



PACE OF PLAY GUIDELINES, TIPS AND FAQs

Overview

Time is one of the biggest obstacles in attracting people to the game of golf. Most players do not want golf to take up their entire day, they want predictable tee times, finish times and the ability to get an 18 hole round in within 4 – 4 ½ hours. Constantly waiting for someone else to play is a quick way to take the fun out of golf.

There are people who believe that they've paid their money and can golf at whatever speed they wish but golfing on a busy course is like driving on a one-lane road, you can only go as fast as the car in front of you. It is important to remember that all of the golfers have paid for a memorable experience and no one group should be able to set the pace for everyone else golfing behind them. Playing at a better pace is not about hurrying up or rushing around the course. It is simply about being more efficient with your valuable time, as well as everyone else's. Adopting this mindset will ultimately add enjoyment to your golf experience.

At Lone Wolf, the time allotted for 18 holes is 4 hours and 5 minutes. This allows for just under 2 hours for each nine with a short stop at the clubhouse on the turn.

Pace of Play Myths and Reality

New golfers and high handicappers are the slowest players.

Score or handicap has less to do with pace of play than most think. Players and groups who are aware of pace of play and the techniques used to allow them to maintain pace with the group in front of them, often have a great pace, regardless of score. Pace of play is about what we do before and during the shot, not the score.

I don't like rushing my shots, I need to do my pre-shot routine.

It actually only takes about an hour to "play" 18 holes of golf, the real time spent on the course is about getting to the next shot with the right equipment. Speeding up your round is not about hitting your shots more quickly, it's about getting to your ball and selecting your equipment efficiently. When you do this, you still have the same amount of time to play your shot and your round is faster. Most of the Pace of Play suggestions have more to do with quickening the pace between shots not the shot itself. That said, if your pre-shot routine is quite lengthy, see if you can cut it down and/or make sure you get it started right away when you get to your ball.

I'm not a slow player.

Most slow players are not aware that they are slow. When golfers were surveyed, 58% called themselves fast players and fewer than 5% identified that they were slow. Interestingly enough, when the same players were asked about other players, they said that 56% of other players are slow. It's always the other guy.

If the course is busy, and you teed off directly behind another group, here's a good indication of whether you are keeping pace:



PACE OF PLAY GUIDELINES, TIPS AND FAQs

- On a Par 3 - If they are off the green when you are entering the tee box, you are behind.
- On a Par 4 – If they are moving off the green as you enter the tee box, you are behind.
- On a Par 5 – If they are already to the green as you enter the tee box, you are behind.

Pace of Play Tips

1. **Play from the correct tees:** Choose your tee box by your skill level as suggested on the scorecard. If you do not have a reasonable chance to get on the green in regulation (2 less than par) or one stroke more than regulation, you should be moving forward a tee box.
2. **Play ready golf:** This means when the way is clear for you to shoot, be ready to shoot. Don't be concerned with whose turn it is to hit. If there is a member of your group who is a shorter hitter have them hit first. 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. Do not play "honours" on the course or the tee. Do not carry on conversations on the tee box or green when you are able to play, carry on conversations between shots, not when someone should be making a shot.
3. **Play a provisional ball:** To prevent having to return to the tee or the location of your previous shot, if you aren't sure if you're going to find your ball, hit a second ball to use. If you are playing a recreational match with, shall we say, a "loose interpretation" of the rules, then simply drop a new ball somewhere around the area where your ball was lost and keep playing (taking a penalty, of course).
4. **Prepare for your shot while you are waiting:** Read and line up your putts while preparing to put. Make your club selection and line up your shot while you wait to be able to play.
5. **Do not travel as a pack:** When two players are riding in a cart, drive the cart to the first ball and drop off the first player with his choice of clubs. The second player should proceed in the cart to his ball. After the first player hits his stroke, he should begin walking toward the cart as the second golfer is playing. When players are walking, each should head to their own ball rather than walking as a group to each ball.
6. **Park golf cars where they don't impact play:** When using a cart, never park the cart in front of green. Park it at the side or back of the green. Don't mark your scorecard while sitting in the cart next to the green, do it at the next tee. This opens the green up for the group behind you.
7. **Limit the time searching for golf balls:** On the tee, pay attention to your partners' drives. If they lose sight of their ball, you can help direct them. Hit your own shot before going to help your partner look for their ball, if they haven't found it after you've hit your shot, you can go help.

