

## Stonecreek Mens' Club (SMC) Ready Golf Policy

Dear Stonecreek Mens' Club Member,

The Board of Directors have concluded that the whole club will be based upon a policy of: Ready Golf is the "club normal." The Board expects that each round will be within the time limit of 4.5 hours (goal between 4 and 4 hrs 15 minutes). The Board and Handicap Committee will initiate this concept of Ready Golf for the 2022-23 season. It is important to understand that each member is responsible to play in a manner that helps the tournament finish by the deadline. Every foursome or threesome must be committed to playing 'ready golf' and avoid falling behind the group in front of them that may cause the tournament to exceed the 4.5 hour commitment. The thrust is that each member commits to Ready Golf and supports the goals of the Board and Handicap Committee. We hope to empower each member to have:

- Awareness: Each member embraces the concept of "on-time completion" through Ready Golf – continuous recognition of your distance behind the previous group – By paying for the 2022-23 season, the individual member agrees with Ready Golf as the Standard.
- Attitude: Believe that the goal is worth the extra commitment to timely play
- Action: Individually, execute the few ideas of Ready Golf that will significantly help the time of play for your foursome. [see backside explaining Ready Golf]

**Ready Golf:** Ready golf involves setting aside some common golf etiquette practices and taking the shot or the putt sooner. An example: If a player is farther away from the green and may not be ready, a player closer can go ahead and take their shot. In addition, taking practice swings while waiting could prepare your shot earlier without disturbing the next to hit. On the green; if the player farthest away is not ready to putt; other players should announce that they will go ahead and putt. And when possible and it would not affect your round; putt out instead of marking the ball. Ready golf can be done as long as players are respectful of each other and communicate.

**New Penalty Phasing for slow play:** If a group is significantly behind at the end of the round (greater than 4.5 hours), the tournament committee could issue Warning #1 to all four members. However, there will then be a discussion with the foursome's individuals to determine the "slowness" of each of the foursome members. The individuals most responsible for the slow play will be given a formal Warning. If that person is involved in a second warning, the Board may award the person a penalty which could result in being barred from playing in the next two events of the Mens' Club. If that person is awarded a third formal Warning within the season of play, the Board may bar that player from playing the next four more rounds of golf, and may lose his playing privileges with the Club. (Note; a rebuttal letter to the Board would allow his performance to be reevaluated during this process]

**New Concept to Help "make up time:"** The concept of "skip a hole" will be available for any foursome that finds themselves behind in their position on the golf course by more than 1.5 holes: the foursome may implement the "skip next hole" option. This option would enable the group to catch up to the previous group and ensure a reasonable completion time. This would be recorded in the score card as net bogey for each of the players as they skip that hole. If told by a Course Playing Assistant, or "Ranger" to skip a hole, you must choose this option. Note: this skipping a hole and accepting a one stroke penalty (by scoring a "net bogey for the hole" for each player) is part of the SMC policy.

**Your Commitment to the other Club members:** Our Mens' Club's success relies upon the commitment from each member to abide by our playing rules and policies. These include playing within the contracted and prescribed time limit of 4.5 hours, with a goal of 4 to 4:15. Every foursome or threesome is responsible to insure they are playing at a rate to finish within 4.5 hours or sooner.

Your Registration for playing in any Event means you accept the responsibility for adhering to the pace of play and Ready Golf Policy.

**See Ready Golf Recommendations on Reverse Side**

## ***Stonecreek Mens' Club (SMC) - Ready Golf Recommendations***

Ready Golf is when every player in the group is constantly working to ready themselves for their next shot/putt so there is no delay in play. The group sets aside normal golf etiquette and respectful 'play when ready' takes over to enable the group to play quicker. Ready Golf also involves players moving efficiently throughout the round and work towards eliminating time wasting practices that slow the group down.

### ***Efficient Play Practices***

1. Use carts so that cart partners can both take their shots as soon as possible without one player sitting and waiting while the other player takes their shot. (When it makes sense; drop off your partner and go to your ball to get ready to play.)
2. Always mark your scorecards at the next tee box – not at greenside.
3. If the player has clubs to put away when they return to the cart; and your partner is ready to go, get in the cart holding onto the clubs until they get to the next shot or tee box and then put them away.
4. Park carts so there is no 'back tracking' after the shot or putting out. Park carts between the flag stick and the path to the next tee box.
5. Putt when ready if others are not ready and you get the 'OK.'
6. Putt out; rather than marking the ball, if it does not disrupt your game or another player's game.
7. If physically able; walk lively to your next shot or to the cart.
8. If waiting for the group in front to clear the fairway; let the shorter driving players hit first; as soon as it is safe.
9. Players with good eyesight should watch other player's drives and long shots to help prevent lost balls. Adhere to the 3-minute limit for looking for lost balls.
10. When the group is on multiple tee boxes; back tees go first and those on forward tees should have club in hand and waiting to walk onto their tee box. When safe and not disruptive to the other players; wait as near to the tee box as possible. If back tee box players are delayed, front tee box players should jump in and tee off.
11. Special note: Nothing slows down a round of golf like the dreaded "search party." If someone loses a ball, the other players in the group should hit their shots before helping search. The player closest to the hole should be the first to help look since they will be the last to take the next shot. Odds are, the lost ball will be found by the time the other players play, minimizing the impact to the pace of play.