

Woodbridge Golf Club – CLUB NECESSITIES

Highlights (read these if nothing else!)

Remember, we are playing for FUN and that golf is a game of honor and integrity.

- Familiarize yourself with WGC Rules and Guidelines. Be aware of the ICOOP option.
- Check your entry status for the event; make sure that your check has been received. All entries are based on RECEIPT of check, not postmark.
- Preliminary pairings are available 5 days before the tournament. However, always check the pairings just before the tournament for any last minute changes. If you miss your tee time, you may not be able to play (depending on the course) and you may not be eligible for any of the competitions.
- Check your handicap/index/flight prior to the tournament.
- Exchange scorecards, fill out everything including the "adjusted score".
- Take a maximum of 10 shots gross on any given hole (mark the number of putts as 3).
- Hit a provisional ball; NEVER go back to the tee or original position (two shot penalty; not a one shot penalty!).
- Drop your cart partner off at their ball, go to your own ball and be prepared to hit.
- Use continuous putting; putt out all balls (no "gimmees").
- Hit up on par 3's to keep play moving. If you are not in position to be waved up on Par 3's you may consider picking up the pace.
- Park your carts BEHIND the green, regardless of where the pin is placed.
- Check the website FAQ. Your questions may be answered there.

Pace of Play is a Priority

An extra 15 seconds on the Green by each player adds 18 minutes to a round!!

- Mark your start times, turn times and finish times on the scorecard.
- Wave up next group on par 3's (if you are not there to be waved up you are probably behind!).
- Be ready to hit (walk to your ball with clubs in hand, drop your cart partner at their ball and proceed to your own ball).
- Putt out continuously; don't always mark short (2-3 foot) putts.
- Park your carts on the back side of the green toward the next hole whenever possible, regardless of where the pin is placed on the green.

Pace of Play Hindrances Noticed In Our Club (what NOT to do):

Hitting into people makes no one play faster!!

- Not Parking Carts Behind the Green (regardless of where pin is placed).
- A Player putts a 40 footer and misses by six feet; all players wait for that person to walk to the ball and mark it before beginning their own putting routines (when ball does not interfere with any of the other balls or putting lines).
- Walking to your ball *WITHOUT* a club or clubs in hand.
- Waiting to hit your ball then driving to your cart mate's ball and letting them hit (please drop them off first so you are both ready).
- Marking 2-3 foot putts ALL THE TIME.
- Giving lessons on the course (yes, this has been observed).