield				
Markers Name				HCap	Players Name			HCap
Marker Score		Hole	Par	WG GC Comps	Yellow Yardage	Stroke Index	Players Score	
<i>Please avoid slow play</i>								
Gross	Nett	Pts	HCap Help	Course Details & Match Day Competitions			Gross	Nett
				1	4		307	13
				2	5		498	5
				3	4		393	1
				4	3		196	9
				5	4		322	15
				6	4		326	17
				7	4	NP2	287	11
				8	3		200	3
				9	5	CC5	494	7
				Out		36	3023	Out

Marker Score				Hole	Par	WG GC Comps	Yellow Yardage	Stroke Index	Players Score		
<i>Please avoid slow play</i>											
Gross	Nett	Pts	HCap Help	Course Details & Match Day Competitions			Gross	Nett	Pts	HCap Help	
				10	4		384	2			
				11	5		477	10			
				12	3	CC3	197	6			
				13	4		314	18			
				14	4	CC4	322	14			
				15	3	NP1	160	16			
				16	5		477	4			
				17	4		354	12			
				18	4		384	8			
				In		36	3069	In			
				Out		36	3023	Out			
<i>Please add totals below</i>				<i>Please add totals below</i>							
				72		6092					

13:36 pm Group 1	50p Feature Fine	HCap	14:16 pm Group 5	50p Feature Fine	HCap
Green, Dale		(19)	Whatsize, Craig		(12)
Beswick, Mark		(11)	Cassells, Mark		(28)
Blakeborough, Dave		(11)	Whittaker, Andrew		(21)
			Abbott, Steve		(26)
13:46 pm Group 2	50p Feature Fine	HCap	14:26 pm Group 6	50p Feature Fine	HCap
Thompson, Dave		(15)	Shaw, Christopher		(24)
Underhill, Lee		(27)	Newsome, Gez		(12)
Leitch, Andy		(27)	Nicholson, Mark		(19)
			Newsome, Paul		(10)
13:56 pm Group 3	50p Feature Fine	HCap	14:36 pm Group 7	50p Feature Fine	HCap
Heathcote, James		(14)	Mahoney, Patrick		(25)
Shaw, Peter		(15)	Thompson, Alan		(16)
Hammond, Ian		(27)	Little, James		(23)
Heathcote, Paul		(17)	Howard, John		(18)
14:06 pm Group 4	50p Feature Fine	HCap			
Ward, Rob		(24)			
Harding, Anthony		(12)			
Anderson, Sean		(25)			

A ball in any bunker, water hazard or out of bounds **50p**
A ball in any bunker, water hazard or out of bounds **Max £2.50**

WGGC - Slow Play Notice

- Upon starting your round, you will have teed off behind another group as soon as they hit their second shot and walk away. **This gap should be maintained throughout the round.** If you find yourself falling behind, it is your group's responsibility to catch back up.
- The position of the group behind you is of no importance. **Your position is monitored by your position to the group in front of you.**
- If you are not able to keep pace with the group in front of you and the group behind are on your tail, **the only alternative is to let them play through.** If your group is slow then you shouldn't allow this to slow down all behind you.
- Searching for golf balls during a round is an unavoidable occurrence. **Please keep your ball-hunting time to a minimum** as the group behind you may be waiting and the gap between you and the group ahead may be increasing. In this case, **you are expected to catch back up to the group in front of you.**
- To save time, **players in a group should be ready to hit their next shot instead of watching each player hit before walking to their ball.** Surprisingly, this will save more time than you would think and will maintain a steadier pace of play.
- When reaching the green, **think about where the next tee is and position your bag/trolley/buggy accordingly.** Leaving your clubs at the front of the green slows the game down more than you might think.
- Please record your scores for a hole on the next tee block.** Recording your scores on the green while a group is waiting to hit into that green will only slow down the pace of play.

Markers Signature

Players Signature

	
	
	
	
	
	
	
	
	



Match Day Score Card

2013

Played at

Lichfield PM

On

Saturday 6th July