PLAYER'S NAME:

DATE:

HANDICAP: **GOLF LINK NO.:**

HOLE	BACK TEES Metres	Index	Par	FRONT TEES Metres	Par	Par S/ford	Match	SCORE Player		Marker	
1	330	6	4	293	4	5	18				
2	380	1	4	318	4	3	8				
3	308	10	4	297	4	8	12				
4	112	17	3	103	3	18	3				
5	387	2	4	321	4	1	14				
6	327	14	4	288	4	11	6				
7	341	3	4	281	4	2	10				
8	159	11	3	127	3	14	1				
9	445	7	5	377	5	7	16				
OUT	**2789**		**35**	**2405**	**35**						
10	122	16	3	115	3	17	5				
11	260	15	4	244	4	12	11				
12	370	4	4	331	4	6	2				
13	435	18	5	382	5	13	15				
14	160	9	3	122	3	15	7				
15	486	8	5	395	5	10	13				
16	148	12	3	112	3	16	4				
17	333	5	4	307	4	4	17				
18	306	13	4	290	4	9	9				
IN	**2620**		**35**	**2298**	**35**						
OUT	**2789**		**35**	**2405**	**35**						
TOTAL	**5409**		**70**	**4703**	**70**						
						DEDUCT H/CAP					
						NET SCORE					

PLAYER'S SIGNATURE:

MARKER'S NAME:

TIPS TO SPEED UP PACE OF PLAY AND KEEP EVERYONE HAPPY!

- Start promptly at your allocated time.
- Play "ready golf" by playing your shot when it's safe to do so, there's no need to wait for players further from the pin.
- It's OK to pick up if you are not going to score on any particular hole.
- When it's your turn to putt, putt out even if it means stepping on your partners line.
- Be aware of who's behind and wave faster groups through.
- Park your cart / leave your bag on or at the exit to the next tee, and mark your score only once you're well clear of the green.

RULES OF PLAY

- To speed up play, all players must have a set of clubs each. Hire sets are available from the Pro shop.
- Red stakes define lateral water hazards, white stakes indicate G.U.R, white and black top defines out of bounds. Please use nearest defined drop zones for hazards and GUR's.
- Please rake all footprints, divots and holes in bunkers after use.
- Distance markers are measured to the centre of the green.