

TTSGA Slow Play Avoidance Guidelines

It is every player's responsibility to keep up with the group ahead, not to just stay ahead of the group behind. Note the following suggestions:

- 1. Play "ready golf". If playing your shot will not interfere with that of another player, hit it, regardless of who is "out". The first person who is ready should hit. This goes for the tee box as well.**
- 2. If you aren't hitting, get ready to play. Know your yardage and club when it is your turn.**
- 3. Don't wait in the cart for you cart partner to hit. Drop him off and go to your ball. Or walk to your ball and assess your shot while he is hitting.**
- 4. If carts are restricted to the path, take three clubs out to your ball. Do not walk out, determine your yardage, and then come back to get a club.**
- 5. All lost balls are played as a lateral penalty area except for those out-of-bounds. Know our rules for playing lost balls and those hit into a water penalty area.**
- 6. Man up and enforce the 3-minute rule in your group when looking for a lost ball. Be the one to look at your watch when the search starts. At the 3-minute mark the ball is "lost" and must be played as such even if it is subsequently found.**
- 7. If you get to your ball, while a search has begun for another ball, hit your shot before you joining the search.**
- 8. Assess your putt while another is putting if you can do so without interfering. Try to putt out without marking.**
- 9. When you are finished playing a shot or hole, get into the cart with your clubs. Leave all else, cleaning and replacing clubs, cleaning the ball, recording the scores, etc., for when the cart stops. At that point someone else can be hitting.**
- 10. Park the cart at the back of the green.**

If one player squanders just 30 seconds a hole, which we have all seen happen, it can add 9 minutes to the round. One guy can back up the course. Don't be that guy! If you are, maybe you need to find somewhere else to play.