

GOLF ETIQUETTE

What people should expect during a round of golf from their playing partners:

Arrive:

- Warm Up:
 - Try to arrive soon enough to give yourself time to warm up properly.
 - Don't hit hundreds of balls and leave your game on the practice tee.
- First Tee:
 - Check the scorecard to learn any local rules.
 - Local rules apply only to the specific course you are playing.
 - If your playing companions suggest a bet, it's a good idea to make sure everyone is comfortable with the stakes.
 - Make sure to place an identifying mark on your ball and inform the other players the type and number ball you are playing.

Avoid slow play:

- If your group is not keeping up with the pace of play of the group in front of you:
 - Increase your walking speed between shots.
 - Begin planning your next shot as you approach the ball.
- When you reach your ball, check the lie, select your club, visualize your swing and shot, and then play your shot.
- 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.

Maintaining the course:

- Repair your divots:
 - You can use the toe of your shoe or club to kick in the turf around the edges of the divot, or
 - Many courses often put containers of sand at many tee boxes. If this is the case, simply fill in the divot with the sand.
- Bring a rake into the bunker with you -- remembering that you should always enter the bunker from the low side at a point nearest to the ball.
 - Whenever possible, avoid walking on the steep face of a bunker.
 - After hitting your shot, rake the area you played from, as well as all your footprints and any others within reach.
 - Rakes should be left either in or nearby the bunker.
- Important to repair any pitch marks or indentations caused by the ball hitting the green.
- Using a tee or repair tool, repair the mark by working the edges towards the centre, without lifting the centre of the mark. Don't tear the grass. Finish by smoothing the area with a club or your foot. Try to get the area smooth enough to putt over.

- Just remember that while the Rules of Golf allow you to repair pitch marks on your putting line, you cannot repair spike marks on your putting line until after you have putted.

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 and not the furthest from the cup:
 - Mark your ball.
 - If required, after you have marked your ball, place your putter down at a 90-degree angle with the heel touching your marker and move the marker from the heel to the toe of your putter.
 - Remember to reverse the procedure to return the ball to its original position before putting.
- 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 are asked to tend the flagstick, make sure you aren't standing on anyone's line, hold the flagstick at arm's length so the flag doesn't flutter in the breeze, and make sure your shadow doesn't fall across the hole or line.
- Loosen the bottom of the flagstick so it doesn't stick when you try and remove it by pulling it straight up immediately after the other player has hit the ball.
- Generally, the player closest to the hole will tend the flagstick.

Miscellaneous:

- If you hit a tee 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 the provisional ball and subsequently find your original ball in-bounds, you must pick up your provisional and continue to play the original ball, in-bounds.
 - Out of bounds balls are assessed the penalty of "stroke and distance."
- For safety's sake, never hit when there's a chance you might be able to reach the group ahead of you, and anytime you hit a shot that you think even has remote chance of hitting any other players, yell "fore" immediately, and make a point of apologizing to any players your ball lands near.
- ***Displays of frustration are one thing, but outbursts of temper are quite another. Yelling, screaming, throwing clubs or otherwise making a fool of yourself are unacceptable and, in some cases, dangerous to yourself and playing partners.***
- As a player, you also have a responsibility to learn and understand the Rules of Golf.
- **Finally**, at the end of the round, shake hands with your fellow players and move off the green as quickly as possible so as to let the next group play up.