



Kilmarnock (Barassie) Golf Club

Speed of Play – Helpful Information

1. Rules of Golf

Section 1 of the Rules of Golf relates to Etiquette and Behaviour on the Course and the following are excerpts from the rules and should be followed by all golfers at all times:

Scoring

In stroke play, a player who is acting as a marker should, if necessary, on the way to the next tee, check the score with the player concerned and record it.

Pace of Play

Play at Good Pace and Keep Up

- Players should play at a good pace. The Committee may establish pace of play guidelines that all players should follow.
- It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group.
- Where a group has not lost a clear hole, but it is apparent that the group behind can play faster, it should invite the faster moving group to play through.

Be Ready to Play

- Players should be ready to play as soon as it is their turn to play.
- When playing on or near the putting green, they should leave their bags or buggies in such a position as will enable quick movement off the green and towards the next tee.
- When the play of a hole has been completed, players should immediately leave the putting green.

Lost Ball

- If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball.

- Players searching for a ball should signal the players in the group behind them to play through as soon as it becomes apparent that the ball will not easily be found.
- **They should not search for five minutes before doing so.**
- Having allowed the group behind to play through, they should not continue play until that group has passed and is out of range.

Priority on the Course

Unless otherwise determined by the Committee, priority on the course is determined by a group's pace of play. Any group playing a whole round is entitled to pass a group playing a shorter round. The term "group" includes a single player.

Conclusion: Penalties for Breach

If players follow the guidelines in this section, it will make the game more enjoyable for everyone. If a player consistently disregards these guidelines during a round or over a period of time to the detriment of others, it is recommended that the Committee considers taking appropriate disciplinary action against the offending player. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is considered to be justifiable in terms of protecting the interests of the majority of golfers who wish to play in accordance with these guidelines. In the case of a serious breach of etiquette, the Committee may disqualify a player under Rule 33-7.

All the above paragraphs are taken from the rules of golf including the PENALTIES section.

2. Ways to Improve Pace of Play

The following advice should be followed by members where possible. These pieces of advice are well proven and will speed up play if followed by members. Indeed some of them are mentioned in the Rules of Golf (see previous section) and should be known and adhered to by all golfers as a matter of course.

This advice is a means of trying to help members enjoy their golf more because it will improve the time a round of golf takes. **Members should be aiming to take no more than 3 hours 40 minutes unless they let groups play through.**

Slow play on the golf course is usually a condition that a golfer acquires over time, as he or she acquires bad habits or it's the result of the golfer never having been taught proper golf course etiquette. This means a slow golfer can usually be "cured" of their malady. Of course, that golfer has to be aware that they're slow, and that's where friends/playing partners come into play.

But as we often take a look at other golfers on the course and notice the things they do to slow down play, so should we take a look at ourselves. When we do take an honest look at ourselves, we often discover we're doing many of the same things to slow down play that we're complaining about others doing.

Before we run down a list of suggestions for speeding up play, it's important to note that many of these tips have nothing to do with *rushing* your play, but rather with simply being *ready* to play, and with using common sense and good etiquette on the course.

The bottom line is, as soon as it's your turn to play, you should be ready to step right up and make the stroke.

...continued overleaf



Here are some tips for speeding up slow play on the golf course:

- After teeing off, walk directly to your ball. Members of the group should not travel together as a pack, walking first to one member's ball, then to the next. **Each member of the foursome should walk directly to his or her ball.**
- If you are unsure whether your ball has come to rest out of bounds, or may be lost, **immediately hit a provisional ball** so that you won't have to return to the spot to replay the shot.
- If you are searching for a lost ball and are willing to spend a few minutes looking for it, allow the group behind to play through. **Do not search for five minutes before doing so.**
- Use the time you spend getting to your ball to think about the next shot - the yardage, the club selection. When you reach your ball you'll need less time to figure out the shot.
- Begin reading the green and lining up putts as soon as you reach the green. Don't wait until it's your turn to putt to start the process of reading the green. Do it as soon as you reach the green so that when it's your turn you can step right up and putt.
- When playing on or near the putting green, players should leave their bags or buggies in such a position as will enable quick movement off the green and towards the next tee. **These practices open up the green for the group behind.**
- After putting out, don't stand around the green chatting or take any practice putting strokes. **Leave the green quickly so the group behind can play.**
- Never delay making a stroke because you're having a conversation with a playing partner. Put the conversation on hold, make your stroke, then pick up the conversation again.
- Mark your scorecard after reaching the next tee, not while lingering on or near the just-completed green. **Don't delay a shot to mark a card, mark while partners are playing shots.**
- **Don't ask your playing partners to help you search for a lost ball** - unless you are absolutely certain there is time for them to do so (e.g., there is no group behind waiting). If the course is crowded, your partners should continue moving forward, not slow things down further by stopping to help you search.
- **On the tee, pay attention to your partners' drives.** If they lose sight of their ball, you can help direct them to it and avoid any searching.
- When waiting on the tee for the group in front to clear the fairway, don't be so strict about order of play. **Let the short hitter - who can't reach the group ahead anyway - go ahead and hit.**
- **Walk at a good pace between shots.** No, you don't have to look like a race-walker. But if your between-shot gait can be described as a "shuffle" or an "amble," you're probably going too slowly. Speeding up your gait a little is both good for your health, but also might help your game by keeping you loose.
- Don't bother marking lag putts - go ahead and putt out if it's short enough.
- Carry extra tees, ball markers and an extra ball in your pockets so you never have to return to your bag to find one when needed.
- When chipping around the green, carry both the club you'll be chipping with plus your putter so you don't have to return to the bag.
- Try playing ready golf, where order of play is based on who's ready, not on who's away.
- Always try to keep pace with the group ahead of you. If space opens in front of you, allow a faster group to play through, irrespective of the number of players in that group.
- If using a buggy take more than one club with you when you walk from the buggy to your ball. Getting to the ball only to find out you don't have the right club is a huge time-waster on the golf course.
- When using a buggy, never park the buggy in front of the green. Park it only to the side or behind the green. And don't mark your scorecard while sitting in the buggy next to the green (do it at the next tee).
- If you're the type who likes to offer tips to playing partners, save it for the driving range - or only do so on the course when you're sure that you're not slowing down play.
- If you are playing a friendly game where rules aren't followed closely, just forget the lost ball and drop a new one. If you're not playing by the rules, you should never spend more than a minute looking for a lost ball.
- Work on building a concise pre-shot routine. If your pre-shot routine is a lengthy one, it's probably in your best interests to shorten it anyway. Limit practice strokes to one or two at the most.
- Leave your mobile phone in the car.
- When two players are riding in a buggy, drive the buggy to the first ball and drop off the first player with his choice of clubs. The second player should proceed in the buggy to his ball. After the first player hits his stroke, he should begin walking toward the buggy as the second golfer is playing.

Priority on the Course

Unless otherwise determined by the Committee, priority on the course is determined by a group's pace of play. Any group playing a whole round is entitled to pass a group playing a shorter round. The term "group" includes a single player.