



Host Captains Responsibilities

The success of the Challenge Cup Matches at your club along with the enjoyment of play depends on the planning by the Host Captains. After several years of experience, the TCCC Board has put together this document to assist you and your club professional. If you have any questions or would like further help from us, please do not hesitate to ask.

1. Course Setup

- a. Course to be played must be at least 5000 yards long. If necessary, a combination of tees may be used.
- b. Tee Times are not allowed for this tournament. A shotgun is to be done with a minimum of 9 holes but we prefer 12 holes for 1 cup (48 ladies) or 18 holes for 2 cups (96 ladies.)
- c. Outside play can follow this tournament allowing a few open holes as a buffer.

2. If you have a security gate through which guests must enter, be sure to notify them of the names of expected players.

3. Arrange for light fare after the match

4. Welcome packet for each player

- a. List the matches (PGA vs Willoughby) etc.
- b. Specify the Schedule of Events for practice, announcements in carts, shotgun time, and location of Results person and light fare following after play.
- c. Directions to the range, locker room and dining room.
- d. Location of restrooms on the course.
- e. Tees to be used
- f. Distribute any local rules with the additional information of Pin placement sheets, yardage markers, and flag codes.
- g. Pace of play expectation.
- h. Include information about the course which would speed up play such as Hole #_ water crossing is 125 yards from the tee, or Hole #_ dog leg right.
- i. A map of the course or written directions to return to the clubhouse.
- j. Name and phone numbers of all rangers must be made available to the players.

5. Announcements prior to play.

- a. Inclement weather information.
- b. Tees to be used.
- c. Daily pin placement number, if applicable.
- d. Results location after play and person responsible for collecting cards.
- e. Remind players that the USGA Rules of Golf on pages 18 & 19 Rule 2. Match Play includes all information about playing matches and how to proceed in case of a dispute or claim. Identify Rules Person for the day and results person for the day.

6. Rangers

- a. Arrange for course rangers and when possible have additional Challenge Cup rangers to speed up play. Coach the rangers on being discrete while letting players know they have fallen behind the group ahead. If a group has lost a ball, perhaps they should let the group behind play through.
- b. It is important that the Co-Captains stress the speed of play issue to their own players. It is so difficult to play promptly without speeding and be friendly without holding up play. **Remember it is TCCC policy to complete your round in 4 hours and 30 minutes.**
- c. Name and phone numbers of all rangers must be made available to the players.

7. Scoring

- a. The Team scoring sheets will then go to the person posting the results on the score board.
- b. At the end of the day, the scoreboard will be handed to the host Co-Captain of the next match.
- c. At the final match, the Results Person will be responsible for either bringing the scoreboard to the Awards Day or getting the scoreboard to the TCCC Prize Chairperson.