

## Course Etiquette

**All players should take responsibility for the speed of play in their group, not just the low marker. However the lowest marker in the group is responsible for the entire group speed of play.**

It is not as important to complete your round in less than four hours, but rather to keep up with the group ahead. For Stableford, and Par rounds the maximum time considered acceptable is 4 hours and 12 minutes, for Stroke rounds the maximum time considered acceptable is 4 hours and 30 minutes. Ensure you are on track to play comfortable golf and maximum enjoyment to those following.

Please consider the following when on the course:

- Plan to get to the golf course at least 15 minutes prior to your Tee time, giving time to book in.
- Have no more than 4 in a group unless previously approved by Golf Operations.
- Identify your ball to other players on the first Tee. i.e. Callaway 4.
- Do not stand close to or directly behind the player when he/she is about to play. Stand slightly off to the side of a player, so you are out of their peripheral vision.
- Players should not disturb the play by moving, talking or making unnecessary noise.
- Numerous practice swings, lengthy delays in lining up putts, pacing out distances prior to club selection, and viewing putts from all points of the compass are not sensible practices for the average golfer.
- If you are concerned about your ability to keep up in a field, consider playing at the end of the field.
- Hit **ONLY** when golfers ahead of you are out of range.
- Park your buggy on the exit side of the green, nearest to the next tee, not in front of green.
- Mark your card on the next tee whilst other players are hitting.
- Always hit a provisional from the Tee, if you think you might not find the ball and make sure you advise your partners you are playing a Provisional ball (It saves on considerable time to play a second shot that is not needed than to walk back 3 minutes later.)
- Stop searching for a lost ball after **three** minutes as per R&A Rules.
- Leave the player with the lost ball to look on their own after one or two minutes (when the chance of finding it is remote) so as you can prepare for your own shot.
- Whenever play is delayed because of a lost ball, or your group falls one clear hole behind the group in front, the slow group must invite the group behind to play through.
- All players should go directly to their own ball and play when ready. Make your club selection and complete your practice swings (1 or 2 only) before it is your turn to hit.

- On the green only, mark your ball if it is in the path of another player's ball.
- After putting, quickly declare whether marking or continuing play. Immediate warning for the next person putting allows for early preparation for the other player.
- Having completed putting, take the flag over if required, or be in a position to leave the green quickly.
- Pick up immediately when you can no longer score for that hole in the competition.
- Ask your guests in social golf to pick up if they are delaying the following group.
- Politely ask the group in front to call you through if it is obvious, they are delaying the field.
- Electronic devices i.e. phones should not be used unless in an emergency as this will distract other players.
- Avoid pulling buggies or driving carts across the green.