



## Ready Golf

In a continued effort to combat slow play we are adopting the “Ready Golf” initiative, championed by the R&A. There is no official definition of the term, but examples of ready golf in action are:

- Hitting a shot when safe to do so if a player farther away faces a challenging shot and is taking time to assess their options
- Shorter hitters playing first from the tee or fairway if longer hitters have to wait
- Hitting a tee shot if the person with the honour is delayed in being ready to play
- Hitting a shot before helping someone to look for a lost ball
- Putting out even if it means standing close to someone else’s line
- Hitting a shot if a person who has just played from a greenside bunker is still farthest from the hole but is delayed due to raking the bunker
- When a player’s ball has gone over the back of a green, any player closer to the hole but chipping from the front of the green should play while the other player is having to walk to their ball and assess their shot
- Marking scores upon immediate arrival at the next tee, except that the first player to tee off marks their card immediately after teeing off

It is not an attempt to spoil your game, simply to enhance the experience for all. There is nothing recommended that should cause any issues, it’s just common sense.

Please give this your support and urge your fellow competitors to follow suit.

## Pace of Play

Compared to other courses the yardage of SGC is relatively short. Therefore, your rounds of golf should take no longer the times shown below. The Pace of Play for fourballs recommended by CONGU (and allowing one extra minute per hole) is,

- Par 3: 10 minutes
- Par 4: 14 minutes
- Par 5: 15 minutes

Recommended time to complete nine holes is 1 hour 55 minutes

- Complete holes 1 – 3 in 38 minutes
- Complete holes 1 – 6 in 1 hour 16 minutes (holes 4 – 6 in 38 minutes)
- Complete holes 1 – 9 in 1 hour 55 minutes (holes 7 – 9 in 39 minutes)

Please do your best to maintain the recommended pace of play (or better) - and remember that if you lose ground on the group in front or are searching for a ball, you should invite the group behind to play through.