

TIPS TO IMPROVE YOUR GAME

PACE OF PLAY - Keep players behind you and golf course happy

ALL GOLFERS

- Be on time and ready to play
- Carry extra ball and tees in your pockets
- 9 holes of golf should be played in 2 hours 15 minutes 2 hrs 30 minutes MAX
- Keep pace with the group in front of you
- Play “ready” golf. If two people are on opposite sides of the fairway, both can hit their balls.
 - On Tee Boxes 2 - 9, if you are running behind, go ahead and tee off as soon as you get to the Tee Box. We do not use “honors” on the Tee Box
 - Leave two players on the green and move on to the next Tee Box – It is not necessary for all players to remain on the green until all have putted out
 - Record your score at the next hole - Move away from the green to allow players behind you to hit
 - When you walk or ride up to the green, please go around to the back of the green with your push carts or to the side of the next hole before putting - This allows the people behind you to go ahead and hit onto the green.
 - Put your club in your bag at the next stop if your group is behind and clean clubs and put head covers on at that time if this is your routine
 - Take extra clubs around the green for pitches, chips and putts to allow your cart partner to go ahead to park the cart
 - Drop your cart partner off at her ball and proceed to yours, when feasible, or walk to your ball while your cart partner is preparing for her shot
 - Take extra clubs with you to save a trip back to the cart on “Cart Path Only Days
 - League play maximum 10 strokes on a hole, circle 10, and move to next hole.
 - If you hit your ball into the water, take a quick look and if you don’t see it, drop another ball to hit and move on. After hitting one ball into the water, you may carry the ball across and drop on the other side of the hazard. Example, if you are lying 2, and your third shot goes in the water, count 3 in, 4 out, plus 1 to carry over. After dropping on the other side of the hazard, you are lying 5, hitting 6. You may try to hit over a second time dropping a ball behind point of entry, but after two balls in the water, you must carry over.
 - If a player’s ball lands in a sand trap, the player could declare an unplayable lie and hit another ball from the same place before advancing. The score would be counted the same as for a ball being hit into a water hazard – i.e., 1 in, 2 out, hitting 3. The ball in the sand would be picked up as play progresses past the sand trap.
 - Sub-total your score on the next to last hole and be ready to total quickly when finished. Compare your total with the person keeping the master card - This is really important if you are going on to play another 9 holes of golf.
 - Turn in score card and record Pars and Birdies after 9 holes of play, then proceed in a timely manner to play the back 9 holes.

PLAYING TROUBLE SHOTS:

- **Side Hill – Ball Above Your Feet:** Shorten grip, use open stance, play ball off right foot
- **Side Hill – Ball Below Your Feet:** Stand closed to ball, close stance, play ball in center
- **Uphill Lie:** Play ball forward of center, swing along slope, aim to right of target
- **Downhill Lie:** Play ball back of center, aim to left of target
- **Trap-Explosion:** Plant feet firmly, use a wider more open stance. Play ball off left foot. Hit sand an inch or two behind ball, and follow through completely
- **Trap-Chip:** (When trap is shallow and ball is sitting well) Use an open stance, feet close together, play ball off right foot. Hit ball first
- **Playing Crosswind:** Change target, use one more club than usual
- **Playing Downwind:** Tee ball higher, use run-up shot to green, don't pitch
- **Playing Headwind:** Pitch to green, use two more clubs than usual
- **Playing out of Divot:** Use plenty of wrist and hit down on ball
- **Deep Rough:** Use from five to nine iron; don't try to power ball

GIMME PUTTS: (Following rule was adopted by LWGA 9-hole league on April, 2007)

The only time a Gimme putt cannot be used is during a tournament or if you are putting for a PAR or BIRDIE or EAGLE!! You must putt the ball into the cup.

A gimme putt is a putt that is 18" or less to the edge of the cup. To be eligible to use a gimme putt, your putter must be marked by one of the golf pros at either LaFortune or South Lakes golf course. To measure, rest the head of your putter inside the edge of the cup and if your ball is within the 18", then pick up your ball. This is meant to speed up play. Be sure to count the "gimme" as a putt on your scorecard.

If your putt is within the 18", you can say "that's a gimme" or another member of your group can say "that's good," and you may still attempt the putt. Once a putt is conceded, but the player decides to make the putt for practice and misses, it is still good. Remember, the whole point of gimme putts is to speed the pace of play, so try to limit these extra putts.

(Rule 2-4. Concession of Next Stroke, Hole, or Match - This is a standard procedure, modeled after the Rules of Golf rule applicable to match play.)