

SLOW PLAY POLICY



Golfers, there have been a number of complaints received from members regarding the time it's taking to finish a round of golf. Players experiencing 5 hour plus rounds are now not uncommon. Consequently, we are requesting that all players look at ways to speed up play.

Some simple suggestions to keep a round of golf to a maximum **4 hours and 20 minutes** include:

- Ensuring you know your hit off time and arrive and be ready to play 20 minutes before that time. It is not a crime to hit off before your allocated tee time if the field has picked up some valuable minutes,
- Being ready to play does mean you are downing your last schooner when you should be on the tee. No one is suggesting you can't have a beverage before your game but be ready when you are the 3rd group being called by the golf professional not when you are the next group off,
- If you are the lowest marker in the group take control of speed of play by encouraging all players to move quickly between shots,
- Proceed directly to your ball and be ready to take your next shot,
- Pick up immediately if you cannot score on a hole,
- It is your responsibility to keep up with the group in front. Yes, we are understanding of a group of walkers playing behind a group using carts, but we are not sympathetic to dawdlers using this as an excuse,
- Hit a provisional ball if you are not sure if your first ball is in play,
- Have the shorter distance hitters tee off first, provided if they can do so safely and without reaching the group in front,
- If time has been spent finding a ball move a little quicker over the next couple of holes to make up the time,
- When on the greens, try to line up putts before its your turn to putt,
- Players in carts can be used as forward scouts to look for balls,
- Move off the green as soon as possible after putting out and walk smartly to the next hole,
- Ensure carts and buggies are left at the rear or side of the green which is the closest exit point to proceed to the next hole. Never leave carts and buggies at the front of greens,
- Call up players, wherever possible, provided its safe to do so; and
- Spend only 5 minutes in the half way house.

If everyone observed these simple tips, slow play will be significantly reduced. Alternatively, if members want the committee to implement harsh penalties for those who choose to ignore this request, appropriate action will be considered. Let's hope this will not be necessary and sanity and **common sense** will prevail.

Campbelltown Golf Club Match & Greens Committee - April 2011