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**PACE OF PLAY - EXPECTATIONS**

All players and groups, regardless of size, shall play at a good pace. All groups (regardless of size) are expected to play in 2 hours or less for 9 holes and 4 hours or less for 18 holes, and it is a group’s responsibility (regardless of size) to keep up with the group in front of them.

If a group falls behind and is delaying the group behind, or if there is space open ahead of the group and a group behind catches them, ***the “slower group” must invite the group behind to play through and/or speed up, irrespective of the number of players in the groups.***

**“Ready Golf” - Expectations**

* Be ready to play as soon as you can even if you are not furthest from the hole. This applies on the putting green also.
* The person putting should finish putting once started unless it interferes with other players “lines”. Marking and waiting takes extra time.
* If you are first to “putt out” go to the next tee box and “tee off” when and if it is safe to do so. Do so even if you are not the lowest score of the hole prior. The last person(s) to putt shall replace the flag.
* Players shall move ahead of the furthest player by traveling safely to the sides. Players may do this and still be courteous to the player whose turn it is.
* Record scores on the next tee box or as you are playing the next hole.
* Talk and tell stories as you are walking or driving in between shots.

**Course Etiquette – Expectations**

* Please fix all ball marks on the greens even if they are not yours.
* Please repair all divots on the course. Use the sand and seed provided or replace the divot.
* Please drive carts on the paths near the tees and greens with all four tires on the path.
* Please place rakes outside of the bunkers parallel to the edge opposite of the green.
* Please rake bunkers better than you found them.
* Please enter and exit bunkers on the opposite side of the green on the “low side”.
* Please keep push carts and power caddies off of the tee boxes.

**General Course Information**

1. All play will start on #1 unless otherwise directed by the Pro Shop.
2. ***#10 tee is not a starting hole*** unless directed or approved by the Pro Shop staff.
3. Players requesting to start on #10 will not receive permission unless #9 is completely clear from tee to green. (no groups visible)
4. Groups of more than 5 must receive permission by the Professional staff and must play the front nine, no jumping around unless the course, or a permissible # of holes, are completely clear of other groups.
5. Groups playing the “Whisky Route” (10, 16, 17 & 18) must be considerate of others that are playing their round(s).
	1. #14 & #15 must be completely clear from tee to green for the groups to be able to go from #10 to #16 (Whiskey route).
	2. Groups must play from #10 to #11 etc. if #14 and #15 are not clear for the “Whiskey Route”.
6. Music may be played at a low level and must not be heard outside of a 10’ radius.
	1. Music is not permissible in the “Fircrest Majors” as per the USGA Rules of Golf.

**Hole #1**: Please wait until the group ahead has hit their 3rd shot or is “near the green” before teeing off. This helps with proper spacing (9/10 min tee time).

**Hole #2:** Please stage someone on the top of the “hill” so you don’t get hit into by the group behind. Please give the group ahead of you plenty of time to clear this area.

**Hole #9:** Use the viewing deck near the water tank to scan the 9th fairway to make sure it is safe to play. Do so even if you think it is clear ahead of you, you may have caught someone w/out knowing.

**“Adverse Conditions”/”Winter Rules” Procedure:**

A player may mark, lift, clean and place his ball within six inches (6”) of its original lie, through the green, that is not nearer the hole, is not in a hazard and is not within thirty-six inches (36”) of a tree trunk or out of bounds.