

BEFORE THE ROUND BEGINS

Tee Times - 15 Minutes Early

Did you know your tee time is not your start time?

It's often unspoken that golf courses expect players to be ready to play and checked in with the starter 15 minutes before your tee time. This helps to keep the course moving and if the starter tells you to come back at your tee time, feel free to do some putting practice.

Arrive early enough to:

- Warm up, stretch
- Hit practice balls
- Change shoes
- Pay the pro shop
- Get food and drink
- Find the restroom
- Get a scorecard
- Place cell phone on quiet

CHECK THAT BALL

Identify Your Brand

When your foursome gets to the first tee, identify what ball you are playing and note what brands your playing partners are using.

Mark Your Ball

Feel free to mark your ball with your initials or a design that you can recognize quickly. Keep a sharpie in your golf bag to quickly mark new balls as needed.

Provisional Option

When a provisional ball is struck, how will you distinguish it from the first ball if found? Mark a sleeve of balls with a "1", "2" and "3" so when a provisional ball is used it will be easy to identify since all three would be from the same brand.

ON THE FIRST TEE

Ready Golf

The LPGA Amateurs typically plays "Ready Golf" unless otherwise noted or when playing in a competitive tournament. When arriving at the tee box, who ever is "ready" first, can go on the tee box to hit.

On The Tee

Watch your ball's flight and landing and try to remember the area by noticing trees nearby or colored patches of grass. Watch your partner's ball too. It's nice to have someone watching your back!

SHHHHHH! (Please Hold All Conversation)

Even whispering can be distracting to other players on the tee box. Stand to the side and out of the peripheral vision of the player on the tee box.



AFTER THE TEE BOX AND ON TO THE FAIRWAY

I Think My Ball is Lost

If your drive landed somewhere that you think will be hard to find, outside of a penalty area, hit a provisional ball. Notify your foursome that you will hit a provisional ball and wait to hit until everyone else has teed off.

Keep Moving Together

As the foursome moves forward to find their balls, keep an eye out for where everyone is in the foursome. The person farthest away from the green should play next. When trying to save time by moving towards your ball ahead of another player who is about to hit, evaluate how close they are to you and watch them carefully – even the best players can hit an errant shot straight for you!

ON THE FAIRWAY

Lost Ball Protocol

If anyone in the foursome can't find their ball but the other balls are in plain view, each player should hit their ball FIRST, then help search for the lost ball of the other player. Players have 3 minutes to search for lost balls. Helping your foursome locate golf balls can help pace of play.

Who's Ball is This?

When you locate your ball, check the markings to make sure it's yours. Many balls look the same!

FORE!

If your ball is headed for other humans, yell "FORE" to warn them.

Caring for the Fairway

When making your shot, if you hit a chunk of the fairway out with your ball, either pick up the divot and replace it, or use the seed/sand container on your cart to fill the hole. This step helps the ground to repair faster.

This should never happen when playing on the green.



ON THE GREEN

Step Over the Line

Watch for other player's balls and markers – try to avoid walking on their line of putt.

Where Should I Stand?

Do not stand behind or in the line of sight of the player who is putting. If your shadow falls over the hole or their putting line, move elsewhere to remove your shadow. Please stand still, as any movement can be distracting. SHHHHHHH – please hold all conversation while a player is putting.

Using Ball Markers

Mark your ball by placing your ball marker behind the ball and picking up your ball. Always use a ball marker when moving the ball.

Can I Move My Marker Out of the Way?

If your ball lands in a position that interferes with another player's line of putt, offer to move your marker. Some use their putter head to measure how far to move the mark and turn their marker upside down as a reminder to put it back before putting.

Who's On and Off the Green

If your ball lands on the green and your cart mate's did not, let them take the clubs they need and then drive to the back of the green (remember – Quick Getaway). If your cart mate is on the green and you are 30 yards away, let them drop you off at your ball. Take your putter and clubs to get on the green and then walk up after your shot.

Fixing Ball Marks

Where the ball lands often creates a mark or impression in the green. The green is a delicate area and fixing the mark with a divot tool or tee helps the area to repair itself.



WAIT! I NEED TO WRITE DOWN MY SCORE

When You're Done on the Green

Pick up your clubs, replace the flag and **move quickly** to the next tee box, **THEN** write down your score. Please do not enter your score as you sit on the green or near the green. **For your safety**, please move away from the green as quickly as a possible to let the players behind you shoot for the green.

PACE OF PLAY

What is Pace of Play?

Pace of play does not mean rushing through the course – it simply means adopting a mindset of being efficient with your time for your sake and others.

Plan Your Shot as You Approach Your Ball

Start thinking about which club to use by guesstimating the distance to the green. When you arrive at your ball, quickly take your club and line up your shot.

