



## CHAPTER 13

# Proper Behavior Etiquette – Safety and Consideration

### Safety first!

#### **Fore!!!**

Look out for other players if you are planning to take a shot. Even the hardest head is no match for clubs and balls.

When you hit the ball well, it can travel as fast as a car in the fast lane on the highway. For this reason, never start playing until other players ahead of you or workers on the golf course are well out of reach.



If it looks like your ball might hit someone, yell “Fore!!!” as loud as you can. This is the warning that every golfer in the world knows.

If people out for a stroll, in other words non-golfers, suddenly appear, it is better to yell “Watch out, ball!” or “Duck!” Otherwise, they might decide to look “fore” what you’re yelling at.

When you hear someone yell “Fore!!!”, don’t look up for the ball. That’s the best way to get it right in the nose. Duck down, if possible, behind your golf bag or a tree, and wrap your arms around your head.





## Lightning

Leave the course immediately at the first sign of a storm!!!

## Warning signals

TOOOOOOT!!!

If you hear the long tone of a siren, it means you must stop play immediately because of lightning.

TOOOT! TOOOT! TOOOT! Three consecutive tones also mean stop the game.

TOOT! TOOT! Two short tones give the all-clear. You may resume play.

## What should you do?

When there is a lightning warning you must stop playing immediately. Your clubs and golf cart, which are both made of metal, as well as trees and water all attract lightning.

If possible leave your equipment and run back to the clubhouse. Avoid hills, trees and water.



There are also lightning shelters located on the course. You should always know where they are, so that you can get to one if the clubhouse is too far away.

If no other shelter is close by, get as far away from your clubs and cart as possible, and crouch down in a low-lying area.



### **When may you resume playing?**

“Toot! Toot!” First when you hear two short tones you may continue with your round. It is then that the Committee has allowed play to resume. If you play before the all-clear has been signaled, you will be disqualified. This means that you are out and all your strokes are not counted.



## Speed of play – Are you the tortoise or the hare?



Play fast and keep up!

There's a lot going on at the golf course.

In order to avoid traffic jams, always move swiftly from hole to hole. The other players want to have their turn, too.

The Committee can set time limits on a round, a hole or even a shot during tournament play. Dawdling too long can cost a hole in match play or 1-2 penalty strokes in stroke play.

But we already knew that golf isn't a sport for slowpokes.



### Not for slowpokes – Greg's tips for "Speedy Golf"

- Always let faster players play through. Go with your clubs to a protected area on the side and wave them through.

- Two, three or four?

A group of no more than four players is a flight. Of course, nobody other than the ball is going to leave the ground.

A flight of two persons during a private round of golf has priority on the course.

A flight playing 18 holes has priority over a group playing just 9 holes.

If you are one hole behind the flight ahead of you, it would be a good idea to let a single player behind you through, even if you are playing in a group of four.

On weekends at some clubs, flights of four have priority over flights of 3, which in turn have priority over flights of 2.



The Committee will assign flights in a tournament. In this case, you play in the order determined and may not allow another flight to play through.

- If your ball is lost or out of bounds, play a second (provisional) ball. Don't take longer than five minutes to look for your ball.
- Be prepared. Always keep handy what you will need:

**Teeing off:**

- tee,
- 2 balls with different markings (one as a substitute in case the first ball lands out of bounds),
- a glove (in case you took it off to putt)
- and, of course, the right club.

**On the putting green:**

- ball marker, to mark the ball on the green (you can use a small coin or something similar),
- pitch-mark repair tool to fix marks made by your ball or putter.



**On the fairway:**

On the way to your ball, figure out which club you will need for the next shot. Keep an extra ball in your pocket, in case you need to play a provisional ball.

- Note your score on the scorecard first at the tee of the next hole. The flight behind you is usually already waiting on the fairway.
- Take the shortest path: If you are headed to putt on the green, make sure to leave your golf cart near the tee of the next hole.



## Set an example

Do unto others ...

### Greg's Tips on fair play

- Always turn off your cell phone when you are playing a round of golf. However, taking it along with you for emergencies is a good idea.
- Try not to distract other players taking a shot. Be very quiet and don't move around.
- Always keep a cool head!  
Temper tantrums, including swearing and throwing clubs, are not only childish, they don't do a thing for your confidence. Relax: The end of one shot is the beginning of the next! Get into your starting position, keep the rules of the game in mind and everything else will take care of itself.
- On the green, make sure that you do not step into the line of another player's putt.



Also, try not to throw a shadow on the putt line when another player is trying to putt.



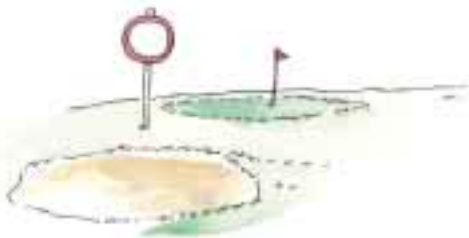
Divots, ball marks, and scars – The golf course must take a lot of abuse.

The course is like a beautifully landscaped park and the gardener, known as the green-keeper, has a lot of work on his hands to keep it looking nice. You'll be a big help to him if you observe the following tips:



### Greg's tips on preserving the golf course:

- After you've finished digging around in the sand, and have managed to hit your ball in the process, be sure to use the rake next to the bunker and smooth out the sand.
- Replace divots and tamp them down. This gives the grass a chance to grow back.
- Above all, treat the green with care. Repair all pitch-marks that you find. Lay the flagstick down carefully and do not lean on your putter while you wait for your turn.
- The area between the bunker and the putting green is off-limits for your cart.



**In the clubhouse:**

Don't worry, you don't need to show up in plaid knickerbockers and a bow tie. But it would be better if you left your T-shirts and tank tops at home. The standard polo shirt is classic golf attire. Just make sure that you wear loose-fitting, comfortable clothing.

Holes belong on the golf course and not in your trousers.

Don't forget to clean your shoes before you go into the clubhouse.

Sunglasses and hats aren't necessary in the clubhouse, but a friendly "Hello!" is.

**At the driving range:**

- Safety and consideration are also important here.

If there are practice stalls, always walk behind them and keep enough distance between you and your neighbor.

When you are practicing on the pitching green, make sure that no one is directly across from you or is there collecting balls.

Since there are usually a lot of people, and space is limited, make a special attempt to be quiet so that everyone can concentrate.

- Return the empty ball bucket when you are finished.
- Range balls are the property of the driving range. Taking any with you is considered stealing!
- Stay within the marked area.

**At a different Club:**

“What handicap do I play with here?”  
Call ahead or check the Club’s website.  
You should always have your handicap  
card with you.

Pay the green fees and attach the visitor’s  
tag so that it is clearly visible on your golf  
bag.

Now, make sure you take a good look at  
the Course Rules. They are usually found  
on a large sign or on a blackboard.  
Sometimes they are also printed on your  
scorecard and in tournaments you receive  
a separate page. Now then, let’s go!

