

## READY GOLF TIPS

*Ready Golf Mission: To provide a fun round of golf at a good pace.*

### On the Tee

1. The player who is ready should hit.
2. Shorter hitters should hit first.
3. Tee-off as soon as the group ahead is clear.
4. Carry an extra ball in your pocket.

### On the Fairway

5. Hit when ready and safe; do not use the honor system.
6. Take appropriate clubs to your ball and hit without delay.
7. Have your group watch where each shot goes.
8. Limit search for lost balls to 3 minutes.
9. Pick up and place ball on green upon reaching double par.

### On the Green

10. Place your clubs between green and next tee.
11. Study your putt while others are putting.
12. Continue putting until holed out.
13. Leave the green immediately after holing out and proceed to the next tee. Complete your scorecard after you're off the green.

### On Par 3 Greens

14. Upon reaching the green, if the group in front of you is waiting to hit on the next tee, stand in a safe area and have the group behind you hit.

### Short cuts

15. Mark your score on the way to the next tee.
16. When driving a cart, drop your partner at his ball, then, continue to yours.

### 3 Key Ready Golf Rules:

1. Stay within one shot of the group in front of you.
2. Hit when ready and safe (no honor system).
3. Continue putting until you hole out.

## THE FUN RULES OF GOLF (FOR BEGINNER GOLFERS)

1. Use the forward tees closest to the green.
2. If you're ready, and it is safe to hit, it is your turn. (This is called "Ready Golf")
3. Stay within one shot of the group in front of you.
4. Lost Ball or Out of Bounds (O.B.): Drop a ball near where you lost it – no penalty.
5. Never slow anyone down by looking for a ball.
6. Water hazards (Red or Yellow Stake): Drop the ball near where the ball entered – no penalty.
7. Double Par: No one playing by these rules can score higher than twice par.
8. Putt for Dough \$: Go for broke. The most putts you can have is 3.
9. Continue putting until you hole out or have 3 putts.
10. Drive for Show: If you don't hit a good tee shot, try again (one per 9 holes). This is called "taking a Mulligan."
11. "Winter" Rules: You can clean your ball at any time and replace it, or simply "bump" it with your club head so that it is sitting up in the turn. This is known as "improving your lie."
12. "The Sand Box": In a sand bunker you may ground your club and if you do not hit it on your first try, you may toss it out.
13. The One Ball Rule: Always keep an extra ball in your pocket in case you need it. If you only have one ball when you are done, please buy more in the golf shop!
14. Yell FORE! If you hit a shot, and you think it might hit someone, scream FORE!
15. Eat, Drink & Have Fun! You are here to have fun, so enjoy your round. Be considerate of golfers playing the formal rules, and please let us know if there is anything we can do for you.

### Remember -

**We ask that all of our guests help each other enjoy the round by keeping up with the group ahead, rather than just ahead of the group behind.**