

Ideas for speeding up slow play.

From Ken Laws:

Speeding up Slow Play

From the tee

- The shortest hitter in your group should be ready to tee off as soon the group ahead is out of his range, then the next, and the next, with the longest hitter going last. By this time, the group ahead should be out of his range.
- All players in the group should watch each other tee off, to spot the landing area. This is to minimize the search time for wayward tee shots. (mainly mine)
- Be aware of the group following you!

From the fairway

- If cart mates are roughly the same distance, park the cart between their lies and walk laterally to their ball, with a couple of clubs around the approximate distance required.
- Each player should watch the others shot land so as to make it easier to find. (mainly mine)
- If both players hit from the same area, get into the cart, with your club, and drive to your next shot location, then put your club back in your bag. This shortens the wait for the group following.
- If you're inside of 100 yds, or outside of 200 yds, don't use the rangefinder. Just hit it!
- If you're outside of 200 yds, don't wait for the green to clear. Just hit it!
- Be aware of the group following you! If they are waiting on you for every shot, you are playing too slow. Offer for them to play through.

On or near the green

- Park your cart behind or next to the green before pitching up or putting. Never leave the cart in front of the green, while pitching or putting.
- Drive to the next tee before stowing your clubs or recording your scores.
- Be aware of the group following you!
- One 5 minute wait on each hole is 90 minutes/round. Add it up if you have wait times for every shot!

From Eric Juttelstad:

1. Why is anybody using club head covers? These are not precious items, they are just golf clubs. It adds about 15 seconds to a shot to mess with the cover, considering the before and after. Scratch golfers take 36 full swings per round, so that is $15 \times 36 = 540$ seconds per round, or 9 minutes, where someone is sitting in the cart watching you mess around with head covers. These things add up.

2. The cart must move forward, as FAST AS POSSIBLE. This principle covers numerous sins...

2a. An easy one: many cart drivers still walk off the green, and sit for 10-15 seconds to record the score, and only then drive on to the next tee box. Do NOT do this. Drive forward immediately, then spend the time to note the score. Meanwhile, the passenger got to the next tee 10-15 seconds sooner, started measuring the distance, planning his shot, etc. He hits before you. When you sit greenside focused on your card, he is not playing as soon as he could.

2b. When someone hits a shot from the fairway, one of two things is true: The cart is free to move forward immediately, or it is not, because of the guys in the other cart, where they are, etc. If the cart is free to move forward, then: DO NOT clean your club, yet, just get in the cart, holding the club, whether driver or passenger, as fast as you can. Get

your butt in the seat and so the cart moves forward. Go to the next stop point, then get out and clean that club, while the other guy is moving to his shot or chip or putt.

2c. Divots, and this might be controversial: if the cart is free to go, you can choose to not fill your particular new divot, but ONLY IF in the other cases, where the cart can't move yet, you fill a large number of old divots. There is nothing magic about a divot being your particular divot. Sometimes the cart can't go forward because of other players, and that's fine, but don't just sit there watching the action. Get out, grab the sand, and do as much improvement to the course as you can. Sometimes these lags allow 4, or 8 or 12 divots to get filled. Then later, when the cart can roll as soon as you sit in it, you can ignore the divot you just made, you can just get your butt on the seat and rolling, because you are still a net positive to the course condition. (ALSO, don't be a lazy ass about it. Don't drop sand from waist height and just walk away. Put the right amount into the divot. Use your foot to drag or scrape it as needed, try to actually repair that little spot. We all want to play on nice fairways, so own the responsibility to do your part as best possible, when you are fixing divots.)

2d. One of the carts will have hit both shots to greenside before the other. When that's you and you get your butts in the seat quickly, feel free to also drive to the green while the other golfer(s) still have to hit their approaches. Try to get this done when you can. Hide out in the cart, under the trees, or on the side, but try to get to the green FAST. Then, while they are still hitting or driving up, get to your chip shot, or putt, fix your divot, read your putt, get ready and be the first to putt or act at greenside. When it is possible, do not sit back on the fairway watching them hit their approaches, but instead, move forward and prepare.

3. Hustle, as best your physicality allows. The most crucial spot for this is coming off the green. Don't be last to get your butt back into the cart. If you are always the last person back, you are the slow play. When you finish putting, and others still need to putt, go get your clubs, move

toward the carts. Be standing there ready as you watch them putt, and then get back in the cart quickly. It **MUST** move forward as fast as possible, so hustle and try to not be the person for whom the other three must always wait.

From Pir Mohammed:

- **Putt out.** I believe more time is wasted on the putting greens than elsewhere. Too many players waste time by marking their balls and coming back later to complete their putt because they are not furthest from the hole after their initial putt. Let's make it mandatory that once you started putting you finish the process. The player had already lined up his putt on his first attempt and hopefully learned something from the initial putt that should help with the second or third putt. This saves me a lot of time personally. It is amazing how many players mark second or third putts that are within four or five feet or less from the cup and have to come back later to finish their putting. Also, a lot of players are concerned about stepping on other players lines and hence do not finish with their putting. Keep in mind that their lines have been stepped on countless times by players who played the hole ahead of them so I don't think it's a big deal. Only the old-fashioned golfers get hung up on this because of the so- called golf etiquette issues. This directly conflicts with the ready golf mentality.

Also, we should encourage all players on the green to putt while others are walking to their balls that are off the green. Players should not wait to start putting (if they are not interfering with others) who are off the green and not ready to play their balls.

- **Looking for lost balls.** If a ball is lost all the other players should play their balls before helping to search for the lost ball. This saves time because once the ball is found or a decision is made to drop there is only one player left to hit rather than all four. From my experience, this is a big time saver.

- **Appoint a leader.** A leader should be appointed for each foursome who would be responsible for ensuring that slow players are asked/reminded to improve their pace of play. There should be a maximum of 15 seconds between players hitting off the tee and during play on the course.