Frequently Asked Questions

Who decides if a group is "slow"?

Our Players' Assistants and golf course staff have total authority over golf play. If you have fallen back, relative to the group ahead of you, you are behind (if you tee off immediately behind the group in front,



PACE OF PLAY GUIDELINES, TIPS AND FAQs

you are expected to stay immediately behind that group). If you did not start a round with a team in front of you, it will be based on the expected time to complete a round, 4 hours and 5 minutes.

Why did the Players' Assistant ask me to speed up?

If you have been asked to pick up your pace it means that you have been identified as having fallen back of the group ahead of you. A group can fall behind briefly for many reasons such as a member of your group may have spent an extra couple of minutes searching for a lost ball, or your group may have had to wait a few minutes for a maintenance cart to clear a landing area. Of more importance is a group that is simply taking too much time between shots and not being ready to play or are otherwise unaware they have fallen behind. In either case the Players' Assistant will likely know the reason your group has fallen behind. It is their job to remind everyone that they must keep up with the group in front.

Why has the Players' Assistant asked me to speed up, even though there is no one behind me?

The pace of play is determined by your position relative to the group ahead, not the group behind. If the group behind you has fallen back, it means that the Players' Assistant will be trying to get them back into proper position. To move them into position the group ahead of them (your group) must first be positioned properly. Always be aware of where the group is in front of you, not behind you. Play moves forward, not backward.

What happens if our group cannot keep up?

Lone Wolf Golf Club welcomes golfers of all abilities, however, it is a condition of playing at this course that you play within the stated pace of play and do not fall back of the groups ahead. High handicap golfers do not have a monopoly on slow play. Many mid and low handicap golfers also have bad habits that can contribute to slow play. The Players' Assistant will give your group fair opportunities to catch back up to the group ahead of you (the number of opportunities will depend on how far behind you have fallen).

If your group still is not capable of catching the group ahead you may be asked to play a more forward tee or pick up your ball and move ahead into position. We want all of our customers to enjoy a relaxing time on our course without feeling they are being pressured, but sometimes these actions must be taken to ensure unacceptable delays do not occur on the course. Failure to follow the Players' Assistants instructions could result in removal from the course.

Why can't they just play through?

If the course is busy, playing through actually slows down the whole course. Playing through only works effectively when the course is slow. If the course is busy, the only solution to slow play is to speed up and keep pace.

If there are Players' Assistants, why is it slow today?

Staff do everything within their power to minimize the number of slow rounds on the golf course. There are however, on a few occasions, circumstances beyond our control that prevent this from happening.



PACE OF PLAY GUIDELINES, TIPS AND FAQs

To Players' Assistant a large group of golfers during long and busy days requires cooperation from all of the players. If this is not forthcoming, your round may take longer through no fault of your own. For this reason we can only guarantee our best effort to maintain pace of play and without help from all players cannot guarantee a specific pace of play.

What can I do if there isn't a Players' Assistant and I am behind slow golfers?

We can't always have a Players' Assistant out on the course but if you identify an issue with the pace of play, damage being done to the course or any other issues, please contact the Pro Shop at 250-789-3711, extension 1 and we will send someone out if there is an employee available.

I want to come out with some new golfers and not feel rushed. When should I come out?

At any time, the course could be busy and if there are other groups on the course you will need to maintain the appropriate pace. That said, weekday mornings and early afternoon or twilight tee times on the weekends tend to be a little quieter and can be less intimidating for new golfers. Coming out in the morning or early afternoon on Saturday, Sunday or holidays will likely mean that most of the tee times are booked.

The other key tip for bringing new golfers is to ensure that you spend some time at the practice facilities first to show them the basics of the swing. Hitting your first ball ever on the first tee is not the way to have fun at golf. Come out to the range a couple of times and get comfortable with the swing. Then pair up new golfers with experienced golfers on the same cart. Carting is probably your best bet for the first couple of rounds as you can make up time getting to your ball with a cart verses walking.