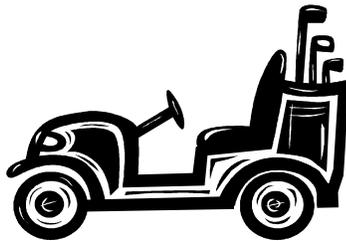


Ready Golf

A good pace of play is an important element in having a good experience at the golf course. It's often a combination of little things not done that wind up contributing to slow play and on-course traffic jams. Here are some tips for making sure your pace of play is as brisk as it should be. **Remember: pace of play isn't about rushing your shots; it's about being ready to take your shot when it's your turn, and behaving efficiently on the course.**

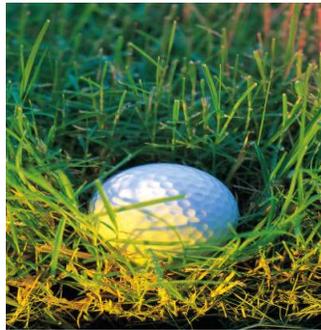
Here's how:



- Use the groups ahead of you and behind you to gauge your pace. If the group that teed off directly in front of you is pulling away - putting a full hole's distance between them and your group - you need to speed up. If there's no one in front of you holding you up, but you are holding up those behind you, then you need to speed up.
- Order of play is based on who's ready, not who's away (farthest from the hole). You do not have to play 'honors' (i.e., the lowest score from the previous hole hits first on the tee).
- Never hold up play because you're in the middle of a conversation. Put the conversation on hold, take your stroke, and then continue the conversation.
- When it is your turn to tee off, be prepared to step up and take the stroke. Routines can help players be consistent but minimize the length of time your routine takes.
- Each member of a foursome (or any group) should proceed directly to his or her ball. The group should not travel as a pack, going to first to one ball, then the next, and so on.
- While walking (or riding) to your ball, use the travel time to begin thinking over your next shot - the yardage, which club you'll use, and so on. Begin preparing before you get to your ball. We understand that your club choice may change when you get there.
- If sharing a cart, don't drive to the first ball, wait for the first player to hit, then head to the second ball. Drop the first player off at his ball, drive on ahead to the

second ball. The first player should walk over to the cart as the second player is playing his shot.

- When using a cart on a cart-path-only day, be sure to take a couple of clubs with you when you walk from the cart to the ball. This way, you won't have to return to the cart if you discover you didn't bring the appropriate club.
- Leave your bags or golf carts to the side of the green, and in the direction of the next tee, never in front of the green.
- Carry a few extra tees, ball marks and a spare ball in your pockets so you don't have to return to your golf bag to retrieve them, should you find yourself in need of one.



- Limit your search for lost balls. Don't spend more than 2 minutes searching, just forget the lost ball and drop a new one. See SFEA Rules, Section C #4 & #5.
 - Help others watch their balls, especially on tee shots. When you're hitting into the sun, it is especially helpful if everyone watches.
 - If part of the foursome is walking and others are riding, the people riding in the cart can start looking for the ball while the others are walking up to the area that needs to be searched.
 - While others in the foursome search for the ball, someone should go ahead and hit.
 - Watch the time. Be prepared to declare the ball lost.
 - If the course is crowded, your partners should continue moving forward, not slow things down further by stopping to help your search.
 - According to USGA, Players searching for a ball should signal the players in the group behind them to play through as soon as it becomes apparent that the ball will not easily be found.
 - Use common sense.
 - You must find your ball to avoid the penalty in HIPV League or to receive the free drop in the Links League.
- Identifying your ball: There is a 2 stroke penalty for playing the wrong ball.
 - Mark your ball with a 'sharpie' to identify it.
 - Rule 3 in Section C of the rules states player must announce their ball's brand and number. If 2 people are playing with the same brand and number and neither is marked then one player should switch.

- USGA Rule 12-1. Seeing Ball; Searching for Ball –[Link](#) - recognizes that on occasion it may not be possible to identify the ball – Key points – you can pick it up but mark the spot and when you replace it, recreate the lie. Example: If it was covered with sand, put sand back on the ball.



- On the green, begin lining up your putt and reading the break as soon as you reach the green. When it's your turn to putt, be prepared to step right up and take the stroke.
- Marking your ball on the green – Do you need to do it every time? Depending on the ball's location it may not need to be marked. If in doubt, ask the player putting. If asked to mark it, you should mark it even if you think it unnecessary. Review the SFEA Rules, Section C #17.
- Never stand on or next to the green after holing out in order to write down your score. Write it down when you reach the next tee.
- When leaving the green and returning to your cart, don't stand there fussing with your putter or other clubs. Get in the cart, drive to the next tee, and then put away your putter.
- Likewise, mark your scorecard after reaching the next tee, not while lingering on or near the just-completed green.
- When using a cart, never park the cart in front of the green. Park it only to the side or behind the green. These practices open up the green for the group behind.
- Take only 1 practice swing unless you are chipping onto the green. This will help speed up play.
- It is okay for two golfers to be playing the same hole and hitting at the same time in some cases. If you are on the opposite side of the fairway, won't disrupt the other hitter, go ahead and hit. Use common sense.
- After taking ten (10) strokes at HIPV courses and eight (8) strokes at The Links, **YOU MUST PICK UP YOUR BALL.** Do not play out the hole. Review the SFEA Rules, Section C #15.
- Remember a whiff (swing & miss) count as a stroke.
- Put your cell phone on vibrate! This won't speed up play but it's a good practice.