



The HGCC PLEDGE

In the spirit of Pride & Respect for HGCC and my fellow members, I commit to the basic golf etiquette principles and to “Leave No Trace” as part of my regular golf game with the following actions:

- Replace healthy divots, or if unable, use the provided divot mix for all on course divots
 - Repair ball marks correctly on greens and surrounds
 - The maximum expected time par for each of our West, South and East championship nine holes is 2 hours and 5 minutes
 - Push and power push carts are not permitted to travel in the rough between greens and bunkers - traffic may proceed along larger fringe roll off areas and avoid pinch points on the narrow side (*refer to appendix slides*)
 - Power carts are to enter and exit fairways at designated posts - driving in the rough is not permitted **Medical Cart (Blue Flag) riders may enter and exit the rough at 90 degrees to play their shot
 - Enter and exit the bunkers at the low side, rake the bunker smoothly on exit
 - Practice correct linear divot habits on the practice tee to maximize turf use
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On Course Divot Management

To ensure the best playing conditions on our tees and fairways, we kindly ask members to replace any healthy divots. If a divot cannot be replaced, please fill the area with divot mix. Refill stations are located at the 1st tee of each nine.

- When replacing a healthy divot ensure the structure of the divot is still intact
- Place the divot in the void in the same direction it was removed
- Step on the divot to ensure it will remain in place
- When filling the void of a divot you are unable to replace, fill the void to just below the grass canopy
- Divots under filled will result in a poor lie for your fellow member
- Divots overfilled will result in damage to the fairway and tee mowers
- On par 3 holes, replace easily retrieved healthy divots. If a divot cannot be replaced, please fill the area with the divot mix provided

Click [HERE](#) for a short video explaining the art of replacing or repairing a divot.



Ball Mark Management

To ensure our putting greens run smooth and true, we ask our members to repair your ball mark and any others correctly that you may find on the putting green and surrounds.

- Insert your ball mark tool or tee into the ground on the rear side of the ball mark at a 45 degree angle
- Gently pull the top of the tool or tee towards the center of the ball mark - do not twist or lift as those motions will damage the roots of the grass
- Continue working around the ball mark pulling the surrounding turf towards the center of the mark
- Use your putter head or foot to tap down and smooth the repaired mark
- Please remember the shots that may have struck the approach, fringe or front part of the green also require repair

Click [HERE](#) for a short video explaining the art of repairing a ball mark.



Pace of Play

To ensure the enjoyment of everyone's round, we ask our members to keep up to the group in front of yours or at the very least our maximum expected time par.

- The time par for each of our championship nines is 2 hours and 5 minutes
- Your expected position on the course is directly behind the group in front of yours or at the very least within our time par guidelines
- Implement ready golf if your group has fallen out of position
- Allow faster groups to play through
- Hit a provisional if you believe your golf ball could be lost or apply the stroke & distance local rule when not playing in competition
- The maximum time you may search for your ball under the rules of golf is 3 minutes
- Consider the format of the games played within your group - high/low games typically slow play down - encourage players to pick up when they're out of the hole

Click [HERE](#) for a short video containing tips to speed up your round.



Push & Power Push Cart Routing

To ensure the quality of the turf on and around our putting greens, we ask our members to direct their push or power push cart around the greenside bunkers.

- Push and power push carts are not permitted to travel in the rough or narrow fringe between greens and bunkers
- Push and power push carts may travel along the wide fringe roll off areas
- Push and power push carts must not travel through narrow pinch points
- Park your push or power push cart no less than 15 feet away from all tees and greens - carts are encouraged to be placed on the cart paths
- To reduce delay, park your push or power push cart in a convenient location on the way to the next hole
- Ensure your cart is equipped with divot mixture prior to play and replace the divot mix container at the turn if required

Click [HERE](#) for a short video explaining explaining proper cart etiquette.



Power Cart Routing

Power cart routing is fairway only to ensure the quality of the turf on our fairways and better lies in the rough. We ask members to enter and exit at the cart posts and not drive power carts in the rough.

