

GOLF ETIQUETTE

At the first tee:

Check the scorecard study the local rules.

Make sure you identify your ball and inform the other players of the type and number ball you are playing.

Avoid slow play:

Keeping up with the pace of play of the group in front of you:

Walk at a reasonable speed between shots.

From the time you select your club until you actually hit your shot, you should take no more than 30 to 45 seconds.

If you aren't ready to play when it is your turn, encourage one of your fellow players to play.

On arrival at a green, place your equipment off the green in a position nearest to the next tee, to speed up departure from the green.

Maintaining the course:

Replace your divots.

Repair any pitch marks or indentations caused by the ball hitting the green.

On the green, remember:

Don't step on your fellow players' putting lines -- the imaginary line that connects the ball to the hole.

If your ball is on a player's line, volunteer to mark the ball's position with a plastic marker or a small, thin coin.

You can mark the ball, on the green, and clean it.

Do not stand where you might distract a fellow player and don't move.

Don't make any noise when your fellow player is preparing to putt.

If you lay down the flagstick, lay it off the green to prevent doing any damage to the green.

After everyone has putted out, immediately walk to the next tee.

Miscellaneous:

If you hit a shot into the woods and suspect that it might be either lost or out-of-bounds, the Rules of Golf allow you to play a second or "provisional" ball.

You then have five minutes from the time you reach the spot where you suspect the ball landed to find the ball. If it is not found within that five-minute period, you must declare it lost and play your provisional ball with a one-stroke penalty.

If, however, you play a provisional ball and subsequently find your original ball in-bounds, you must pick up your provisional and continue to play the original ball.

Five of the most common Rules are those that deal with Out of Bounds, Lost balls, Unplayable lies, and paths (see local rules and glossary for guidance)

Finally, at the end of the round: shake hands with your fellow players; congratulate the winners; console the losers, and thank them for their company.

At the end of the day, the great pleasure of the game is the time you get to spend with your friends, whether old or new friends you just made through the game.