Keep the Pre-Shot Routine Short

When you arrive at your ball, it's okay to take a few seconds to line up the shot and adjust your stance. Take only one practice swing and go for it. Try to keep your routine to 20 seconds or less.

Moving On

After your shot, quickly begin moving towards your next shot being careful not to get ahead of any players that are still hitting in your group.

To Hold the Club or Put it Away

It's acceptable to put your club away after your shot, however, sometimes it's faster to hold on to it for the next shot or to put it away as you take your next club.

Keep Up with the Group in Front of You

While some golf course may state that players have 15 minutes to complete a hole, the correct position is to be immediately behind the group in front of you. Wait to hit until those players have moved out of your range. As they leave the green, be ready to hit onto the green.

What if No One is Behind You?

Pace of play is not determined by who is behind you but the foursome in front.

WALKING - PULL CART ETIQUETTE

Approaching the Green with a Pull Cart

It's permissible to have your clubs near the green but not on the green. Please don't roll your cart on the green or into bunkers. When approaching the green, leave your club bag or pull cart on the side or back of the green closest to the next tee box. Keep the mindset that you need to make a QUICK GETAWAY as soon as you are done playing that hole.

GOLF CART ETIQUETTE

Approaching the Green with a Cart

Stay 30 feet away from the front of the green and the bunkers. Driving closer can leave deep tread marks around the green or the bunker. No matter where the flag is, park the cart either to the side of the green or behind it.

PARKING MATTERS

Always park the cart with the mindset that you need to make a QUICK GETAWAY as soon as you're done playing. Leaving the cart in front of green between you and the group behind you will slow down your exit and prevent them from keeping up the pace.

When Sharing a Cart, Use a Buddy System

Don't wait in the cart while your cart mate hits and then drive to your ball. If it's close by, grab a few clubs and walk to your ball. Be ready to play when it's your turn and let your cart mate pick you up. Or, drive to your ball after dropping off your cart mate and pick them up after you hit.

Keep Walking Forward

Never walk backwards to the cart - have your cart mate pull forward to pick you up.

What if My Cart Mate Hits Left and I Hit Right?

Either drop off your cart mate and drive to your ball or park between the two and take a few clubs. Evaluate which option will allow for quicker play and movement forward.



MAXIMUM HOLE SCORE FOR HANDICAP PURPOSES

After a Handicap has Been Established

After a Handicap has been established, the maximum score for each hole played is limited to a net double bogey, calculated as follows:

- Par of the hole + 2 strokes + Any handicap stroke(s) the player receives on that hole
- There is no limit to the number of holes in a round where a net double bogey adjustment may be applied.
 - The player's full, unrestricted Course Handicap should be used for all applications of net double bogey adjustments.
 - Where a Course Handicap is calculated at more than 54 and a player receives 4 or more strokes on a hole, the maximum hole score is par + 5 for handicap purposes.
 - Adjusting a hole score to a net double bogey can be done either:
 - Automatically, when hole-by-hole score entry is used, or
 - By the player, when submitting an adjusted gross score for the round.

DIAGRAM 3.1b: CALCULATION AND APPLICATION OF NET DOUBLE BOGEY ADJUSTMENT FOR MAXIMUM HOLE SCORE

Name: *Jane Smith* Handicap: *16* Date: *12/09/20*

Hole	1	2	3	4	5	6	7	8	9	Out
Par	4	4	4	3	4	5	3	4	4	35
Stroke Index	7✓	13✓	3✓	15✓	11✓	1✓	17	5✓	9✓	
Score	5	5	6	4	5	5	3	5	5	43

✓ = Stroke received

Hole	10	11	12	13	14	15	16	17	18	In	TOTAL
Par	3	4	5	3	4	5	3	4	4	35	70
Stroke Index	18	12✓	4✓	14✓	8✓	2✓	16✓	6✓	10✓		
Score	3	4	6	4	5	5	3	9	6	45	88

Gross score

Adjusted gross score for handicap purposes

Gross hole score

Net double bogey

Par	+	Two Strokes (Double Bogey)	+	Stroke(s) Received	=	Max
4		2		1		7



Before a Handicap Index has Been Established

Before a Handicap Index has been established, the maximum score for each hole played is limited to par + 5 strokes (see Diagram 3.1a).

DIAGRAM 3.1a: APPLYING MAXIMUM HOLE SCORE WHEN HANDICAP INDEX NOT ESTABLISHED

Name: *John Smith* Handicap: *Not Established* Date: *01/07/20*

Hole	1	2	3	4	5	6	7	8	9	
Par	4	3	4	3	4	5	4	4	4	35
Score	6	7	6	5	7	12	6	7	7	63

← Gross score

← Adjusted gross score for handicap purposes

Maximum Hole Score = Par + 5

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