# Play





Ready golf means thinking ahead so you're ready to play when it's your turn.

Ready golf applies *everywhere* on the course—on the tees, on the fairways, and on the greens.

Golf should be fun—increase that fun by playing reasonably fast.

# Time Management @

- Manage your time just as you do at work.
- Limit practice swings to one (or no more than 2). Take them while others are hitting (but observe etiquette). If you take 120 shots in a round, and you take an extra 30 seconds for each one, you will add an hour to the length of your round.
- Target: Less than 15 minutes per hole on average (15 minutes/hole = 4½-hour round).
- A delay of 1 minute per player per hole adds 72 minutes to your round.
- Pre-shot routine: No more than 30 seconds. Establish a consistent routine, it helps speed up the game. Time your routine and if you exceed 30 seconds, you are taking too long.
- Keep pace with the group ahead of you.
- Consider keeping your driver headcover off for the entire round.

#### General

- Watch others' shots, as well as your own, to help pinpoint the position of their ball. If a ball leaves the fairway, mark its flight by a background object (e.g., a tree or shadow).
- Learn the rules and consult with the course rules before you start—it can save time later if an issue arises. Playing by the rules saves you more strokes than it costs you.

### On the Tee

 The player with the honors should be ready to hit first. If that player isn't ready, only then should someone else hit first. Only in

- match play (very rare) is there a penalty for hitting out of order.
- Consider letting shorter hitters hit first if a longer hitter needs to wait.
- Keep an extra ball, extra tees, and ball markers in your pocket.

# On the Fairway

- Go to your ball as soon as possible and get ready to play your shot. While waiting to hit, survey your shot, select your club, take it from your bag, and stand at your ball ready to step up and hit when it's your turn.
- Plan your shot before you are over the ball.
- If carts must remain on the path, take several clubs to play your next shot.
- Drop off your partner, let them choose their club (take extra ones if required), drive to your ball, and get ready to play. Don't wait for your partner to hit the shot, and then drive to your ball.
- If near sand, take the wedge in case!

# Greens: Entering/Exiting

- Leave your clubs or cart past the flag at the back or side of the green closest to the next tee. Take clubs you may need so you're prepared when you get to your ball.
- If your ball is in front of the green, move your clubs or cart to the back or side of the green before playing the next shot.
- Lay your extra clubs on a line between the hole and your cart or clubs.
- Leave the green immediately after everyone has holed out. Mark scores at the next tee.

#### On the Greens

- While maintaining normal etiquette, repair ball marks, clean your ball, and line up your putt while others are preparing to putt, so you're ready to putt when it's your turn.
- Look at the breaks in the green as you approach your ball on the putting surface rather than waiting until you are on the green to look at the ball from all sides.
- Don't rush your putt. If you survey and prepare in advance to putt, you can take your time.
- If you miss your putt, continue putting if the ball is not in someone's line and not too far from the hole. When you putt, you should always take your time, so you make a smooth, unhurried stroke.
- The first person that putts out should tend and replace the pin for other players.
- Letting the Group Behind Hit Up on Par 3s. When all in your group have reached the green, mark your balls, wave the group behind to hit, and walk to the back of the green. If one of their balls is in your line, mark it and then replace the ball after you put.

#### Lost Balls

 When you hit a shot and you think your ball might be lost, hit a provisional (declare what you're doing to the players in your group).

# Etiquette



SRPGA members should follow these guidelines:

#### Care of the Course

- Rake sand traps.
- Replace divots.
- Repair your ball marks (and one other) on greens.
- Don't drag or twist feet on greens.
- Lay-down and replace flags carefully to avoid damage to the green or hole.
- Place your litter in waste containers.

The course will be better for it and so will your conscience.

# Safety

- Don't hit until everyone is out of the way.
- Yell "fore" if anyone is in the path of the ball.
- Don't stand too close while others are hitting.
- Don't take practice swings toward another person (rocks and sticks and grass can fly up and hit them in the eye. Besides, it's rude!)
- Don't swing your clubs when someone is walking around—and don't walk around when someone is swinging golf clubs.
- Never throw your clubs on the course.

# Courtesy

- Quiet: Golf requires lots of concentration, and even if the people in your immediate group don't seem to be bothered, there are other groups all around you.
- Don't move, talk, or stand too closely or directly behind someone as they hit or putt.
- Know where your playing partners are and never stand in front of or on the side of someone while they are hitting.
- Don't step in someone's putting line, stand on the line of the person putting between you and the hole, nor lay the flag on that line..
- Keep your shadow off another player's putting line.

And lastly, remember to have fun. Golf is likely the only game you can participate in for life.