

KNOLLWOOD SENIOR MEN'S GOLF CLUB

www.ksmgcgolf.com

2023 Guidelines for Improving Pace of Play

1. Report to the 1st tee on time so you can tee off and keep up with the group in front, right from the start.
2. Play '**READY GOLF**'! **Forget about 'Honors,**' if you are ready to hit and it is safe, go ahead and hit.
3. Do all your pre-shot routine while others are hitting their shot, as long as you do not distract them.
4. Line up your putt while others are doing the same, then be ready to putt when it is your turn.
5. Limit your practice swings to no more than 2.
6. **Don't Park your Cart or Pull Cart in front of the green** so the group behind you doesn't have to wait for you to walk back to your cart and then move out of the way before hitting!
7. Exit the green quickly when your group is finished putting. If you are putting out and the hole ahead is open, go right to the next tee and tee off while the rest of the group finishes putting out. No need for all 4 of you to watch the last 2 people putt.
8. **When sharing a cart**, drop one person off to hit their shot then drive to your shot and hit yours. Then pick up the person back up as he walks down the fairway to hit his next shot.
9. **If the players behind you are ready to hit, carry your clubs to the cart, hold on to them, drive to your next shot and then put them into your golf bag**
10. Wait to mark your scorecard until you are in the cart and driving to the next tee. Discuss the scores at the next tee rather than on the green.

11. **“LOST” ball.** If you are having trouble finding your ball, the rule is “**3 minutes**” If the hole in front is open , consider letting the group behind you to play through while you look and then keep up with them. Hit a **provisional** if ball looks to be lost or out of bounds. **If no provisional** was **declared** on an **O.B. or lost bal**, drop a ball and take a two stroke penalty. **Do not go back to the tee.!**

12. **WALKERS** - Try to hit first in your group and then start walking toward your ball and next shot **safely**. Lead your group down the fairway and not be behind it. If walker(s) fall behind, a group member should offer a walker a seat in their cart to walker’s ball until group can catch up.

13. If a player is having trouble getting out of a bunker offer to rake the bunker while he goes on to hit his next shot.

14. If you are approached about slow play, please take it seriously.

15. Your cooperation in keeping up with the group ahead of you will be appreciated by all the groups behind you. We are not advocating rushing your shots, but let’s use prudent time management between shots.

Unless there are extenuating circumstances with which the tournament chairman and Club Tournament Director agree, a 2 stroke penalty will be assessed on each member of a group that finishes more than 20 minutes later than the group ahead of them. No penalty will be assessed if the round is completed in 4 ½ hours. “Finishing” is defined as the time that the score card is turned in to the tournament chairman (or occasionally score keeper) in the restaurant or snack bar.

Thank you for your cooperation,
Your KSMGC Board of Directors