- Power carts must enter and exit at the cart posts and are not permitted to drive in the rough - Cart signs or roped areas must always be obeyed
- Power carts must remain on the cart path on all par 3 holes and around all tees and greens
- All four power cart tires must remain on the cart path when parking on a cart path
- Navigate safely and refrain from sudden stopping or turning which could result in turf damage
- To reduce delay, park your cart in a convenient location on the way to the next hole
- Medical Cart Rules: closer access is granted to those members with a blue flag, and may enter and exit the rough at 90 degrees to play the shot - inquire with the Professional Shop on the required process to obtain access to a blue flag

Click [HERE](#) for a short video explaining explaining proper power cart etiquette.



Bunker Management

To ensure our bunkers are prepared for the players that follow, we ask that divots and footprints be smoothed when exiting the bunker. We ask our members to enter and exit from the low side of all bunkers.

- For the health and safety of our members and protecting the integrity of the face of the bunker, use the low side to enter and exit all bunkers
- When using the rake use the flat side to fill large depressions left by your feet or club
- Use long sweeping motions with the pronged side of the rake to smooth the remaining area
- Please remove sand from your shoes before walking on the putting green

Click [HERE](#) for a short video explaining the art of smoothing a bunker.



Practice Tee Divot Management

To ensure a minimal amount of turf is used during a warm-up or practice session, we ask our members to practice in a linear fashion.

- Place your next ball at the back edge of your previous shot's divot
- Do not practice in a scattered or consolidated/concentrated pattern

Click [HERE](#) for more info explaining the linear divot pattern.





Short Game Practice Area

This area provides an opportunity to practice many of the short game shots you'll face on the courses. Please be aware of the following guidelines to ensure the quality of turf, smoothness and trueness of the greens are maintained.

Upper Green Area

- This green is to be used for practicing your putting, short pitch and bump and run chip shots
- Please refrain from hitting flop shots or long pitch shots resulting in ball marks
- Practice shots must not be hit from the Upper Green Area to the Lower Green Area
- Replace healthy divots or if the divot cannot be replaced, fill the void with the soil and seed mixture provided in the boxes
- As a courtesy to your fellow members, use the ball collecting devices provided to clean up after your practice session

Click [HERE](#) for a short video explaining proper etiquette at the Short Game Practice Area.



Short Game Practice Area

This area provides an opportunity to practice many of the short game shots you'll face on the courses. Please be aware of the following guidelines to ensure the quality of turf, smoothness and trueness of the greens are maintained.

Lower Green Area

- This green is to be used for practicing your short or longer pitch shots, bunker shots, bump and run chip shots
- Pitch shots must not be hit from beyond the red rope
- Practice shots must not be hit from the Lower Green Area to the Upper Green Area
- Repair the ball marks that you have made during your practice session
- Replace healthy divots or if the divot cannot be replaced fill the void with the soil and seed mixture provided in the boxes
- Rake and smooth the bunker after you have finished your practice session
- As a courtesy to your fellow members, use the ball collecting devices provided to clean up after your practice session

Click [HERE](#) for a short video explaining proper etiquette at the Short Game Practice Area.



APPENDIX

Push & Power Push Cart Routing

West, South & East



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Push & Power Push Cart Routing

West, South & East

#1 West



All cart routing must stay to the right around the outside of the bunker or to the left through the run off area.

No access between right-hand side bunker and the green.

#2 West



All cart routing must stay to the left and right around the outside of the bunkers.

No access between the bunkers and the green.

#3 West



All cart routing must stay to the left through the run off area or around the outside of the bunker to the right.

No access between the bunker and the green.

#4 West



All cart routing must stay to the left and right around the outside of the bunkers.

No access between the bunkers and the green.

#5 West



All cart routing must stay short of the green and outside of the bunkers.

No access between the bunkers and the green.

#6 West



All cart routing must stay to the outside of the bunkers.

No access between the left or right-hand side bunker and the green.

#7 West



All cart routing must stay left of the green through the run off area or stay to the outside of the bunker.

No access between the bunker and the green.

#8 West



All cart routing must stay left of the bunkers, on the cart path or through the run off area on the right or middle between the bunkers on the left.

