

Mission Statement

In recent years the Currie Men's Club has been steadily getting a reputation for slow play. As a result, our ability to provide quality golf outings for members has slowly eroded. Several courses have declined having us back; others have threatened to raise our greens fees. An unwanted reputation is preceding us and affecting negotiations with new courses.



Realizing the seriousness of the problem, we formed a Slow Play Committee to research, discuss, and recommend possible solutions. We have determined that from top to bottom, club members and officers need to pull together and resolve this situation.

We are recommending several initial steps. They include:

- As a club we must endorse and promote ready golf.
- As individuals we must all work on ways to improve our pace of play.
- Our officers need to encourage foursomes that are conducive to both learning and instruction to help educate new members.

Some years ago, pro golf officials singled out one promising new player for his slow play.

"I had to learn what hurt me in the long run and what bothered other players, and I had to learn to make my own adjustments," he later recalled. "I was behind on every hole and forcing my fellow competitors to rush, and it wasn't fair. I was hurting them and had to change the way I played."

And so Jack Nicklaus, a great golfer and sportsman, did. So must we. Therefore, it is the stated mission of the officers and members of the Currie Park Men's Club to play every competitive round of golf this year in under 4 hours and 30 minutes regardless of the course.

In order to meet this goal, the following recommendations have been adopted.

Ready Golf

Ready golf means more than playing our shots when we're ready. Ready Golf means THINKING AHEAD so that you're READY TO PLAY not only when it's YOUR TURN, but in a fashion that accelerates the rate of play for your foursome.

Ready Golf applies EVERYWHERE on the golf course -- on the tees, on the fairways and on the greens.

On the Tee

Ready Golf we often hear, means that the person who is ready at the tee should hit first. That is simply not true. Ready Golf means that the player with the honors should be **READY to HIT FIRST**. If the player with the honors isn't ready, only then should someone else hit first. If you have the honors, do your best to be ready to hit first in a timely fashion. If you are not ready, let the group know immediately and encourage another member to step up to the tee.

If you're waiting for the fairway to clear, let the short hitter - who can't reach the group ahead anyway - go ahead and hit..

Carry extra tees, ball markers and an extra ball in your pockets so you never have to return to your bag to find one when needed. And hit a provisional ball if there is the slightest doubt your ball is lost.

On the Fairway

For club purposes, Ready Golf also means getting ready to play your next shot as quickly as possible. There is general consensus among course operators that players tend to watch other players hit first, and start thinking about their shot only when it's their turn to hit. Similarly, cart drivers are reported to have a tendency to wait for their partners to hit before driving to their own balls.

Though not as common, sometimes players also will walk as a group to the player's ball that is farthest from the hole and wait for that player to hit before moving down the fairway to the other balls as if they were all part of a caravan?

These are the kinds of habits we as a club are committed to eliminating.

In the spirit of Ready Golf, ALL club golfers are encouraged to get to their balls as soon as possible and get **READY** to play their shots as soon as possible.

Do not wait for the person who is away to hit before continuing to advance to your ball. Keep walking at all times, until the person who is away or someone else in your group is ready to hit. Be courteous and stand still while the person is addressing his ball, but keep moving forward until then. If your ball is directly in the fairway ahead of the person hitting, move ahead off to one side or the other, but keep moving so long as you remain in a safe position. If you can't safely move ahead, start lining up your shot and thinking about club selection while waiting to play. Meanwhile, the player/players who have already hit their second shot should be moving up to play their third.

Leap frog down the golf course, don't move in a wave, or as part of a caravan.

No player should be criticized for moving ahead to their ball to advance the pace of play unless they do it in an unusually rude or distracting fashion. But moving to one's ball, pausing while other players are about to hit, and remaining relatively out of the line of play, should be considered routine, acceptable motions. Surely if pros can deal with galleries and cameras, we can deal with a little movement prior to the shot.

Do your chatting, tell your jokes, etc. while you walk or ride between shots. But put the talk on hold when it makes more sense to move toward your ball alone. Don't walk down the left side of the fairway to talk to someone if your ball is on the right side. Walk together down the middle and spit up as soon as it makes sense. Remember do all you can to SURVEY your shot ahead of time, and SELECT a club as quickly as possible.

Helping To Find Lost Balls

It is important that everyone try to help out to find a lost ball (if they choose) in order to keep play moving. But players should do it AFTER hitting their shots, not BEFORE. How often do you see four players searching for a lost ball, while NONE of them are getting ready to hit?

