

## The “Pace of Play” Factor

**Pace of Play** is one of the major continuing issues for our Club. We have developed a very good relationship with the Park Board and one of the corner-stones of this relationship is our excellent record on pace of play. This is a key reason why the Park Board is willing to block off tee times for us every Thursday morning from April through October.

Every week we record the playing time of each group and the gap times between finishing foursomes. For the most part, we have been very successful in maintaining a good pace. However, there are some exceptions. ***Keeping up with the group ahead*** is the most important pace of play ***indicator*** for our Club. We often make suggestions as to how we can improve our pace of play and recently, several members have contacted us with their views. Reminders are also provided during the season, but perhaps it's a good time to review the topic.

### Time is often wasted by:

- Excessive practicing before and while addressing a shot.
- Everyone in the foursome looking for a lost ball. Others should hit their ball first before going to help. Remember ***our local rule is 2 minutes***. Be prepared to take the one or two-shot penalty for the missing ball (whether in a hazard, out of bounds or lost) and drop a replacement ball.
- Not being prepared to hit your fairway shot immediately after the other player has hit. You don't always have to wait until “you're away” to get ready – you can be getting ready when the other player is hitting.
- Not being ready to putt when it is your turn. Try to do your preparation ***before*** it is your turn, but remember not to interfere with others who are putting.
- Not placing your cart and clubs at the side of the green closer to the next tee box.

In addition, these ***recommendations***, if followed, will help maintain a good pace of play:

- If your foursome is lagging behind the group ahead, the first two players who putt out should proceed to the next tee box and prepare to hit their drives while the other two join them.
- Let short hitters tee off first and play ready golf at all times.
- Putt out when convenient; don't mark short putts.
- Assist your fellow player; watch where his ball is going and point him in the right direction.
- Walk and talk. Camaraderie and fellowship is very important to the West Point Golf Club, but don't hold up play to finish your story – it can be continued!

*Lorne Lindsay*  
Pace of Play Monitor

*Andrew Hobbs*  
President

*Peter Coyle*  
Captain

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*Have you ever noticed that golf is a game in which the slowest people in the world are those in front of you, and the fastest are those behind?*

*Golfers who try to make everything perfect before taking the shot rarely make a perfect shot.*