No access between the second left-hand side bunker and the green.

#9 West



All cart routing must stay left of the green through the run off area or stay to the outside of the bunkers.

No access between the right-hand side bunker and the green.

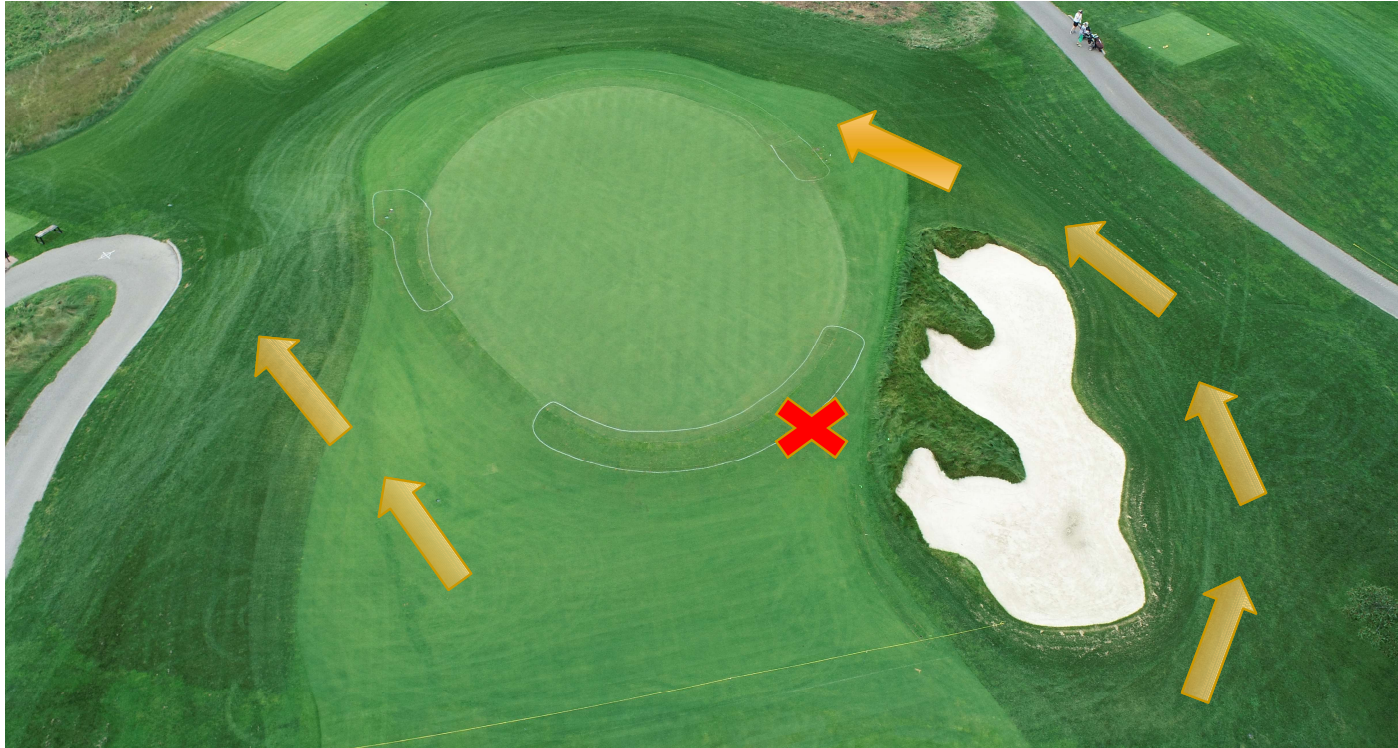
#1 South



All cart routing must stay to the left or right around the outside of the bunkers. The back run off area may be accessed.

No access between left-hand and right-hand side bunker and the green.

#2 South



All cart routing must stay to the left and exit towards the cart path or to the outside of the bunker on the right.

No access between the bunker and the green on the right side.

#3 South



All cart routing must stay to the left around the outside of the bunker or to the right through the run off area.

No access between the bunker and the green.

#4 South



All cart routing must stay to the left around the outside of the bunker or through the run off area on the right.

