Slow Play Guidelines

Tips for Faster Play



- ✓ Be ready to play when it's your turn
- ✓ Player with the honour on the tee hits first...then marks his card
- ✓ Put on your glove as you walk to your ball
- ✓ Walk up the side of the fairway to be level with your ball and get yardage if it's not your turn yet
- ✓ Walk fast
- ✓ Watch everyone's ball
- ✓ If there's a lost ball, hit your shot first, then help search
- ✓ Always hit a provisional if there is any doubt whether you will find the ball, or it could be OOB
- ✓ Help each other; rake the bunker if someone has skinnied it into another trap
- ✓ Ready golf if it's safe to hit but it's not your turn, say "I'm ready I'll hit"
- ✓ Ready golf on the putting green see above

If a Player or a Group Needs to be Timed

Timing:

Standard time to play:

- Par 3 11 minutes
- Par 4 14 minutes
- Par 5 17 minutes

Out of position:

- Par 3 if all players in the group have not hit tee shots before the group in front has begun hitting their second shots.
- Par 4 and reachable Par 5– if all players have not hit tee shots before the group in front has holed out.
- Par 5 if all players have not hit their second shots before the group in front has holed out.

Maximum time to hit shots:

- 40 seconds
- 50 seconds for the first player to hit on a Par 3, an approach shot and a chip or putt.

There is a 10% tolerance - no shot should take any longer than 60 seconds. Time taken to determine distance and to select a club counts in the timing.

Timing starts:

- On the tee when the player reaches the teeing ground and parks his buggy or puts his bag down + 3 seconds.
- On the fairway when the player reaches his ball and parks his buggy or puts his bag down + 3 seconds
- On the green timing starts 3 seconds after:
 - The player has had time to mark, lift, clean and replace his ball, repair ball marks, remove loose impediments and has started to assess the putt.
 - All other balls have been marked and lifted.
 - The flagstick has been removed or attended.