



Kesrock Ladies Golf League Pace of Play Tips

TEE OFF BETWEEN: 4:30 and 6:00 P.M.

Date	Event	Notes
May 6th	First league Night JUST GOLF!	Mulligans
May 13th	Shot gun Start	Get to know each other – Choose best drive then all players hit their own ball until holed out. Best individual score for the hole is scored for the team.
Tues May 21nd	2 Mystery Scores	2 scores drawn at the end of round
May 27th	Fun Night – Shot Gun Start	Mexican stand off
June 3rd	Bring a Friend	Bring a friend who is interested in joining
June 10th	Closest to the pin #8	Must be on the green
June 17 th	Fun Night – Shot Gun Start	Best Ball
June 24 th	Closest to the Rope #2	Ball has to be near the rope on the fairway
Tues July 2nd	Fun Night Red and White Day	Play from the red tees on holes 1, 3, 5, 7 and 9. Play from the white tees on holes 2, 4, 6 and 8
July 8th	Low Gross with a Twist	Come back to the clubhouse and draw a number – that number will be subtracted from your score
July 15th	Closest to the hole second shot #9	Ball doesn't have to be on the green
July 22nd	Blind Draw – Odds and Evens	2 person teams will be drawn at completion of play – player 1 scores the odd holes and player 2 scores the even holes
July 29th	Fun Night – Shot Gun Start	Two person big dog alternate shot
Tues Aug. 6th	Bring a Guest	Invite a friend to play with you
Aug 12 th	Closest to the pin #4	Must be on the green
Aug. 19th	Fun Night – Shot Gun Start	Best Ball
Aug. 26th	Longest Drive #7	Ball has to be on the fairway
Tues Sept 3th	Just Golf	
Sept. 9th	Just Golf	
Sat. Sept. 14th	Banquet – Shot Gun Start	18 holes. 2pm start followed by dinner and prizes
Tues. Sept. 16th – Remainder of Season	Just Golf	Thank you for a great season



Kesrock Ladies Golf League

Pace of Play Tips

Playing at a good pace is not about rushing around the course, it is simply about being more efficient with your time. Adopting this mindset - and not being afraid to share it with your fellow players – will add enjoyment to your golf experience. A faster pace of play can actually improve your performance and will certainly improve the experience for all those following you. We encourage you to follow these tips for improving your pace of play:

Play Ready Golf

Encourage players to play out of turn, when it is safe and responsible to do so, for the purpose of prompt play.

Keep up with the group in front of you

Your correct position on the course is immediately behind the group in front of you. If you can't see the group in front then you have fallen behind and you need to pick up the pace.

Be ready to play

After hitting your ball move to it, when possible, and be ready for your next shot. Do not stand with other players while they hit their ball...go to your ball...be ready to hit when it's your turn

Be helpful to others in your group

Follow the flight of all tee shots, not just your own. Once in the fairway, help others look for their ball if you already know the location of yours – a player is allowed 3 minutes to locate a lost ball. Volunteer to fill in a divot and rake a bunker for another player if needed.

Play Double Par Rule

If you haven't reached the green in double par (for example 8 strokes on a par 4) then pick up your ball and place it on the furthest edge of the green and putt out. Your score for the hole will be the number of putts plus the double par.

When sharing a cart

When two players are riding in a cart, drive the cart to the first ball and drop off the first player with her choice of club(s). The second player should proceed in the cart to her ball. After the first player hits her stroke, she should begin walking toward the cart as the second golfer is playing.

Be efficient on the putting green

Mark your ball and lift and clean it when you arrive at the green so you will be ready to replace it when it's your turn to play. You can usually line up your putt while others are putting without disturbing them. The first player to complete their putt should attend the flagstick. Leave your cart on the side of the green closest to the next tee and leave the green promptly after holing out. Wait until the next tee to record your score.

Average playing time

Average time to play 9 holes is 2 hours and 15 minutes. Record your tee off time on your score card and check times every few holes to ensure you are keeping pace. Each hole should be completed within 15 minutes.



Kesrock Ladies Golf League Rules & Etiquette

- Mark your ball so that it is easily recognized. Playing the wrong ball costs you 2 strokes
- Boundary fences are on the right side of #1, #2, #3 and #7. These fences are red staked – do not leave the property to look for golf balls. Drop a ball within 2 club lengths and no closer to the hole, at point of entry and count a penalty stroke
- White stakes on #9 are out of bounds. If you think your drive went out of bounds then play a provisional ball and count a penalty stroke. If you find your first ball then you must play it and no penalty is counted
- Screen on holes #5 and #6 – drop ball one club length no closer to the hole – no penalty stroke
- On holes #3 & #6, please ring the bell after playing your approach shots
- No power carts within 30' of greens. No carts (pulled or motorized) on tees, greens, aprons or sand traps
- Repair all ball marks, replace divots, and rake traps
- Please be quiet while people are hitting and putting
- Verify and submit your scorecard weekly. Please write the date and your first and last name on your card (we have several ladies with the same first name). We will input scores to establish your handicap.
- Dress code in effect (no tank tops, no shorts or skirts shorter than 6" above the knee).

We welcome feedback or suggestions from our members.
Let's make the 2018 season a great one!

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