

DUTIES OF GALLERY MARSHALS

OBJECTIVES

There is not a more visible committee at a golf tournament than the gallery marshals. By using simple common sense and diplomacy with players and spectators, the gallery marshal can improve the quality of the event. The main objectives for marshals are to ensure fair play for the players and the physical safety of the spectators.

GALLERY CONTROL

The best tools to control the gallery are the marshal's voice, eyes, hands, arms and the gallery rope lines. **MARSHALS MUST BE SEEN AND HEARD BY THE GALLERY** to be effective. Awareness of play and anticipation of situations are also important assets a marshal should have. Here are some guidelines you will find useful:

The marshal is at his or her best when **FACING THE GALLERY WITH ARMS HELD HIGH**. This puts you in the best position to oversee the area and for the gallery to see and hear the commands.

Voice commands, **PRIOR TO THE PLAY OF A STROKE**, are best for controlling a gallery. "**QUIET PLEASE**" will draw the gallery's attention.

Marshals can usually see when play may be disturbed by spectators moving, making noise, running or attempting to cross under gallery rope lines. Check the status of play in your area and then make the appropriate voice command.

The gallery rope lines are more of a symbolic than a physical barrier but they show the gallery there are certain places they cannot go in the interest of safety. **MARSHALS MUST REPLACE ROPE LINES AND SUPPORTING STAKES WHEN TAKEN DOWN FOR A STROKE TO BE PLAYED.**

INTERACTION WITH PLAYERS

The players will more often notice when marshals do not have control of a situation than when they do have control. It is very much like the adage "No news is good news." Marshals will find the players much more cordial when they feel a sense of calm on the golf course. To support players during the round, marshals should:

Be as inconspicuous as possible. The best place for a marshal to be is facing the gallery with arms held high and out of the player's line of sight. Staying close to the rope lines will allow you to blend in with the gallery.

Always give voice, hand and arm commands **BEFORE THE PLAYER TAKES A STANCE FOR A STROKE**. Any noise or movement made after that point might disturb the player's preparation.

Never attempt to give advice or rulings to the players. If a ruling is required, the player will ask you to alert a tournament official. Please **DO NOT ANTICIPATE A RULING**.

RELATIONS WITH THE MEDIA

Media coverage of a golf tournament requires that writers and photographers be able to move more freely and be closer to the action than for other sports. The sanctioning body provides guidelines to media representatives so they can maximize their news/picture-gathering efforts, minimize the inconvenience to spectators and, above all, not disturb play in any way. Once the tournament rounds begin, only authorized media representatives are allowed to use cameras on the golf course and only when wearing an armband or special credential which authorizes such use. Some points a marshal must know with regard to the media include:

To be allowed access inside the rope lines, media writers and photographers must have armbands, remain within one arm's length of the rope line and be as inconspicuous as possible. It is the responsibility of the marshals to remind media personnel of this regulation. If you encounter someone who does not abide by these regulations, please notify a tournament official. **DO NOT BE DISCOURTEOUS OR OFFENSIVE**.

Writers and photographers should kneel around tees and greens in order to not block the view of paying spectators.

Writers must not attempt to interview a player during the round and photographers must not take pictures as a player is making a stroke. The marshals should remind the media of these important requirements and notify a tournament official if the problem persists.

AREA DUTIES

There are areas on each hole that require different, specific duties for marshals. These areas include tee, drive zone, crosswalk and green. Listed below are steps to help you become an effective marshal at each location on a hole:

TEE MARSHALS

Marshals should be sure the entrance gate area is clear of spectators so the players coming from the previous green can enter the tee area easily.

If there is a crosswalk in the fairway, the tee marshals should signal to the crosswalk marshals to close the crosswalk **AS SOON AS YOU SEE PLAYERS APPROACH YOUR TEE**. By doing this, the fairway will be clear for the players to play when they arrive at the tee.

