

PACE OF PLAY – SNEWGA GUIDELINES

Unless you are playing 18 holes in 3 hours, EVERYONE has something they can do to speed up their play. It is everyone's responsibility to keep their group moving.

Remember, **a delay of 8 seconds over every shot** for the player who averages 95 shots/round translates to a delay of about 13 minutes. If everyone in the group takes a similar amount of time over their shots, **the group will take 50 minutes longer than they should!**

Lots of things cause slow play, but there are ways to mitigate the time cost:

Problem	Solution	Estimated Time Saved
Not ready to hit the ball <u>immediately</u> (within 2 seconds) when it is your turn to play	<ol style="list-style-type: none"> 1. Cart-mates: Drop off the first player at the short ball, and immediately proceed to the farther ball. 2. Foursome: Be at your ball (and out of the way) while others are hitting. (Don't wait to go to your ball until after others have hit.) <u>Determine yardage, shot and club selection while other players play their shots.</u> 3. Putting: <u>Analyze</u> the break and speed of <u>your putt while others are putting</u> <p>Goal: begin pre-shot routine <u>immediately</u> when it is your turn to play</p>	10-30 seconds per shot per player
Wrong club (when cart path only)	Determine approximate yardage while at cart and bring 3 or 4 club options (or more!) when walking to your ball to ensure one of them will suffice.	1-4 minutes per shot, depending on the distance between cart & ball
Leaving equipment in the w rong place	Leave your extra clubs directly <u>between the hole & your bag</u> . If your fellow competitors have not done this, help the group out by moving the equipment closer to its player.	2-10 seconds per hole.
Replace equipment before getting into cart	Take your club <i>with you in the cart</i> and replace your equipment in your bag <i>when you are pulling clubs</i> for the next shot.	2-4 seconds per shot
Marking scorecard at the green	Mark the scores at the next tee box while the group is teeing off. Clearing the area near the green quickly also helps the group behind play quickly.	5-10 seconds per hole
Leaving the cart short of the green	Ensure the cart is parked as closely as possible between the green and the next tee box, while keeping a short walk to the cart from the green.	As much as 2 minutes per hole, depending on where the cart was left
Lost Ball	If there's a possibility your ball may be lost or out of bounds, hit a provisional. If you think your fellow competitor's ball may be lost or out of bounds, suggest that she hit a provisional. It takes moments to hit a provisional. It takes <i>several minutes</i> to have to return to where your last shot was taken, hit it again, and then return to the group.	5-7 minutes

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<p>Lost Ball search</p>	<p>A player has 3 minutes to find her ball from the time she begins her search in the vicinity of where she believes the ball lies. While the search is going on, one player should be playing her ball (not helping to search) to keep the group moving. If possible, any player not searching for her own ball should hit while the search is being conducted and help the search after she has made her shot.</p>	<p>3-5 minutes</p>
<p>Rules Debate</p>	<p>When unsure of a rule, don't debate the rule with your fellow competitors. Just invoke Rule 20.1c(3) (formerly rule 3-3), play two balls, and report the facts to the tournament committee when you complete your round.</p>	<p>5-7 minutes</p>
<p>More than one practice swing for a full shot</p>	<p>Your pre-shot routine should include <i>no more than one</i> practice swing for full shots.</p>	<p>7-15 seconds per shot</p>