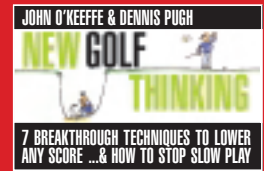


# The NGT Stop Slow Play Plan

## QUIZ ANSWERS A: NEW THINKING FOR EACH INDIVIDUAL



- 1 How are slow players like meetings?** Take forever, we all moan about them, but don't change them.
  - 2 Why is slow play like 'never-up, never-in'?** Because talk about slow play is so hackneyed and clichéd it doesn't generate any new action. We just repeat the same-old, same-old.
  - 3 Why is slow play like how good a car driver you are?** Most people think they're above average at driving a car. But by definition, most can't be. In the same way, most people think they're above average at pace of play, and don't need to change at all; but by definition, most are only average and could do better.
  - 4 How is slow play like junk emails?** Everyone gets junk emails – but no-one admits to sending any. Everyone sees others causing slow play, but don't think they do it themselves.
  - 5 How is slow play like bad breath?** If you've bad breath, nobody tells you to your face, just talk about you behind your back. The same with a slow player.
  - 6 Why is slow play like putting on your clothes?** Dressing involves habits you are not aware of: Which shoe do you put on first? Which sleeve? The same with their slow play habits – they are not aware of them.
  - 7 Why are pace of play habits like a baby?** You don't expect anyone to criticize your baby, nor your pace of play habits. But ask, "Can I tell you if the baby's ugly?" – and then tell them.
  - 8 What does video of your swing do that stop slow play efforts don't do?** The video shows you where you're going wrong, and can improve. Current stop slow play efforts don't **SHOW** or **TELL** any individual where they can improve.
  - 9 What do X Factor and Master Chef do that stop slow play efforts don't do?** All talent shows give feedback to an individual: how good or bad was their performance, and how could they do better next time. Traditional stop slow play efforts don't do this. **THIS IS THE SINGLE BIGGEST CHANGE TO MAKE.**
- NEW GOLF THINKING: Individuals agree to give/take feedback on their slow-play habits**
- KEY NEW ACTION: Creative, periodic use of the SmartPlay Scorecard (next).**