TIPS FOR 2025 DISTRICT TEAM MATCHES

Pace Of Play Emphasize 4.5 hours max for matches
- Read and **use** tips on WDCGA website, see Pace of Play under the Resources Menu

Flag System will be used for all matches, administered by Host Captain
- All players in foursome are responsible for group's pace of play, so if flagged all players are considered flagged and all are responsible for encouraging foursome to get back on pace.
- If flagged, place flag down on tee box ground before leaving the tee
  - Yellow Flag: group one hole behind: pick up pace & get back in position
  - Red Flag: group must skip this hole: move directly to next tee box
    - Halve points, record **X** followed by Net Par Score for each player on scorecard and in Golf Genius (GG)
    - Names of red flagged players will be shared with Division Captains
    - Action will be taken on repeat offenders

Golf Genius (GG): All players should install this app and one player in group records hole by hole scoring.
  - Suggest players call out their score when leaving the green, and the two scorers (GG and scorecard recorder) confirm that GG matches scorecard at tee box of next hole

Official Scorecard is the **paper scorecard** but your **GG** score will be automatically posted into **GHIN** at 11pm on match day so important that **paper scorecard = GG**
  - At match conclusion, get back to staging area promptly so your round time is correctly noted
  - All 4 players agree with the paper scorecard to ensure that it matches the GG **hole by hole and points won by each team (before** signing and handing in scorecard, and especially before going to your car)
  - Smart idea to take a picture of your printed scorecard

Scoring in FourBall Match Competition
  - Use of **X** in Golf Genius and on printed scorecard is **IMPORTANT**
    - tells the system not to use this score in the match competition
    - except for conceded putts, whenever you don't hole out, enter score as X(number)
    - Examples:
      - (1) player doesn't finish hole & correctly takes net double bogey. Possible for her net score to be less than the actual net winner, hence reason X is noted
      - (2) skip hole due to red flag: all players enter X net par scores (par plus strokes noted on card). System halves hole.
    - Use of **X** on printed scorecard helps the matching to GG at end of round

- What is your score if you have not putted out?
  - If opponents concede a putt, add that stroke for your recorded score for that hole (you have hit 4 times, putt was conceded, you record a 5 as your score)
  - Putt is not conceded but you are out of the hole: Record your "most likely score ": https://www.usga.org/handicapping/roh/rules-of-handicapping.html & record as **X(score)** per the following:
    - on green no more than 5 feet from hole: add 1 stroke
    - from 5 feet to 20 yds from hole: add 2 or 3 strokes
    - more than 20 yds from hole: add 3 or 4 strokes
    - cannot exceed Net Double Bogey (i.e. Double Bogey + strokes on hole)
- What if a player doesn't start a hole?
  Happens if match is red flagged & must skip hole
  Could happen if player has an emergency and has to skip hole
  - Then score for the hole is **X Net Par** (i.e. Par + **strokes on hole)**
  - If player is late & joins match after start, her partner's score is only score that counts for holes played alone. Missing player's score for those holes is X(Net Par).