

## Club Etiquette

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### BY FAR THE MOST IMPORTANT RULE IS BRIEF

Each player walks directly to or adjacent to their ball at all times and waits there for the player furthest from the hole to play their shot. The player will use that time to assess their own shot. We ask you all to get into the habit of playing this way, and if you see anybody NOT playing this way, this is why you are having a slow round.

1. No player should play until the players in front are out of range.
2. The player who has the honour should be allowed to play before his opponent or fellow competitor tees his ball.
3. No one should move, talk, or stand close to or directly behind the ball or the hole when the player is addressing the ball or making a stroke.
4. If you are unable to keep up with the group ahead, call the following players through and do not continue play until those players have passed and are out of range.
5. Through the green ensure that any turf cut or displaced is immediately replaced and pressed down and that any damage to the putting green made by the ball (pitch marks) or the player is carefully repaired. Smooth over footprints and club marks in all bunkers and place the rake inside the bunker.
6. Trundlers, motorised carts and motorbikes should be kept away from the front of greens, i.e. taken to the side of the green nearest to the next teeing ground and also kept off all tees.
7. Two ball matches take precedence over three or four ball matches.
8. Allow the player who is ahead on the course to play if they happen to be on your fairway - it keeps the field moving.

## SLOW PLAY

The regular occurrence of 'Slow Play' is discussed consistently among members, and with the thought that almost every playing member of a club has at some time expressed concern about the effects of slow play on their enjoyment of the game, we publish the following ten suggestions which could be of assistance in overcoming the problem.

1. Players wait with others until all have played their tee shot, then walk to their own ball. Walk directly to your own ball or leave with same; and select club to be used while waiting for others to play their shots.
2. Not being ready on time. Select club and ball while other players are having their shots.
3. Unnecessary number of practice swings. It is agreed that each player has their own preference in this matter, but practice swings should be limited by discretion.
4. On the putting green unnecessary marking of balls and players not continuing to putt out. On reaching the green and your ball, study the line of your putt immediately. When it is your turn to putt, try and wherever possible, putt right out. Marking the ball is sometimes necessary, but not always, and should be avoided.
5. Players not using the time on the green, while waiting their turn, to assess their own putt. Whenever possible, a player should have assessed their own putt for direction and speed while the other players are putting, providing doing so, no interference is caused to the other play.
6. Incorrect handling of the flag, on the green. The player nearest the hole should attend the flag and then pass to the first player to hole out, and then appraise their own putt.
7. Leaving carts, trundlers and motorbikes around the green on the wrong side of the tee. Always place your cart, trundler or motorbike adjacent to the approach to the next tee.
8. Delays on tees or greens while marking the card. Always mark the card while awaiting your turn at the tee.
9. Delays in locating lost balls. If after a reasonable period, it is apparent you are holding up play, call the next group through.
10. Lack of discretion in going through a team that has lost a ball. If called through as in (9) but immediately afterwards the team ahead locate their ball and it is evident that play will proceed faster if they continue; you should signal to them to go ahead.

NOTE: The discretion is in the hands of the team called through and not the players who were looking for lost ball.