Be sure to give your voice commands **BEFORE THE PLAYER TEES THE BALL**. Stay next to the rope lines, even with the tee markers and face the gallery with arms held high until you hear the ball struck.

Tee marshals should **SIGNAL TO THE DRIVE ZONE MARSHALS** the direction of the tee shots. Clearly indicate whether the ball's direction is left, right or down the middle. This will enable the drive zone marshals to prepare for balls heading toward the rope lines.

Coordinate signals with the drive zone marshals to **KNOW WHEN A STRAY BALL MAY BE OUT OF BOUNDS**. If the drive zone marshal signals "out", notify the player that "My partner out there thinks the ball may be out of bounds." This should be enough information for the player to play a provisional ball to save time.

Never position yourself on an extension of the player's line of play behind the ball. Stay next to the rope lines, even with the ball and face the gallery with arms held high until the ball is struck.

DRIVE ZONE MARSHALS

Watch all balls that come into your zone. If you are uncertain whether a ball may be out of bounds, signal "out" to the tee marshal to notify the player.

If a ball comes to rest outside of the gallery rope lines, protect the ball so a spectator does not move it. After all tee shots have been played, ask another marshal or spectator to watch the ball so you can lower the gallery ropes and/or remove stakes, if necessary, and create a path for the player to play a stroke. There will need to be a five-yard-wide path at the ball and an ever-widening angle toward the intended target. **THIS IS WHERE THE MARSHAL BEST CONTRIBUTES TO FAIR PLAY FOR THE CONTESTANT AND SAFETY FOR THE SPECTATOR.**

Give your voice command before a player takes a stance to play a stroke. Stay next to the rope lines even with player's ball and face the gallery with arms held high until you hear the struck.

REPLACE GALLERY ROPE LINES AND STAKES. If the stake holes are not painted, put a tee in the ground where the stake was removed for easier replacement. A clove hitch knot is best for keeping the line pulled tight.

GREEN MARSHALS

The green marshals will need to be particularly aware of shots on and around the green as **MORE STROKES ARE PLAYED IN THIS AREA THAN ANY OTHER LOCATION** on the hole. Be sure to give your voice command before a player takes a stance to play a stroke. Stay next to the rope lines, out of the player's line of sight and face the gallery with arms held high until you hear the ball struck.

Be alert for stray balls that may go outside the rope lines. If a ball may be out of bounds, signal to the fairway marshals as described above.

Replace the gallery ropes and stakes, as described above, but only after the group has finished play on the green. When there is a large gallery following a group, at least one marshal should be positioned **OUTSIDE THE ROPE LINES BETWEEN THE GREEN AND THE NEXT TEE**. If the marshal sees or senses the gallery is about to move before the player is to putt, the marshal should give a loud voice command before the player putts to stop the crowd from moving and disturbing play. The position of the marshal, to be **SEEN AND HEARD BY THE GALLERY**, is most important in this instance.

CROSSWALK MARSHALS

Crosswalks are the area where spectators may cross fairways. There should be a marshal on each side of the crosswalk. Marshals should become familiar with the nuances of the hole and establish guidelines for each crosswalk.

Crosswalks should be open only when there are no strokes being played in the area of the crosswalk and after the entire group has crossed through.

Crosswalks should always be closed from the time the players prepare for their tee shots until the entire group walks past the crosswalk.

SPECIAL GROUP MARSHALS

Certain groups attract a gallery so large that additional marshals are needed to assist the marshals assigned to each hole with the control of the additional spectators and the movement of players from tee to green.

THE POSITION OF THESE MARSHALS IS IMPORTANT both inside and outside of the rope lines. Inside the rope lines, they can assist the tee, drive zone and green marshals with their duties. Outside the rope lines they can control the additional gallery noise that accompanies certain groups.

Special marshals should help hole marshals ensure that galleries do not break rope lines behind the final group of each day. Spectators must remain behind the rope lines until the final group has completed play.