

## **GOLF ETIQUETTE**

Please print your name and scores legibly! Complete your scorecard correctly:

- Total the scores and number of putts; list both on the scorecard.
- Circle chip-ins, pars, and birdies.

You must count all your strokes, including your whiffs. No mulligans!

**Play ready golf!** Be ready to tee-off with ball, tee, and club a few paces away. On the fairway, get in position, observe distance and any obstructions in the way, select club and take practice swings while someone else is hitting. If you are walking, carry your bag with you to where your ball lies and place it near you. When you are putting, do not place your bag on the green; leave your bag on the rough or fringe in a place that is convenient for you to pick it up on your way to the next hole. Keep play moving by getting ready for your shot while someone else is hitting; get in position if possible, club out and ready; move into position immediately after player hits.

Send other players through if necessary; however, since this often causes even more of a back-up, it would most likely be better to pick up your speed if there is more than half a fairway ahead of you!

Sometimes it is hard to judge your own distance when teeing off. You know how far your tee shot ordinarily will go. Do not be too anxious and hit before the group in front of you has had enough time to move down the fairway. You should not be on the heels of the group in front of you, but by the same token do not wait to tee-off until they are on the green. This will only slow play down tremendously.

As a guideline to avoid slow play, be concerned with staying up with the group in front of you and not the group behind you. If you leave half a hole open in front of you, you are playing too slow.

Know your ball before you start playing and identify it every time. If you play a stroke with the wrong ball, you incur a two stroke penalty and must play the correct ball. The owner of the ball replaces the ball where it lay without penalty.

Replace all divots, repair ball marks, and rake sand traps. Do not dent the putting green with the flag stick. Lay it down gently or off to the side of the green.

If your ball is on the green, as a courtesy to speed up play, offer to rake the sand for a member of your group hitting out of a trap.

Carts:

- Do not drive/pull your cart through the sand trap.
- Do not drive/pull your cart over the green.
- Do not park your cart/leave your clubs in front of the green. Drive/pull your cart around to the side nearest the next tee.

Do not walk across or allow your shadow to cross the line of another player's ball on the green while they are putting. You should walk on the outside perimeter of all balls after you are on the green.

You may move your ball off a tree root (but no closer to the hole) without penalty, so as not to damage your club head.

Mark your scores on the next tee. Do not stand on the green to count your strokes.

### **A DOZEN WAYS TO FAST PLAY GOLF**

1. Be ready to hit when it is your turn.
2. Set time target for round: under two hours for a group of four for nine holes.
3. Mark ball's flight with background object.
4. Note distance, yardage, and wind before reaching ball.
5. Think about club selection before reaching ball.
6. Pull cart with you to ball if walking; if riding, take two to three clubs with you to ball.
7. Limit practice swings to odd lies. Let one practice swing do.
8. Start moving toward ball immediately after it is hit.
9. Study line of putt while others are preparing to putt.
10. Limit search for lost ball to 5 minutes.
11. Consider other options for unplayable lies besides returning to spot of previous stroke.  
Note: ND League does not return to point ball was hit.
12. Invite others through when back-up develops or a hole opens up ahead.