## TIPS FOR PACE OF PLAY

- \* Be ready when it is your shot. Please give permission on the tee if you are not ready and want to give up honors.
- \* Pick up your ball when the putt is given.
- \* Concede the hole if you are out of contention. Make sure it is a point lost in the competition for that hole for both scratch and handicap.
- \* Write down the score you most likely would have gotten on the hole with an X.
- \* If a player is confused about scoring when leaving the green, be sure to agree on the scratch score before teeing off on the next hole and move on (your Captain will help in the clubhouse with handicap scores).
- \* If you are confused about a ruling and the group cannot come to an agreement, play a 2<sup>nd</sup> ball, score both and get a ruling from your Captain in the clubhouse after the round. Make a note of 1<sup>st</sup> ball.
- \* NEW FOR TEAM PLAY: If your Foursome is a hole or more behind, ALL 4 players should pick up and move to next tee box. The hole will not count in competition. For posting purposes you will take your "personal par" on the hole. If there is confusion on this it will be figured out in the clubhouse after the round. Think of it as a push or no blood.
- \* Do not take more than 3 minutes to locate your ball. Mark and clean your ball quickly with Winter Rules. Mark and measure your drop quickly when taking relief from a penalty area. As a common courtesy tell at least one opponent what you are doing.

as of 05/23