Club Rules & Ettiquete

DRESS CODE
Appropriate golf attire is required. Unsuitable and prohibited dress is as follows: T-Shirts, Tank tops, halter tops, swimsuits, gym shorts, mini shorts, spaghetti straps, jeans or worn pants, sweat pants, jeans, cowboy boots or cleats are prohibited.

FOOTWEAR
Metal spikes are prohibited on the course and in the Clubhouse. The Pro Shop has a variety of "soft spikes" that they will be happy to change on site for members and/or guests. *Discretion is left to the Pro Shop and Management at all times.

CANCELLATIONS & "NO SHOWS"
A minimum of 24hrs notice is required to cancel. Should less notice than 24hrs (or a 'no-show' happen) and the Pro Shop is unable to fill the slot, a penalty fee of $20 per missed tee time shall be applied to the credit card on file. The booker is also responsible for any abandoned guest tee times reserved. Please understand that unfilled tee times are detrimental to the club.

COURSE RULES & REGULATIONS
All golf course rules are in place to allow all golfers to maximize the enjoyment of their day. No one is exempt.

The Ettiquete of Golf

1. No one shall move or talk or stand close to or directly behind the ball or the hole when a player is making a stroke.

2. The player who has the 'honour' shall be allowed to play before others in the group, provided he or she is ready, (play "ready golf').

3. No player shall hit until the group ahead is safely out of range.

4. When the play of a hole has been completed, players shall immediately replace the flag and leave the putting green, scoring and discussions taking place on next tee.

5. A player shall see that any turf "divot" is replaced and pressed down at once or the sand/seed bottles are used to fill the divot. A player should also be careful not to take up turf with his or her practice swing.

6. Players shall rake bunkers after use and repair ball marks on greens. Cutting of the green's turf with shoe spikes shall be avoided.

7. A player who has incurred a penalty shall communicate the fact to the opponent(s) as soon as possible.

8. Players should at all times play without undue delay, and shall allow faster players to pass through without being requested to do so, provided there is space ahead.

9. The low handicap player in each group shall be responsible to the club for the priority and etiquette of the group while on the course.

10. Play ready golf. Select club, plan shot and be ready to hit when it's your turn.

11. Keep up to the foursome ahead of you.

12. Fight slow play!

Speed of Play Tips

Speed of Play Tips – The 'Go Plan'...how to play a four hour round

1. Play ready golf! – Be ready to hit. Plan your shot and select club when approaching ball. Don't hit in turn – the traditional 'honour' system is usually an obstacle for fast, efficient play

2. Read the tips – Take advantage of course secrets, yardage markers and scorecard tips

3. Use the GPS – A digital caddy in the palm of your hand...exact yardage to hazards and greens

4. Walk briskly to your ball – Use your time over your shot

5. One practice swing – Helps keep up with the group ahead

6. Keep up to the group ahead – Problems? Let faster players play through if there is room ahead

7. Spot your ball – If you lose your ball in flight or on the roll, spot an object (a tree, a trap, etc.) to use as a landmark for quick recovery

8. Partner watch – Always have playing partners watch your shots and help spot your ball... especially on bad shots!

9. Lost ball? – Limit your search to three minutes then get over it

10. Play Desert Rules – On a lost ball, take a lateral drop at point of entry and take one-stroke penalty. Do not head back to tee to re-hit

11. Check out other holes – As you go by – for landing areas, hazards and distance between groups ahead and behind

12. Place your clubs – Off the green on the closest side to the next tee box

13. Prepare to putt – Line up your putt while others are putting

14. Putt out – Continuous putting... do not re-mark your ball

15. Mark your scores on the next teebox – Count your strokes there as well. Place the pin and exit the green immediately