No access between the left-hand bunker and the green.

#5 South



All cart routing must stay short of the green, to the outside of the bunker or through the run off area on the right.

No access between the bunker and the green.

#6 South



All cart routing must stay to the outside of the bunkers.

No access between the left-hand and right-hand side bunkers and the green.

#7 South



All cart routing must stay to the outside of the bunkers or through the run off area on the right-hand side.

No access between the left-hand side bunker and the green.

#8 South



All cart routing must stay outside of the bunkers. The run off areas beyond the bunkers and behind the green may be accessed.

No access between the bunkers and the green.

#9 South



Cart routing may travel left through the run off area on the left or the rough between the green and the right-hand side bunker and proceed to the cart path.

#1 East



All cart routing must stay to the outside of the bunkers and exit to the cart path.

No access between the bunkers and the green.

#2 East



All cart routing must stay to the left and exit towards the cart path or to the outside of the bunker on the right. The run off area behind the green and to the left may be travelled on.

No access between the green and bunker on the right-hand side.

#3 East



All cart routing must stay to the left through the run off area and exit towards the cart path. The run off along the back of the green may be travelled on.

No access between the green and the water.

#4 East



All cart routing must stay to the left around the outside of the bunker or through the run off area on the right. The run off area along the back of the green may be travelled on.

No access between the bunker and the green.

#5 East

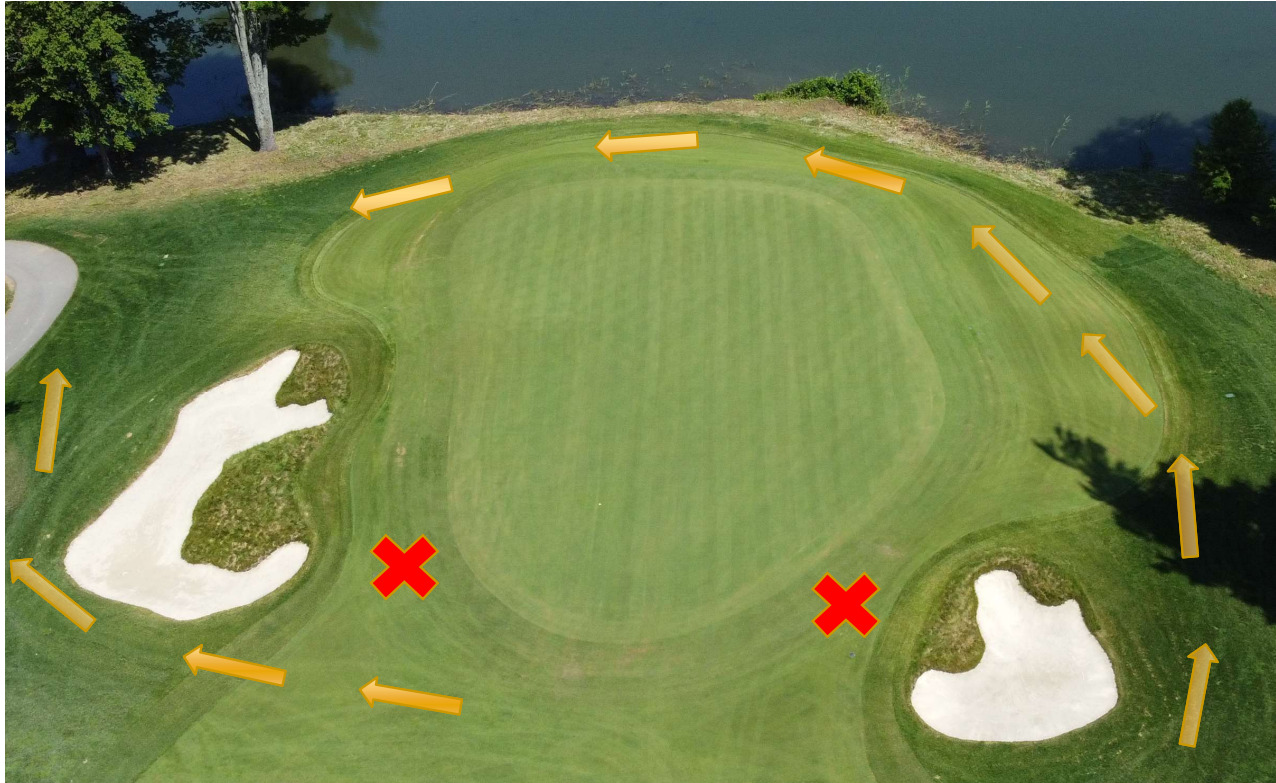


All cart routing must travel to the right of the green short of the right-hand side bunker and proceed to the cart path.

