

# Tips for the day

Make the most of your day and really drive your fundraising. Follow these rules inspired by a fellow Longest Day team. Good luck and enjoy the day!

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## A fast game is a good game

- ❑ No more than 2 minutes to be spent looking for the ball.
- ❑ If you think your ball may be lost off the tee, take a provisional just in case.
- ❑ If you can't find your ball, take a drop at a location that you have agreed to with your closest partner (where you think the ball should be).
- ❑ Most of the time is spent on the Tee Off and Putting. We recommend playing ready golf. First player ready should take their shot.
- ❑ Don't turn away from a bad shot.
- ❑ Watch your ball.
- ❑ If you hit your ball into a Hazard or Out of Bounds, play your next shot from point of entry (with a penalty).
- ❑ 1 practice swing allowed. If a second full swing is attempted, heckling during the swing is acceptable.
- ❑ 30 seconds to take a shot.

## Fundraising fees

- ❑ Lost Ball.....\$5.00
- ❑ 4 Putt.....\$5.00
- ❑ Dummy Spits.....\$5.00
- ❑ Quitting.....\$150.00  
(This is not retiring injured)

## Friendly sweepstakes

Take a punt and guess which of your fellow team members will:

- ❑ Get the **best score**
- ❑ Get the **most Holes in One**
- ❑ Get the **most Birdies**
- ❑ Walk the **most kilometres**
- ❑ End up as the **Duffer of the Day**

At the end of the day, or the next morning, make sure you donate all the funds raised from the Foul Fees and Sweepstakes to your online fundraising page.