

PACE OF PLAY AT SCCC

In order to make golfing at Spruce Creek a more enjoyable experience, the following ten guidelines are published for members and outside players to improve the pace of play at SCCC. These are based on USGA recommendations and can be reviewed in more detail at their web site: www.usga.org (under rules and handicapping/etiquette). Following these guidelines will help us keep a round of golf under four hours.

The Starter will remind all players of the importance of keeping the pace and the ranger will offer suggestions on how to speed up play if a group is falling behind.

Thank you for your cooperation,

SCCC Handicap Committee

FIGHTING SLOW PLAY

1. **Keep the Pace**

Your group is in position when it follows immediately behind the group in front of you. An open hole in front means you are really out of position. If you cannot catch up by speeding up your play, skip a hole and post your ESC for the skipped hole.

2. **Play a Provisional Ball**

A provisional ball should be played when you are unsure if your ball is out of bounds, or lost, or in a water hazard (local rule). This will avoid having to return to replay the shot.

3. **Be Ready to Hit**

Have your club, ball, and tee ready so you can step right up when it is your turn on the tee.

Be ready to hit your fairway shots when it is your turn. Try to do your shot preparation while awaiting your turn. Take sand to fill divot with you.

Size up your putts and be ready to hit when it is your turn. The Tour Pros are playing a different game and are not good examples for our play. Continuous putting will save time.

4. Remove Headcovers

Save the time required for removing and replacing headcovers between shots. They provide little or no protection playing while riding in a cart and delays are caused when you are looking for the headcover and trying to replace it. It would be helpful if the covers are removed for those clubs frequently used, such as driver and fairway wood. Replace the headcovers at the end of the game.

5. Cart Golf

Usually the partners in one cart can save time by dropping off one player and driving to the other player's ball, or positioning the cart midway between their two balls when the balls are relatively nearby and interference would not occur. Walking a few steps generally will not hurt you, and may help you get ready for your shot more quickly.

6. Cart Path Only

Carry extra clubs and sand from cart path to your ball when carts are restricted to the cart paths due to course conditions and on all par 3s.

7. Repair of Ball Marks on Green

Note ball marks on greens as you approach. Repair marks without delaying your play or other players play.

8. Clear Greens Promptly

Golf carts should be parked at mid-green or beyond, not short of the green. Be ready to leave the green immediately after the last golfer has holed out. Usually the first golfer to hole out should retrieve the flagstick and replace it.

9. Mark Scorecards at Next Tee

Enter carts quickly. Drive to the next tee before marking the scorecard. Replace putter and other equipment at following tee. Don't temp the group following to hit into you while you are sitting beside the green.

10. Ready Golf

This means you play your shot when you are ready and not interfering with other players in your group. Don't wait minutes waiting for another player who may be marginally away. Don't necessarily wait for a player who is away, but is busy raking a bunker, or getting another club from the cart. Use common sense.

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