

## **SLOW PLAY**

The Engineer's Club golf league has had an on-going problem with slow play that must improve. As a result, some people have left the league. The Edward Jones league that plays behind us has routinely hit into our final groups. Teams with the final 4:45pm tee time often are faced with a three-hour, 9-hole round.

This year, Normandie will have a course Marshall that is responsible for policing play and moving slow groups along. The Marshall will be policing slow play. If your group is playing slow, we anticipate that the Marshall will first give your group a warning to speed up. However, if the course Marshall orders your group to skip a hole, each player should take a double bogey on that hole and proceed to the next hole without protest.

We can avoid all of this by improving our slow play behavior. Being aware of this and recognizing slow play behavior improves the golfing experience for everyone. These are some of the items that cause slow play:

## **PLEASE AVOID THESE BEHAVIORS**

- **TAKING TOO MUCH TIME TO HIT:** Such as, carefully lining up the shot, checking the wind, repositioning the grip, taking two to three practice swings and then shanking it into the woods. Or walking around the putt from every possible angle as if it's Sunday at Augusta. Face it; this is not the FedEx Cup! And after you make the shot, get in the cart if ready to go. Don't spend a lot of time cleaning your clubs, etc.
- **NOT HAVING THE EQUIPMENT:** Walking across the fairway without a club then walking back to the cart to pick out the ideal club. If you can't decide, take several clubs or the whole bag with you.
- **TOO MUCH EQUIPMENT:** Using a range finder for 5 minutes then clunking it 10 yards.
- **TALKING TOO MUCH:** Teeing up the ball at the tee box, then pausing to tell this really great joke. Trust us, it's not that funny.
- **LATE LATE LATE:** Arriving 5 minutes late after your group tees off and insisting on playing the first hole to "catch up". Per golf rules, you are to take a double par for that hole.
- **COMMON SENSE:** One golfer hits to the right side of fairway, the other hits left and each shot is taken in order. Instead, one player should drop off his partner with clubs and drive over to his ball and shoot.

## **HONORS ON TEE BOX**

Honors can slow things down as is often the case on Hole #1, 4, 8, 10 and 18. Let the short hitters fire away first while waiting for the group ahead to clear the fairway for longer hitters.

## **LOST BALLS.**

**YOU ARE ALLOWED THREE MINUTES TO LOOK FOR A LOST BALL AND THREE MINUTES ONLY!!** Nobody wants to lose a stroke or a golf ball but neither the stroke nor the ball is so important that it should slow play of others.

**KEEP TRACK OF EVERYBODY ELSE'S BALL.** Players often turn away in disgust at an errant shot and then lose where they hit the ball. You can save valuable time by being alert.

**LOST BALLS IN THE FAIRWAY.** This happens due to certain weather related or course maintenance conditions. Have enough common sense to concede that this condition does not require a penalty stroke, just a match mutual agreement.

## **RECOGNIZE IF YOUR GROUP IS SLOW AND SAY SOMETHING!**

Your group should keep pace with the group ahead of you. If not, something is wrong.

If there's a slow player in your group, don't just grovel. For God sakes say something to that individual! Otherwise, the behavior will continue.

And by all means, **PLAY READY GOLF!** Honors do not apply if your group is playing slow. **SHOOT!!!**