

BLUE	WHITE	HANDICAP	PAR	Name	HOLE	PAR	HANDICAP	RED
345	331	7	4	4	1	4	8	314
387	371	6	4	5	2	4	4	354
180	166	5	3	3	3	3	5	145
436	413	2	4	3	4	4	2	379
473	457	9	5	6	5	5	7	440
154	126	8	3	4	6	3	9	109
433	416	1	4	5	7	4	1	320
400	384	4	4	5	8	4	3	371
414	373	3	4	3	9	4	6	356
3222	3037		35	38	OUT	35		2788
INITIAL				Putts		INITIAL		
345	331	7	4	1	1	4	8	314
387	371	6	4	2	2	4	4	354
180	166	5	3	2	3	3	5	145
436	413	2	4	0	4	4	2	379
473	457	9	5	3	5	5	7	440
154	126	8	3	2	6	3	9	109
433	416	1	4	1	7	4	1	320
400	384	4	4	2	8	4	3	371
414	373	3	4	2	9	4	6	356
3222	3037		35	15	IN	35		2788
6444	6074		70		TOT	70		5576
HANDICAP					HCP	HANDICAP		
NET SCORE					NET	NET SCORE		

Total Score

Total # of Putts

DATE:

SCORER:

ATTEST:

# = birdies  
 pars  
 chip ins

Name = First Initial  
 Last name

**Please print your name and scores legibly!**

- 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!

**Carts (Pull and Electric):**

- Do not drive/pull your cart through the sand trap or over greens.
- Do not park your cart/leave your clubs in front of the green.

**League Rules**

- In sand traps there is a two stroke penalty for grounding the club head in the sand. There are no practice swings allowed in any sand trap and you are not allowed to touch the sand with your club in any way.
- Out of bounds fence behind and along the east side of #9: one club length drop from inside the fence behind the green or along the east side of #9.
- If you play a stroke with the wrong ball, you incur a two stroke penalty and must play the correct ball.
- You may roll the ball on the fairway, but not in the rough.
- You may move your ball off a tree root (but no closer to the hole) without penalty.

**A Dozen Tips for Ready Golf**

1. Be ready to hit when it is your turn. Know your ball before you start playing and identify it every time.
2. Mark your scores on the next tee. Do not stand on the green to count your strokes.
3. Set time target for round: under two hours for a group of four for nine holes.
4. 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.
5. Mark ball's flight with background object.
6. Think about club selection before reaching ball.
7. Pull cart with you to ball if walking; if riding, take two to three clubs with you to ball.
8. Limit practice swings to odd lies. Let one practice swing do.
9. Start moving toward ball immediately after it is hit.
10. Study line of putt while others are preparing to putt.
11. Limit search for lost ball to 5 minutes.
12. Consider other options for unplayable lies besides returning to spot of previous stroke.

*Note: ND League does not return to point ball was hit.*