

K-GOLF



RULES OF PLAY

1. Please keep all food and drink on the tables provided. No food or drink is allowed inside the simulator bays or putting green.
2. Plan to arrive 10-15 minutes ahead of your tee-time to check-in, select a course, choose course conditions, change shoes, etc.
3. Pace of play may be enforced. If you are not finished by the end of your scheduled time, you may be asked to quickly complete the last hole so that the next group can start on time.
4. Dress code is casual, however we reserve the right to ask anyone wearing inappropriate clothing to change or leave.
5. You may bring your own clubs. Please make sure clubfaces are clean.
6. Golf spikes are not allowed however you can use spike-less golf shoes with the rubber nubs.
7. We recommend booking extra time if it is your first time playing, provided that there are no prior bookings.
8. Before you swing any club, check your surroundings (monitor, TV, wall, people, etc.) to ensure no one or no obstacle is within your range of swing.
9. Swinging above the waist should always take place near the hitting area of the mat.
10. Practice swings must be done in the designated hitting areas.
11. Only one person in a bay at a time is allowed unless during formal instruction.
12. Be alert of where you stand or walk. Stay out of someone's swing path.
13. Enter and exit the bays using the designated walk path only.