

CHS Area Men's Interclub Golf Association

READY GOLF

READY GOLF does not "RUSH" - it means thinking ahead to be ready to play when your turn

ON THE TEE

- Forget "honors" - the shortest hitter or player that is ready should hit first.
- Watch carefully where the golf ball of your playing partners lands to eliminate "lost" golf balls.
- Carry an extra/"provisional" ball in your pocket. Use it if your first ball might be out-of-bounds or in an area where it could be lost.

"OFF" THE TEE

- Don't everyone "cluster" at one ball - go to your own ball and hit without delay.
- If driving a cart, drop partner at his ball and continue driving to your ball to be ready to play.
- Take appropriate extra clubs when you walk to your ball and avoid going back to the cart.
- Take practice swings while waiting for your turn to hit. Limit practice swings when your turn.
- Have your group watch where your shot goes. Hit your ball before helping find a lost ball.
- Limit search for lost ball to 3 minutes if possible, 5 minutes maximum.

ON THE GREEN

- Study your putt while others are putting or preparing to putt.
- Continue putting until holed out - don't mark unless you are on someone's line or it's a tricky putt.
- If the furthest away has not yet reached his ball or read his putt and others are ready to putt, go ahead and putt while the 'away' player makes a read. Communicate your intent to others.
- 1st player in the hole tends the flagstick.
- If backed up on a Par 3, allow group waiting on the tee to hit tee shots by waving them up.
- Park your golf cart or leave your bag/clubs between the green and the next tee where practical.
- Move quickly off green, pick up clubs, record scores at next tee.

ALWAYS

- Keep up with the group in front of you. I.e., keep up with the group in front of you!
- Avoid warnings from the Ranger - his goal is to keep play moving at an equitable pace.

Slow play affects everyone, so PLEASE -- Play READY GOLF for the enjoyment of all