

Guidelines (The Dirty Dozen) for Playing Ready Golf

- 1) If you are the last person to tee off in your group, take your club and head cover, get in the cart and go to the first ball. Then get out of the cart and put your head cover on, select your next club and be ready to play.
- 2) *The same rule applies* for hitting from the fairway.
- 3) **PROMPTLY CLEAR THE GREEN.** This means that after each hole, each player gets in the cart with their clubs in hand and promptly proceeds to the next tee box. You can then clean your clubs and put them back in the bag. *This is also when you should write the scores down.*
- 4) If you have tee honors, get to the tee box promptly *or just play ready golf.*
- 5) If you are close to your cart partner's ball, walk to your ball with your club(s) and be ready to play after he hits.
- 6) If it is CPO, *always* grab *at least* 3 clubs to take with you. Never go back to the cart for more clubs. Make what you have work!
- 7) Don't have 4 players looking for a lost ball when the other 3 players could go to their ball and hit. After hitting you can help find the lost ball.
- 8) Let shorter- distance players hit if they can't reach the foursome ahead of them.
- 9) Start lining up your putt when you reach the green, not when it is your turn to putt.
- 10) If player is raking a green side bunker, another player that is not in that players same line should putt.
- 11) In a USGA meeting of November 4, 2013, it was determined that if you are playing a game where your score will not be used on that hole, pick up your ball and use your Most Likely Score (MLS) or your max handicap score as set by Equitable Stroke Control (ESC). Do not continue to play the ball ... move on. Not doing so only slows down the game for everyone.
- 12) Last but not least, don't think your conversation on the golf course is so captivating that it takes precedence over golf. Play ready golf! Enthrall your partners post-round at the bar.

BONUS: If you are a slow player who contemplates about club selection on every shot and checks every conceivable angle on every putt, then *please be courteous to your partners* and speed up play if you fall behind.

Remember, the best incentive to speed up play is peer pressure.