No access between the bunker on the left or right and the green.



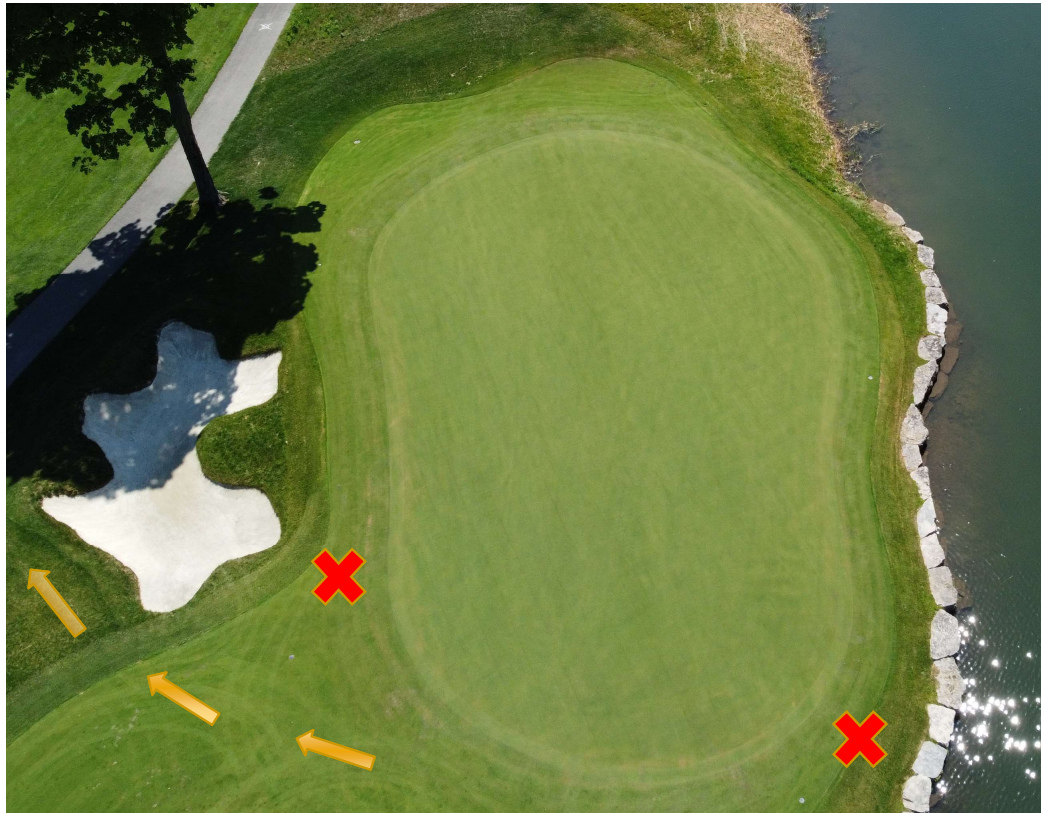
#6 East



All cart routing must stay to the outside of the bunkers or through the run off area on the right-hand side beyond the bunker. The run off area along the back of the green may be travelled on.

No access between the bunkers and the green.

#7 East



All cart routing must stay to the outside of the bunker.

No access between the green and the bunker or water.

#8 East



All cart routing must stay outside of the bunkers. The run off areas beyond the bunkers and behind the green may be travelled on.

No access between the bunkers and the green.

#9 East



All cart routing must stay left around the bunker. The run off area behind the green may be travelled on.

No access between the bunkers and the green.