Sawmill Monday's R/S League

As you are aware this league follows the current edition of the U.S.G.A. Rules of Golf, which states, "In the interest of all, players should play without delay."

With Winter Rules, Gimmies, a 2x par max. and No Loss of Distance on Out of Bounds, play should easily be completed in <u>under</u> 2 hours 15 minutes. <u>Have FUN, but please keep PACE!</u>

Watch your interval between groups. Keeping pace means watching where the group in front of you is and keeping up with them. Do not watch the group behind you.

If a match fails to keep pace on the *course* and loses more than one clear hole on the players in front, it should invite the match following to play through when they reach a green and can do so.

Here are some ideas on how to play "ready golf" so as to AVOID SLOW PLAY:

ON THE TEE Check in with the Pro Shop or Starter at least 25 minutes prior to your tee time. Be warmed up and ready to be the first one to hit your shot. Allow shorter hitters to hit first, if the group ahead is in your range. Tee off as soon as the group ahead is safely out of the way.	
 TEE TO GREEN Plan your shot before you are over the ball, as you approach note strength and direction of volume of the complex of the comp	vind.
Learn hazard markings and rules, you will score better, lose fewer balls and speed up play Carry an extra ball to use in the event your shot becomes lost or is out of bounds. When entering a bunker, enter from the low side, so as not to break down the integrity of the design. Take a rake with you so it will be available for grooming immediately after shot. When driving a cart, drop your partner off at their ball and continue on to yours, if not practice shot and get back into cart and clean/put your calub away when you get to your partners bat If carts must remain on the path, take several clubs with you to play the next shot. Limit search for lost balls to 3 minutes. Players searching for a ball should signal the players behind them to pass as soon as becomes apparent that the ball will not easily be found. They should not search for fix minutes before doing so. They should not continue play until the players following the have passed and are out of range.	ea <i>l, hi</i> <u>II.</u> s it
ON THE GREEN — Place your clubs/park cart between the green and the next tee. — Mark your ball only if it will obstruct another players line or if asked to do so. — Closest shot should tend/remove the pin. — First to hole out should take responsibility for replacing flagstick when the last person holes in the up your putt while others are putting. Continuous putting speeds play. — Stand away from others lines and be aware of your shadow. — Opt to finish putting out instead of marking the ball when you only have a short putt left. — Leave the green IMMEDIATELY after all have holed out and proceed to the next tee. Complete your scorecard at the next tee.	out.

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