Farthest From The Hole

There is no reason Ready Golfers can't play in the order of who is farthest from the hole. In Ready Golf, the person farthest from the hole should be READY to play first. There are, however, a few common sense exceptions.

When someone hits a shot, but is still farthest from the hole, players should hit BEFORE that player if they are Ready. Here are two examples. If a player hits a tree or some obstruction with a second shot and is still farthest from the hole, the players closer to the hole should hit first to speed up play.

If you think you can reach the green and there are players putting out ahead, encourage others in your group who can't reach the green, or are just planning to lay up to hit.

Shut up and let 'er rip. That's Ready Golf!

Ready Golf With Carts:

Just having a cart does not ensure rapid play. In fact, driving all over the course two in a cart at all times can be extremely detrimental to pace of play. DRIVERS of carts must be conscious of how to keep the game moving along. **DRIVERS SHOULD:**

- **Drop** off their partners;
- Tell them to CHOOSE their clubs (take extra ones if required),
- DRIVE to their own balls, and then get READY to play and make your shot.
- Meanwhile, the passenger should be moving to the cart while the driver hits.

The only time the above guidelines do not apply is when both balls are so close together that parking between both balls would appear to make for quicker play. Use your judgment.

And never waste time in the fairway stowing away clubs, cleaning heads, or replacing head covers back on after a shot. Get in the cart with your club and drive away. You can put your club away at your next shot. This reduces the time fumbling at your bag by half.

In a foursome in which one or two players are walking and one or two are using carts, the players with the carts should hit FIRST if they reach their ball first and are Ready to play.

On and Around Greens

How many times do you see players leave their clubs in front of a Green? This creates a situation that wastes time when players finish and then have to walk to the front of the Green to get their clubs..

The Committee requests that club members ALWAYS, and we mean ALWAYS, leave clubs at the back or side of the Green closest to the next tee. If a shot is played in front of the Green first, the player should move his or her clubs to the back or side of the Green before playing the next shot. Players should never have to walk back to the FRONT of a Green to retrieve their clubs AFTER everyone has puttied out.

If two players are done putting, start heading to the next tee. The other two can finish up and put the flag in.

- Mark your scorecard after reaching the next tee, not while lingering on or near the just-completed green

Speeding Play On The Greens

Emulating the pros around the putting green has done more to slow down golf than any other single event. Too often players wait until it is their turn to play to begin reading their putt, and then walk around the putt as though they were putting to win a green jacket at the Master's.

Playing Ready Golf around the Greens means getting READY to putt BEFORE it is your turn! Players should line up their putts WHILE other players are putting, so they're ready to putt when it's their turn.

Ready Golf also means putting CONTINUOUSLY if the ball is not in someone else's line, and if the player does not have to spend a lot of time surveying the putt. If you miss a putt by one or two feet, for example, and have an open stance to make the next putt, you should MAKE the putt INSTEAD of MARKING the ball and waiting for another turn -- unless it is a tricky putt and you want extra time to survey it. In that case, mark the ball and survey the putt while someone else putts. When it is your turn, walk up to the ball, take your stance and make your putt.

If someone is off the Green in a sand trap and hits it furthest from the hole, the other players should not wait for that player to walk around the green to play the next shot. Play should continue until that player is READY to make the next shot. In fact, NOTHING is more DISCONCERTING than watching three players on the green WAITING while the fourth player cleans up the sand, walks to the ball, surveys the putt and then plays. Help fellow golfers by moving each other's bags around and raking the sand trap for them.

Club Rule: There is no such thing as a tricky one-foot putt. Under no circumstances should you mark and wait for a new turn to hit a putt of one foot or less.

Club Goal: The 20-second putt. While there are no time rules associated with putting, a rule of thumb is to get off your putt within 20 seconds from when it is your turn. This means you should be able to approach the ball, take your stance and make your putt within 20 seconds. Obviously, you can only do this if you SURVEY the putt WHILE other players are putting. When you putt, you should always take your time, so you make a smooth, unhurried stroke. Ready Golf DOES NOT mean RUSHING.

If you prepare in advance to putt, you can take your time AND play Ready Golf.

In Position

You are in position on the tee, only if you are **waiting** for the fairway to clear of the group ahead of you.

You are in position on the fairway, only if you are **waiting** for the green to clear of the group ahead of you.

