



MWPGA Spring Meeting Input on Pace of Play April 23, 2010

What are the causes of slow pace of play?

- Amoeba golf (everyone moving in a pack)
- Lost balls
- Playing provisional balls (or not playing them)
- Being late to the first tee
- Not planning ahead
- Excessive talking
- Course being too difficult
- Equipment by greens
- Course restrictions (i.e. restricted areas to drive around)
- Watching shots
- Walking off yardages (excessively)
- Too many golfers
- Inefficient preshot routines (or excessive practice swings)
- Over-analyzing shots
- Penalties
- Not knowing a rule or how to proceed
- Cleaning, replacing & recovering clubs in back of cart after each shot

What ideas do you have to correct this?

- Play ready golf (allowed in rules??)
- Be ready when it is your turn to play
- Mark your score down on the next teeing area
- Replace your club and/or your head cover in the cart at the next shot (i.e. take your club into the cart until you arrive at the next shot – then replace it)
- After putting, have the first two players move to the next teeing ground and begin (yet recognize honors)
- Relinquish honors (if appropriate)
- Know the rules of golf
- Putt out
- Keep up with the group in front of you

What can the MWPGA Board do to maintain an appropriate pace of play?

- ❑ Have designated drop zones, as appropriate
- ❑ Provide more spotters
- ❑ Have more officials available to assist with rules questions
- ❑ Provide gentle reminders for groups getting out of position
- ❑ Use signs/flags to signal to groups when they are getting or are out of position
- ❑ Encourage the use of provisional balls, as allowed
- ❑ Put expected start/completion times per hole on scorecards