



Puckrup Hall Golf Club Embraces 'Ready Golf'

**If you are ready to play and it's safe
then play**

**No "Honour" [except in Match Play]- the first player ready plays
Players should play their own ball before helping to look for a
lost ball.**

**When not playing your shot you should be preparing to play
your shot.**

THE PRINCIPLES OF READY GOLF

The term “ready golf” has been adopted by many as a catch-all phrase for a number of actions that separately and collectively can improve pace of play. There is no official definition of the term, but examples of “ready golf” in action are:

- Hitting a shot when safe to do so if a player farther away faces a challenging shot and is taking time to assess their options
- Shorter hitters playing first from the tee or fairway if longer hitters have to wait
- Hitting a tee shot if the person with the honour is delayed in being ready to play
- Hitting a shot before helping someone to look for a lost ball
- Putting out even if it means standing close to someone else’s line
- Hitting a shot if a person who has just played from a bunker is still farthest from the hole but is delayed due to raking the bunker
- When a player’s ball has gone over the back of a green, any player closer to the hole who needs to play onto the green should do so while the other player is having to walk to their ball and assess their shot.
- Marking scores upon immediate arrival at the next tee, except that the first player to tee off marks their card immediately after teeing off

TIME PAR GOLF

There are expected times that you should adhere to when playing, as a refresher these are shown below:

	Holes 1 to 8	Holes 9 to 13	Holes 14 to 18
Fourball	1 hr 50 min.	1 hr 15 min.	1 hr. 15 min.

From the above no round should therefore take longer than 4 hr 30 min.

The above timings would be less where a three or two ball are playing, but that assumes they are not held up by a larger group in front of them.

These timings are for stroke play. Certain formats are slower (Scrambles) whereas some (Stableford, foursomes, greensomes) will be quicker and may not require players to hole out at times.

POINTS TO ASSIST IN MAINTAINING THE PACE OF PLAY

1. Your group should aim to keep up with the group in front, NOT just ahead of the group behind.
2. Adhere to the principles of Ready Golf that are outlined above.
3. Always play a provisional ball if you are unsure where your first ball finished up.
4. Walk directly to where your shot finished, and prepare to play your next one whilst walking.
5. When arriving at the green place your bag / trolley on the side where you will leave to go directly to the next tee.
6. If in a stableford competition, or similar format, and you cannot score, pick up and move on to the next hole.
7. When looking for a ball remember you have just **3 MINUTES** after which your ball is deemed lost.

