

PACE OF PLAY

The stated pace of play for Greene Hills is 3 hours and 55 minutes (3:55). Pro Shop staff have the authority to serve as course marshalls and monitor the pace of play. Any group that is holding up play may be asked to pick up their balls and move to the next tee. Use the groups ahead of and behind you to gauge your pace. If the group that teed off directly in front of you is pulling away - putting a full hole's distance between them and your group - you need to speed up. If there's no one in front of you holding you up, but you are holding up those behind you, either speed up or, if the course is not busy, allow the trailing group to play through.

Ways to Improve Pace of Play

- **Choose the set of tees most appropriate to your skill level.** New golfers or high handicap players should use the forward tees.
- **Minimize practice swings.** Don't take mulligans or practice shots when others are waiting to start play or are waiting for play to proceed.
- **Carry tees, ball marks, ball repair tool and a spare ball in your pocket** so you don't have to return to your golf bag to retrieve them when needed.
- If you are the cart driver, **drop off your passenger at his or her ball** before proceeding to your own ball.
- If you are the passenger, **take more than one club to your shot** and proceed down the fairway after your shot. Do not wait for the driver to pick you up.
- If it's cart paths only, both driver and passenger should **take more than one club to their next shot.**
- While walking (or riding) to your ball, **use the travel time to begin thinking over your next shot**—the yardage, which club you'll use, and so on. Begin preparing before you get to your ball.
- **Eliminate the need to go back to where you hit your last shot.** When in doubt hit a provisional ball.
- Limit your search for a lost ball to **five minutes.**
- If your next shot is with your pitching wedge or sand wedge, automatically **take your putter with you.**
- **Leave bags and golf carts online to the next tee** (to the side or behind the green) so that when you finish putting, you will be moving away from the field of play and en route to the next tee.
- Whenever possible, **begin lining up your putt as soon as you reach the green;** study your line of putt while others are putting. Continue putting until your ball is holed.
- If you are the first in the cup, **pick up the flagstick** so that you can replace it after the last person has puttied out.
- **Mark scorecards on the next tee box,** not on or next to the putting green. Likewise, don't stand there fussing with your putter or other clubs. **Get in the cart, drive to the next tee, and then put away your clubs.**
- **Always keep up with the group ahead of you.** Faster players must be allowed to play through if there is an open hole ahead. However, a single player or twosomes have no priority to play through threesomes and foursomes. If the course is busy you must maintain pace of play or find non-busy times to play.
- **Play "ready golf,"** which simply means that order of play is based on who's ready, not who's away, on every shot.

Golf Etiquette

Golf relies on the integrity of the individual to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is *the spirit of the game of golf*.

- a) Players must register in the golf shop prior to playing.
- b) Players must be properly dressed; shirts and shoes are required at all times. Cut-offs, gym shorts, bathing suits, or tank tops are not permitted. Golf shoes with non-metallic spikes, sneakers, or other smooth-soled shoes are the only types of shoes permitted.
- c) Members are expected to turn in a scorecard at the end of each round. 9-hole scores are accepted and will automatically be combined with other 9-holes scores. Turning in scorecards ensures accurate and current handicaps.
- d) Each player must have his/her own bag and clubs.
- e) Replace all divots, repair all ball marks, and rake sand traps after sand shots. Do not use a putter to remove the ball from the hole as this may damage the hole. Do not litter the golf course or Club grounds.
- f) The Club will hold members and/or their guests accountable for any willful or in-anger damage they inflict to the golf course or course equipment. Club throwing and excessive profanity may, at the discretion of the Board of Directors, result in restriction of access to the golf course or expulsion from the Club.
- g) Wait until the players ahead of you are out of range before hitting.
- h) On the green, players should not stand on another player's line of putt or cast a shadow over his line of putt.
- i) Players should ensure that any electronic device taken onto the course does not distract other players.