

## Calderfields Golf and Country Club

### General Information regarding Speed of Play

Please arrive at the first tee ten (10) minutes prior to your tee time.

Hit your tee shot first, if the player with the honour is not ready to play or get the shorter hitter(s) of your group to play first. Obviously providing the group in front is out of range.

Don't be afraid to play out of turn.

Always watch your partner's shot and track their ball so that you can help to look for it. (if required).

If you are in a competition, play a provisional ball from the tee if you are in any doubt as to where your ball landed/finished. This saves you having to return to the tee and therefore saves time.

If you are the shortest off the tee or furthest from the flag it is your duty to get to your ball first.

Hit your shot before helping to look for your partner's ball.

Whilst waiting for the green to clear, work out your shot and select your appropriate club. Always be ready to play.

Never leave your bag or trolley in front of the green, always look and plan ahead, position your equipment close to the walk off area for the next tee.

When a playing partner's ball has gone through the green or landed over the back of the green, play your shot if you are ready.

Putt out even if it means standing close to someone else's line.

Mark your scorecard whilst the others are putting out, don't wait until everyone has finished.

As soon as you have finished on the green move on to the next tee.

If you are playing in Stableford or Matchplay competition and cannot score or contribute to that hole, then please pick up and move on!

If a gap opens up ahead then it is your duty to pick up your pace of play and close the gap. "Saying that you were never pushed" is not the answer.

If your group is not catching up with the group in front, then call the group through at your earliest convenience.

The average time for a four ball to play a round of golf at Calderfields Golf and Country Club is 4 hours and 15 minutes.

**Always remember you should keep up with the group in front NOT just ahead of the group behind.**