



Green Team 101 On-Course Review, Part Two Golfers Checklist

The purpose of this training is to review all classroom information with students as well as address any questions regarding how to check-in, use golf facilities, playing golf, and proper etiquette.

- ❖ Arriving at golf course – When to arrive (min. 15 minutes prior to tee time, 30 min. prior for Green Team), where to park with car/golf cart. Golf courses open 30 minutes prior to 1st tee time and closes at 5:30 p.m.
- ❖ Check-in at pro-shop – **RCSCW rec card is required to check in**, tee time, size of group and name(s), options on how to pay-cash, credit card, member credit, p/up scorecard & review its info. (i.e. local rules), renting carts (1st come 1st serve basis, number of rental carts vary at each course), club rental, pull carts, medical flags, updates for today's round (starting on #10, cart path only, frost delay, inclement weather, etc.). Purchase of beverages, snacks, gloves, tees, balls, range balls, range ball cards, hats, sunscreen, etc.
- ❖ Club House - Bulletin Boards, Restrooms, Ice Machine, Water Fountain/Bottle Filler, Range Ball Machine, sand/seed buckets to refill your sand bottles, also located at course restrooms, Crossover Parking spaces.
- ❖ Use of Practice Facilities (dawn to dusk) – Putting, chipping & sand practice areas are free, driving range is the cost of range balls: \$3/30 \$6/60. There are no sand practice areas at Trail Ridge or Desert Trails.
Please do not take balls or baskets off golf property. Return baskets to range machine. Balls & baskets are property of the golf courses.
- ❖ Waiting to tee off – Where is the “On deck” area located and when do I need to arrive?
“Ready Golf” = which tees to play or check points for Green Teamers, order of play, gather items needed to play (scorecard, golf glove, tees, divot tool, ball, ball marker, club selection).
- ❖ Called to 1st (10th) tee – Where to park the carts/pull carts, where to stand (out of peripheral-still & quiet), help watch everyone's golf shots; discuss brand of ball-mark your ball for easy identification, playing of music, ready golf vs. honors=whoever is ready, etc.
- ❖ Describe course: Tee boxes (incl the green tee boxes on par 4's), teeing area-2 club lengths, rough, fairway, out of bounds white lines/stakes, private property, penalty areas-red/yellow lines (creeks, lakes), greens, fringe, cart path. Never try to retrieve balls from a driving range or from private property.
- ❖ **Cart Path Only Rule** – When “Cart Path Only” is in effect (used when course is overly wet/heavy frost), drive the cart on the designated cart path until you are parallel to where your golf ball rests on the course. Estimate the distance and take a couple of clubs and a sand bottle so you'll have some options when you walk to your ball. **There are no exceptions when “Cart Path Only” is in effect, even for medical flags.**
- ❖ Heading down the fairway – Tee markers for 150(blue), 100(turquoise), 50(orange), 25(red). Where to drive the carts, 90-degree rule, use cart paths as much as possible, sanding and seeding divots: don't replace divots in the summer but you can in the winter (explain why), always sand/seed divots-yours plus one, staying behind golfer hitting ball, be safe, **be ready to play**, pay attention to all shots. If in a fairway bunker, be sure to rake, (rakes should be completely in the bunker w/head of rake facing the green); if no rakes, this is because it is a waste bunker and raking is not required.

GUR-Ground Under Repair/white lines in fairways/rough-free drop from these areas-do not play from a GUR area. Pull/Push carts should be kept off the tee boxes and greens and never rolled across either surface.

- ❖ Approaching the green – Color of flags-Red/front, White/middle, Blue or yellow/back. Where can carts be driven, 15' for medical flag carts, 30' for all other carts. Do not drive carts in front or behind the green, between green & bunker or between two bunkers. **“Return To Cart Path”** signs mean to exit the course and keep all 4 tires on the cart path as much as possible around the greens and tees. Raking of green side bunkers (rakes should be left completely in the bunker),  repairing ball marks-yours plus one, marking the ball, flagstick optional choice to be in or out, order of play, continuous putting, tapping down spike marks. One of the most important parts of the golf course is the green. Leave extra equipment you bring to the green between the green and the golf cart, so you are less likely to forget it when you exit the green.
 A **freshly repaired** ball mark will completely **heal in TWENTY-FOUR HOURS**, A fresh ball mark left **unrepaired** for only **one hour** requires **FIFTEEN DAYS TIME** before the ugly scar has satisfactorily healed.
- ❖ Leaving the green – make sure you have all your equipment (i.e. golf clubs, towels, gloves, ball markers, etc.)
- ❖ Heading to the next tee – Put away clubs, wait to write down scores at the next tee box. Pay attention to where your group is compared to the group in front of you **“Pace of Play”**.
- ❖ Course care – **If you are waiting** in the fairway or on a tee box, please use this time to sand extra divots in the fairway or on the tee box. Pick up broken tees and dispose of them in the containers provided.
- ❖ How to book your next tee time – Best times to play for beginners, size of groups, single, twosomes, threesomes, and foursomes. Lottery, online, call pro-shop.
- ❖ Players Assistants – (Oct.-April): Keep pace of play, emergencies, course care

“READY GOLF” – “PACE OF PLAY”

Most important part of playing golf – here are some tips to help you play as efficiently as possible:

- ✓ Select a tee box best suited for your hitting distance (see pro shop for **USGA Best Tee** cards)
- ✓ Have glove on, tee, ball & club selection ready
- ✓ Plan your next shot before you get to the ball, pick your line, figure your distance, trust yourself, pre-shot routine-no more than 1 or 2 practice swings then go for it!
(reducing 10 seconds per shot can improve your overall time by 15 minutes)
- ✓ Play your shot first before helping someone look for their ball
- ✓ USGA rules allows 3 minutes to look for a lost ball
- ✓ Be helpful, volunteer to rake a bunker or fill a divot for another player if needed
- ✓ Line up your putt before it's your turn if it doesn't disturb another player
- ✓ Finish out short putts, marking the ball is not required unless it is in another player's line
- ✓ The handicap system allows for a maximum score of a net double bogey. If you reach your maximum score, pick up and move on

- ✓ The correct position on course is immediately behind the group in front of you; not immediately in front of the group behind you (unless you are a foursome following a threesome, twosome or a single). Please note that foursomes have priority on the golf course. Example: If the group in front is playing in 4 hours versus the course recommendation of 4 hours and 15 minutes, then you should play in four hours keeping up the with group in front of you. If you fall behind, pick up and move to the green or skip a hole if necessary to get caught up
- ✓ If you are a foursome and have an open hole(s) in front of you, you may invite a group that is waiting behind you to play through (golf courtesy)