

IMPROVING PACE OF PLAY

November 2023

The most common complaint from VBSGC club members and golf course managers is regarding slow pace of play. On all the courses we play, from the tees we use, we should ALL be able to complete the stipulated round in **4 hours and 15 minutes** to a maximum of 4 hours and 30 minutes. All of the following things need careful special attention and emphasis by members towards achieving this goal:

Make sure you know how to get to your starting hole. Pay attention to course Marshals if provided.

EVERYONE in the group is responsible for pace of play. Scorekeepers note the time on your scoresheet that the first tee shot is hit. Keep up and keep track of time. It should take an average of 13 minutes (4 hrs.) to an absolute max of 15 minutes (4.5 Hrs.) to play each hole. Keep track of your time. Let teammates know if the group is falling behind schedule or behind the group ahead.

VERY IMPORTANT - Keep up tight with the group ahead. Don't be the hold up! Someone on your team should be ready to hit when the last cart in the group ahead rolls out of range. Encourage shorter hitters to go ahead and play out of turn as long as they are sure the players ahead are out of their range.

IF YOU ARRIVE AT THE TEE BOX AND THE GROUP AHEAD HAS ALREADY LEFT THE GREEN, YOU ARE BEHIND!! Everyone in the group MUST implement all possible means to catch back up to your position on the course.

PLAY READY GOLF! This is the remedy for slow pace of play. *Here is how you do it:*

A - ON THE TEE AND THROUGH THE GREEN

1. On the first tee record on the bottom of the scoresheet the time the first tee shot was hit.
2. Players NOT keeping score should tee off first.
3. Watch your partners ball, especially off the tee. If you have poor eyesight inform teammates and ensure that someone is watching before you play your shot.
4. Take your measurement, pick your club, take your practice swings while others are hitting
5. If hitting your tee ball in the rough, OB or a penalty area is questionable play a provisional ball.
6. **VBSGC MAXIMUM BALL SEARCH TIME LIMIT IS 2 MINUTES.** If you are **behind with an open hole ahead the maximum allowable search time is 1 minute.** Keep a spare ball in your pocket.
7. In case of a ball lost or out of bounds with no provisional played, implement the *Club Local Rule*.
8. Leaving the tee everyone should simultaneously be deciding their strategy, club(s), play, etc. Upon arrival at the ball take a measurement if desired and play as soon as possible.
9. Check the line of play clear of teammates or fellow competitors and play immediately. **DO NOT WAIT** for a partner farther from the green **but not on or near your line of play** to go first.
10. If cart mates balls are far apart the driver should drop the passenger at his ball then go immediately to his own ball and play it immediately, before going back to pick up the cart mate.

11. Get in the cart after each play and put your clubs away at the next stop.
12. Park golf carts adjacent to the back of or behind the green so that you are clearing the line of play and proceeding toward the next hole as you leave the green to return to your cart, as opposed to walking backwards on the course or cart path into the line of play to get to your cart.

B - ON THE PUTTING GREEN

1. Once the order of play is determined **CONTINUOUS PUTTING SHOULD ALWAYS BE EMPLOYED TO AVOID SLOWDOWNS** due to each player marking and remarking balls.
2. If someone on your team needs more time walking from the green to his cart, have them putt out first, regardless of order, and ask them to go ahead to the cart instead of waiting on the green.
3. Be ready when it is your turn to putt; this means you have already marked and cleaned your ball, walked around and looked at your slope and line, replaced your ball on the mark (if it doesn't interfere with a team mate) and made your decisions AND your practice strokes.
4. If the first putt is not holed continue putting until either it's holed, or you would be standing on another's line or their thru line near the hole.
5. If you miss a putt for bogey pick up your ball and mark a double bogey on the scorecard..
6. When everyone has holed out the group should return briskly to their carts with club(s) in hand and drive to the next tee before placing clubs back into their bags and marking scores.
7. The first player ready to hit the next tee shot should go immediately regardless of "the honor", but while making sure that someone is helping watch his ball.

C - SCOREKEEPING EFFICIENTLY

1. Every payer should loudly and clearly report their scores to the scorekeepers upon completion of each hole to avoid any erroneous assumptions and/or mistakes.
2. The two players keeping scorecards should confirm scores and team points after every hole to preclude problems after 9 holes and save time at the end of the round.
3. Scorekeepers should total and verify player scores, player points, and team point totals after completion of the full front or back 9 holes to save time at the end of the round.
4. After completion of the stipulated round scorekeepers should write down the time their group's last putt was holed on bottom of the scorecard under the time of the first tee shot.
5. Total and verify the player scores, player points, and team point totals for the second 9 holes.
6. Transfer the totals for each nine holes to the summary section at the bottom of the scoresheet.
7. Team Captain should go directly to the clubhouse and turn in the team's scorecard and money BEFORE taking their clubs to the car, changing shoes, etc..

REMEMBER - TIME IS PRECIOUS!!

No golf lessons on the course. Save that for the practice area!

No golf ball hawking. (i.e., no taking time to search for and/or harvest lost golf balls)