

WGANC AMBASSADOR C·O·M·M·U·N·I·T·Y·F·O·R·U·M

PACE OF PLAY GUIDELINES

- Be prompt to the first tee.
- Save the socializing for after the game or while waiting to hit your ball.
- After you hit, put your clubs away after you have driven to the next ball.
- When applicable, hit a provisional ball if you think your ball is lost outside a water hazard. Do not exceed the five-minute allotment to look for a lost ball.
- Drive the cart as a team. While one player walks to her ball, the other player drives up the cart path opposite her ball. Do not wait for a player to return to the cart before proceeding to the next ball.
- Be out of the cart and at your ball so that you are READY to hit when it is your turn.
- Take several clubs to your ball so you don't need to go back and forth to the cart.
- Play READY golf. It is okay to hit out of turn if the other player is not READY. Exception: match play.
- If your foursome is out of position, two players should putt out and go to the next tee while the two other players putt out.
- Be READY to putt when it is your turn.
- If you won't be stepping on another player's line, hole out your ball instead of marking a close putt. Exception: match play.
- Go to the next tee before recording scores and putting clubs away.
- Remember to keep up with the group in front of you regardless of where the group behind you may be. If you have a hole open ahead of you and cannot keep up with the group in front of you, let the group behind you play through.
- The low handicapper in the group is responsible for maintaining pace of play.
- Eighteen holes should take no more than 4 ½ hours; nine holes should take no more than 2 ¼ hours.

Play READY golf. It will make the game more enjoyable for all players.