

## **Etiquette**

### **On the Course**

Please retain your till receipt for your round—you may be asked to produce it by a member of the Committee or a member of the Silvermere Staff.

### **The Golfers' Role in Course Maintenance**

You can do a lot to help your club's greenkeepers by repairing the damage you—and all golfers—inevitably cause during play. By leaving each hole in a proper playable condition—free of unnecessary hazards—you can actually help yourself and your fellow golfers to return a better score.

### **Holes in Bunkers**

Before leaving a bunker, a player should carefully fill up and smooth over all holes and footprints made by him using the rake provided.

### **Replace Divots, Repair Ball-Marks and Damage by Spikes**

Through the green, a player should ensure that any turf cut or displaced by him is replaced at once and pressed down.

**Note:** "Through the Green" means the whole area of the course except:

- a. The teeing ground and putting green of the hole being played; and
- b. All hazards on the course.

### **Damage to Greens - Flagsticks, Bags etc.**

Players should ensure that any pitch mark or other damage to the putting green made by a ball is carefully repaired. Damage to the putting green caused by golf shoe spikes should only be repaired "on completion of the hole".

Players should also ensure that, when putting down bags or the flagstick, no damage is done to the putting green and that neither they, nor their caddies damage the hole by standing close to it, in handling the flagstick or in removing the ball from the hole. The flagstick should be properly replaced in the hole before the players leave the putting green. Players should not damage the putting green by leaning on their putters, particularly when removing the ball from the hole.

### **Golf Trolleys and Buggies**

Local notices regulating the movement of golf trolleys and buggies should be strictly observed.

## **Damage through Practice Swings**

In taking practice swings, players should avoid causing damage to the course, particularly the tees, by removing divots.

## **Safety**

Prior to playing a stroke or making a practice swing the player should ensure that no one is standing close by or in a position to be hit by the club, the ball or any stones, pebbles, twigs or the like which may be moved by the stroke or swing.

## **Consideration for Other Players**

The player who has the honour should normally be allowed to play before his opponent or fellow competitor tees his ball, however in the interest of avoiding slow play players should be encouraged to adopt a 'ready golf' approach where any player plays as soon as he is ready to tee off.

No one should move, talk or stand close to or directly behind the ball when a player is addressing the ball or making a stroke.

In the interest of all, players should play without delay.

No player should play until the players in front are out of range.

Players searching for a ball should signal the players behind them to pass as soon as it becomes apparent that the ball will not easily be found. They should not continue play until the players following them have passed and are out of range.

When the play of a hole has been completed, players should immediately leave the putting green.

## **Priority on the Course**

In the absence of special rules, two-ball matches should have precedence over and be entitled to pass any three or four-ball match, which should invite them through.

If a match fails to keep its place on the course and loses more than one clear hole on the players in front, it should invite the match following to pass.

Please note: singles have no priority on the course and are not allowed to book tee times.

## **Standards of Dress**

Should conform to the usual standards—golf shoes must be worn, jeans are not permitted and shirts must never be removed, even in hot weather. Tailored shorts may be worn. Our Professional shop is well stocked and will be able to meet your requirements.

## **Mobile Phones**

Must be switched off whilst on the golf course

## **Litter**

Please help us keep the course litter free by taking your litter home or by using the litter bins

provided on the course. Advise Administration if any part of the course becomes badly littered. We welcome your help in dealing with this problem.

### **General Behaviour**

Golf is a sport of great tradition characterised by golfer's exemplary behaviour and sense of fair play. No unsportsmanlike behaviour is tolerated. Loss of temper, verbal abuse of officials or players, deliberately distracting opponents, throwing of clubs and shouting are not acceptable.

### **Slow Play**

This is one of golf's most undesirable aspects. Playing with or behind slow players can detract from the game and leave a bitter taste after a round.

Beginners can be particularly prone to slow play. If, however, golfers observe the following points, slow play can be eliminated.

- Walk quickly between shots.
- Be ready to play when it is your turn.
- Do not leave your golf bag at the front of the green but in the direction of the next tee.
- Do not mark your card while on the green.
- Try to hole out short putts, unless you will be standing on another player's line
- Allow two ball matches priority
- Be ready to call a group through if it is apparent that you will be searching for a ball for some time.
- Do not address the ball for too long and be ready to execute your shot as soon as you set up.
- The target time for a 4-ball to complete a round at Silvermere is a maximum of 4 hours 20 minutes

### **Insurance**

The English Golf Union recognised the need for an individual golfer's insurance policy and have organised such cover for players and their equipment. The incidence of equipment theft and legal action against injury reminds one of the need for adequate insurance cover which has instigated the introduction of the Golfers Policy.

Silvermere Golf & Leisure Limited cannot be responsible for items left in the changing room, in lockers or in vehicles in the car park. You are strongly recommended to ensure adequate cover.