

MY VOTE FOR ACTION

NEW GOLF THINKING STOP SLOW PLAY MENU

NAME..... We should: reduce our average Duration of Round (DOR) by 10 mins 20 mins 30 mins 40 mins 50 mins 60 mins

We should trial the actions ticked below in order to achieve this improvement

"This Plan should be implemented broadly, without delay!" Colin Montgomerie

TRIAL ALL ACTIONS

1 Declare a data-based project...

...Appoint Project Leader, gather data.

2 Record the time for round...

...Revise club scorecards to show start & finish time and Duration of Round (DOR).

3 Declare an improvement goal...

...e.g. 'Reduce average DOR by 30 minutes within three months'.

4 Use a club quiz to...

...stimulate new thinking on slow play: download from newgolftthinking.com

5 Publish group's DOR & individual average DOR's...

- Write DOR on last week's start sheet
- Publicise positive DOR performances

Publish individual's cum. ave. DOR
While a DOR for one round may be unduly influenced by the group, over time, playing in different groups, the cumulative average will reflect an individual's relative pace of play.

6 Playing Group: start new timing triggers...

It's difficult for one player to influence the group for fear of rebuff; that it'll affect own or others' scoring; that others are more senior/lower handicap. 4 new actions to help the group correct its pace of play:

- Wound-Back Clocks' are put by tees, each wound back by the target time to that tee. On arrival, the group checks clock: if it shows their tee-off time, they are on time; if it shows 10 mins later, they are 10 mins behind and agree action.
- A tree on the course is designated the '1 hr marker', a bunker the '2hr marker' and so on. At the marker, a group easily checks their pace of play, and discusses action.
- Groups are asked to score 4/4 'In-Position Points' at the par 3s. A point is scored if you reach tee of par 3 before the group in front has replaced flag.
- Groups are asked to do a '1st Tee

review' in which they agree to aim for 4/4 in-position points: a good DOR, and agree action to take if they get behind.

7 Give out 'Smartplay Scorecards'...

Download at newgolftthinking.com

...The opposite of slow play is defined as *Smartplay*, not *Fastplay* – no need to feel 'rushed'. The cards show the top 10 habits of smart play and allow self-assessment or marking by another. Many golfers have bad pace-of-play habits they are not fully aware of, and will willingly fix them once pointed out. Use cards as needed to get the target result e.g.

- Self-assess
- In friendly, mark each others
- Hand-in cards, no publication
- Publicise positives
- Publicise generic issues.

8 5 extra actions needed to get target DORs...

- Like handicaps, categorise players into *timecaps* – smart, average, slow – by average DORs.
- Creatively promote In-Position Bonus Point result tables, or prizes.

- Promote Smartplay Scorecards (e.g. Captain's Day, identify club's two worst habits).
- Creatively introduce 'Catch-Up Pace' Golf Days for all to practice (e.g. do it for the course one day a week).
- Ask individuals who want to play slowly to play at the back of the field.

9 Follow the New R & A Manual...

... for good admin/course guidelines: starting intervals, gaps, right tees for ability, players per group, rough length, hole locations, green speed etc.

...If you want something you haven't got, you have to do something you've never done!

ALSO NEW THINKING TO REDUCE YOUR SCORES...



TESTED TO TAKE 30 MINUTES OFF A ROUND...

...DON'T DENY IT — TRY IT!