A PRACTICAL list of do's and don'ts on driving golf cars around a course results from a discussion with Charlie Grant, the pro, and Glenn Mantor, the supt. at Barrington Hills CC, Barrington, Ill. The suggestions that they brought out in this conversation can be considered a workable guide on the operation of golf cars on courses anywhere.

These two observers say:

GRANT — Motorized golfing sure has brought more fun to the game but it has also brought out a flood of special rules. If this continues, we'll need traffic cops to police the fairways.

MANTOR — Yes, too many rules are bad. They just confuse.

GRANT — That's right. When rules get too numerous, people either forget, violate or overlook them.

MANTOR — I agree. When average players come out for a game, they're looking for relaxation ... a chance to enjoy themselves. As a course superintendent I have the responsibility of keeping the course in top shape. You might say I'm close to the roots of this problem. Where people drive their golf cars with reasonable care, my work and their fun are not incompatible.

GRANT — What it boils down to then is that car-driving players should bring a bit of common sense as well as their clubs out on the course.

MANTOR — That's it. Careful driving, (and I don't mean one has to be overly cautious,) presents me with no problems when it comes to upkeep of the course. These new golf cars, properly used, cause no more wear and tear on the turf than the gangs of mowers we pull up and down the fairways day after day throughout the season. Just be sensible, that's all I ask.

GRANT — How would you describe sensible driving to a person taking a golf car out for the first time?

MANTOR — I think I could sum up careful driving over the course with a few do's and don't's. My 'do's' come first.

Drive any place on the fairways. Go wherever the fairway mowers cut. If drivers follow each other Indian style in the leader's tracks, this will eventually compact the turf and damage the grass, so fan out over the fairways.

Stay 30 feet away from greens in a golf car. Also stay a similar distance from water pockets after a rain.

For the fellow who has trouble estimating distance, here's a simple rule-of-thumb to follow. Keep six car lengths away from the greens and you'll never cause a superintendent, his chairman or other golfers to see red.

Follow a zig-zag course going up steeper hills. This reduces the grade considerably, reduces strain on the sod and eliminates the risk of skidding or cutting ruts. It won't hurt the course. Tacking uphill lessens the possibility of spinning the wheels into the turf.

GRANT — Those sound easy enough. How about a few don'ts.

MANTOR — They're just as easy to remember:

Don't slide down the slopes around the greens. Plunging down the deep slopes at the edge of the greens ruins the turf. Be considerate and go way out around the greens and sand traps.

Don't drive onto the tees. They're meant strictly for the golfers.

Don't drive into the area between the sand bunkers and greens. It takes just a few seconds to go around them.

Don't overload the cars. Two players and their gear is enough weight — and that much the fairways can take.

Keep these few rules, and I, or any other superintendent will have no trouble in keeping our courses in great shape, giving golfers every opportunity to enjoy riding electric golf cars as they enjoy their game.

GRANT — Those suggestions are few enough to be easy to remember and still permit players to concentrate on the game without playing cops and golfers with the superintendents and pros.

(Photos show how to drive a golf car. See pages 57-58.)
You take the high road. I'll take the low road. Take different routes.

Take it easy down the slopes; it's safer for you, the turf and the car.
Stay at least 30 feet from each greens approach to drive wisely. Two passengers are golf car capacity. No hitch-hikers, please.

Go up hill zig-zag, reducing the grade and avoiding danger to turf.

The tees are not parking spaces for cars. Keep cars off—and back.

Two passengers are golf car capacity. No hitch-hikers, please.