



## MALDEN GOLF CLUB

### PACE OF PLAY POLICY

---

For some time, Members and the Committee have been concerned about the pace of both competitive and general play at the Club.

Very few golfers would admit to being slow players but we can all do our bit to play a little faster. Slow play can detract from the enjoyment of golf for many players at any level. Few golfers are heard to complain about play being too quick!

Did you know that if each player in a four-ball takes 5 seconds less to play each shot, the round time can be improved by over 25 minutes?

The responsibility falls on both the Club and Players to make sure a sensible pace of play is achieved.

Play has been monitored and a number of steps have been agreed to improve playing rates in both Competitive and General play. The Committee has conducted a study into the amount of time a 3-ball should take and concluded that a round should take a maximum of 3 hours 45 minutes (The R&A guideline is that 3-balls should take no more than 3 hours 30 minutes).

### Club Policy

---

Based on R&A and England Golf guidelines:

- ✓ Issue Pace of Play Guidelines to every member of MGC and summaries for all visitors to our Club.
- ✓ We expect a round to last no more than 4 hours as a guide. The following timings are considered to be a reasonable amount of time to complete a round of golf at Malden Golf Club including a stop at the Roundhouse for refreshments:
  - 2ball** - 3 hours 30 minutes
  - 3ball** - 3 hours 45 minutes
  - 4ball** - 4 hours 00 minutes
- ✓ Players are required to record the time that they leave the 18th Green on their cards as well as their starting time for **ALL** competitive rounds and ensure the card is handed in after the scores have been entered.
- ✓ The Committee will continue to monitor the pace of play, and will revise this policy if necessary.

### Pace of Play Guidelines

---

These guidelines are to remind every player what they can do to reduce their round time:

- ✓ 3 hours 45 minutes is the maximum target for competitive 3-ball play.
- ✓ If you keep up with the game in front, you cannot be accused of slow play.

- ✓ Be ready to play your shot/putt. While exercising due consideration for other players in your group, put your glove on, check your yardage, pick your club or line up your putt while others are playing.
- ✓ When approaching the green, speed up your exit by positioning your bags on the way to the next tee.
- ✓ Move off the putting green as soon as your group has putted out; mark the scorecard at or on the way to the next tee.
- ✓ Always play a provisional ball if you believe your ball may be lost outside of a water hazard or out of bounds.
- ✓ Try to watch your playing partners ball if it looks to be errant and make a mental note of any course features close to where the ball has landed.
- ✓ Once it is clear that a ball cannot be easily found, call the next group through; do not delay.
- ✓ Be aware of your position with regard to the group in front and keep up with that group.
- ✓ If you feel that your group is losing ground, tell the other players in your group and try to catch up.
- ✓ If you lose ground and are delaying the group behind, or if there is no group in front and you are delaying the group behind, you must invite the group behind to play through.
- ✓ **In competitions, ALL competitors are to record the time that they leave the 18th Green on the top of their cards as well as their starting time.**

## Ready Golf Policy

---

'Ready Golf' sets down a series of guidelines to help players speed up their play without detracting from the pleasure of their round.

**Ready Golf doesn't mean rushing.** It just means better management of your and your group's time between shots. If you prepare in advance, you can take your time and play Ready Golf.

At its core is the principle that each player within a group hits their shot or takes their putt as soon as they are ready and it is safe to do so.

### Ready Golf Guidelines

These guidelines are to remind every player what they can do to reduce their time for each round. In essence they are:

- ✓ Tee off and/or hit your shot as soon as the group ahead or the Green is clear. If necessary, allow shorter hitters to go first.
- ✓ In medal or stableford competitions, the player who is ready (not necessarily the one with the honour or the player who is furthest away) should hit, if it is safe to do so. **This does not apply to match play.**
- ✓ Walk to your ball as soon as possible, so that you can choose your club and think about the shot in advance, **do not wait** until it's your turn to begin this process.

- ✓ Don't "cluster" at one ball. Walk down the **sides** of the fairway **if it's safe to do so** to reach your ball ensuring you keep an eye on anyone who is playing their ball first and you are not acting as a distraction, and then approach it from the side.
- ✓ Let the others know that you are hitting, then play your shot without delay.
- ✓ When a ball is lost, go to your ball and hit your shot **first** and then go help look for the lost ball.
- ✓ You must limit your search for a lost ball to 3 minutes (the new rule from 1<sup>st</sup> January 2019) from the moment you arrive at the place where you think the ball might be located.
- ✓ Study your putt while others are putting and if you are not on someone else's line continue putting until holed out.
- ✓ If you can't score in stableford or better ball competition, pick your ball up.