

# The NGT Stop Slow Play Plan SMARTPLAY SCORECARD (CART)

**NAME:** \_\_\_\_\_ **DATE:** \_\_\_\_\_

Mark ticks & crosses for instances of good & bad habits by your partner as you see them during the round

	✓ or ✗	Score 1-10
1 Shows attitude "Right place is just behind group in front" NOT "Just ahead of the group behind"		
2 When behind, plays when ready, even if out of turn, and encourages others to do the same		
3 Uses a buddy system with the cart: drop off at one ball with enough clubs and go at once to the other ball		
4 If cart-path only always takes enough clubs with them		
5 Prepares own shot whilst others are playing e.g. check distance, choose club, line of putt		
6 Gets line of sight front & behind on own ball, and others; has provisional handy, and plays one if in doubt		
7 Glove on; tee, ball, & club ready when turn on tee		
8 Drives away before putting club away		
9 Leaves cart at exit to green		
10 Marks card only whilst 'waiting'		

Marker's signature

Player's signature

**Sign, tear off & hand-in**

Score  
out of  
100

## STOP SLOW PLAY – Five Insights

- It's like bad breath: we talk about it behind their backs, but don't help solve their problem.
- Slow play is due to habits we don't know we have; and attitudes we've never thought about.
- Slow play is always someone else's fault.
- This gives you a rare chance to help another player, yourself, and the field. Score honestly. "Can I tell you if the baby's ugly?" The answer for today is "Yes, please."
- Most golfers have unconscious bad habits. Some more than others. But most will want to correct them, if they are pointed out. Just like they want to learn and correct technical faults.

**Find creative ways to use this scorecard:** Get suggestions on a different top 10 faults; **or different priority order.** Ask to mark strongest 2 skills and 2 weakest. **Collect cards & publish 2 strongest, 2 weakest.** Give marks out of 10 on all 10.

