



Tennessee Traveling Senior Golf Association

Date: May 15, 2017

Situation: Complaints on “Slow Play” is a constant issue as this grievance has been received multiple times already this year. TTSGA had several members leave the organization due to slow play. A **Solution** needs to be implemented as this impacts the enjoyment and quality of play as well as our ability to negotiate rates from the various golf courses.

Factors:

- The courses we play support us with **great prices for green fees**, but in exchange expect us to complete our tournaments within a 5-hour timeframe. Tournaments this year have yet to meet this objective.
- Every **golfer/foursome** is responsible to keep up with the team in front of them and not just ahead of the foursome behind them.
- **TTSGA Rule # 14** states: “If your group is more than one hole behind, a 2 stroke penalty may be assessed to each player in that group”. A group may be monitored by a golf course Marshall (an expense TTSGA may have to incur) or a following group. Times are logged as foursomes complete their rounds so that data is collected between foursomes. The delta between the times are so noted.
- If one player squanders just **30 seconds per hole**, the impact is the difference between playing a 4 ½ hour round versus a 5 hour round.
- **Every group** has the potential to fall behind on a certain hole and should start immediately taking steps to catch up to the group in front of them.
- Non-offending members in the group must admonish the offending golfer(s) to speed up play or be turned in along with the offending player(s) who should be assessed the penalty.

Actions to improve “Slow Play” by Foursomes as well as individual Golfers

- **Play Ready Golf:** The first person who is ready should hit and this includes the Tee Box as well.
- **If you are not hitting, get ready to play:** Know where and how far you want to hit before it is your turn to swing.
- **Do not wait in the cart for your partner:** Drop him off at his ball, go to your ball and get ready for your shot. Golf is a walking game.
- **Fill out the Scorecard on the next Tee Box:** You have more time while your foursome is teeing off and the trailing foursome can hit immediately as your leave the green.
- **Keep an extra ball in your pocket:** If your ball is lost, time is saved as one can take a drop and hit immediately avoiding the time to walk back to the cart.
- **Do not mark every putt:** If you are within two feet of the hole, finish. If you are not in line of another’s putt, then be ready to putt when it is your turn.
- **Be aware of time spent hunting for a ball:** Lost balls are part of the game, so keep the hunting to a minimum-2 minutes maximum.
- **Minimize your practice swings:** One practice swing should be sufficient.

Action Plan

- **Each player/foursome** is responsible to take action to ensure that play is completed in an acceptable time frame.
- Implementations to improve “**slow play**”: (1) notifications will be given to slow players, (2) penalty strokes may be assessed, and (3) TTSGA may hire a Course Marshall.
- If slow play continues, a time deadline for the Tournament Director to wait at the course for cards will be implemented. Late cards could result in DQ.