



**ENGLISH GOLF UNION**  
*...at the heart of golf*

# Slow Play

**“Get Tough With Slow Play”**

**GCMA Conference**  
**16<sup>th</sup> – 18<sup>th</sup> November 2009**



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# DEFINITION

Play which fails to meet the required speed, causing interruptions in the flow of play, thereby causing undue delays and annoyance to golfers playing behind.



# SLOW PLAY – A GOLFERS VIEW

A **VISITORS** view:

- A leisurely round of golf
- To relax and enjoy the social aspect of being with friends
- They may have all day
- Paid their money so will take 'as long as they like'
- Playing their own 'Championship'

**SLOW PACE OF PLAY!**



# SLOW PLAY – A GOLFERS VIEW

A **MEMBERS** view:

- Need to get back to see the family
- Need to return to the office as soon as possible
- Limited daylight
- Places to go, other things to do
- **Believes golf should take no more than 3 ½ hours on any course**
- Familiar with the course and used to playing quickly

**FAST PACE OF PLAY!**



# WHY IS IT TAKING SO LONG?

- TV coverage
- Advancements in Coaching
- Increase in information available, Yardage Charts, 150 yard markers etc
- In the old days they just 'got on with it'
  
- The design and difficulty of the course
- Ageing golfers
- Course set up
- Weather
- Start times/competition format & no. of players



# HOW LONG SHOULD IT TAKE?

- Total walking yardage  
(approx 100 yards = 1min 20 secs)
- Time to play each shot  
(40 secs per shot)

## Plus

- Additional time for walk between green and next tee
- Difficulty of hole

## Approx Timings (Stroke Play)

Par 3 = 11 mins

Par 4 = 14 mins

Par 5 = 17 mins

**Play to Confirm**



## 3 Ball

Par 72 – 6527 yards

+ Green to Tee (441) = 6968 total walking distance

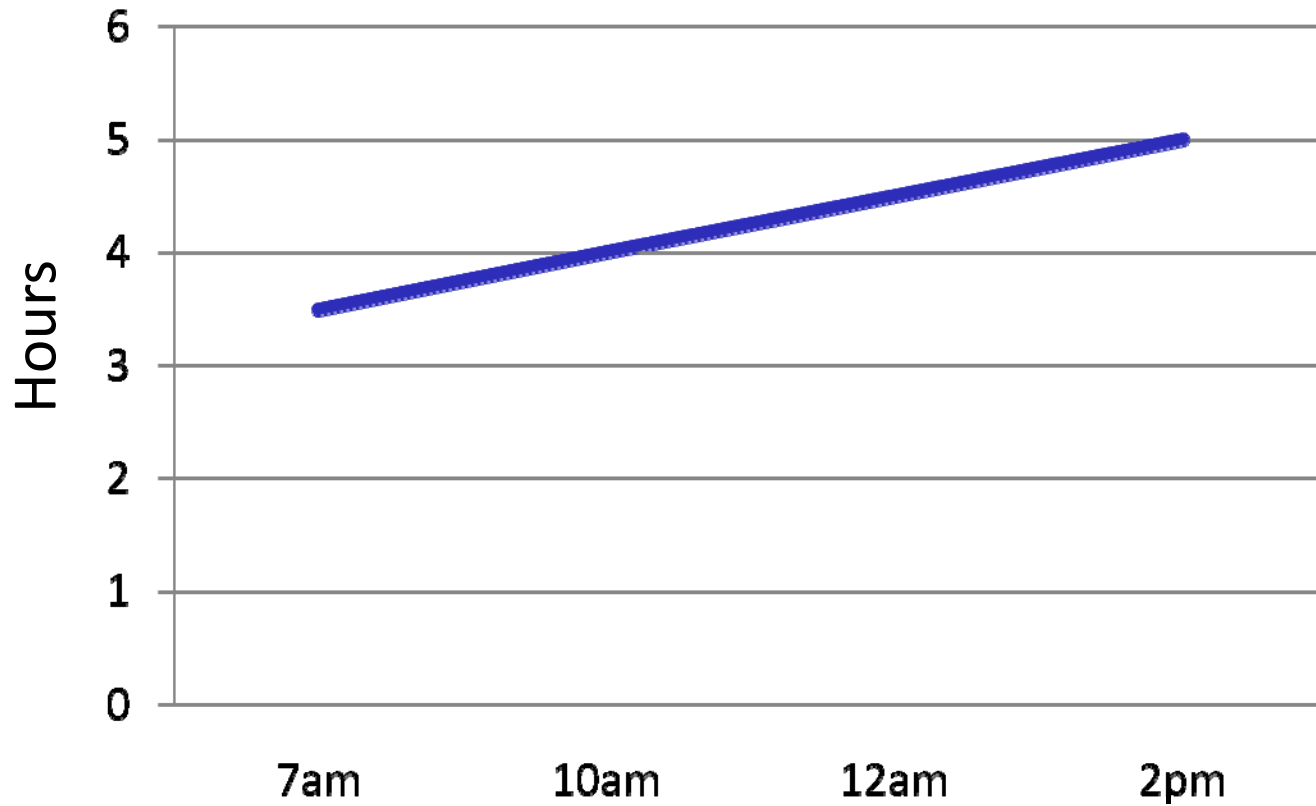
1	4	14	0.14
2	4	14	0.28
3	5	17	0.45
4	4	14	0.59
5	4	14	1.13
6	3	12	1.25
7	4	14	1.39
8	5	17	1.56
9	3	10	2.06

10	4	14	2.20
11	4	14	2.34
12	4	14	2.48
13	5	17	3.05
14	4	14	3.19
15	4	14	3.33
16	3	11	3.44
17	4	14	3.58
18	4	14	<b>4.12</b>

**Expected Round Time - 4hrs 12mins**



# THE IMPACT OF START TIMES







# FINDING THE PROPER INTERVAL

- Intervals are a function of hole design
- Two ways to determine the optimum Starting interval for your course
  - Trial and Error
  - Mathematical calculation and simulation

## **Result of overcrowding (too small starting interval)**

8min intervals – average round time 4hrs 40mins

10min intervals – average round time 4hrs 05mins



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## **Starting Intervals (8mins)**

First Match 8:00am

Last Match 3:00pm (2:56)

= 53 matches (159 players)

## **Starting Intervals (10mins)**

First Match 8:00am

Include Starters Gaps at 9:30, 11:00 & 12:30

Last Match 3:00pm

= 40 matches (120 players)

extend start times i.e. 7.30am – 3:30pm (amend Starting Gap times)

= 46 matches (138 players)



# HOW TO CHANGE PACE OF PLAY?

- Education of members
  - Watching golf balls & playing of provisional balls
  - Marking scorecards
  - Bag/Trolley placement
  - Position on course
- Course Set Up/Course Marking
  - Tees & Pin Positions
  - Hazard marking & Boundary definition
  - signage
- Start Times/Competition Formats
- Marshalls/Rangers & Pace of Play Policy
  - Pace of Play sheet

		00:14	00:16	00:14	00:13	00:13	00:15	00:17	00:13	00:14	00:17	00:15	00:12
Game	Start	1	2	3	4	5	6	7	8	9	10	11	12
1	08:00	08:14	08:30	08:44	08:57	09:10	09:25	09:42	09:55	10:09	10:26	10:41	10:53
2	08:10	08:24	08:40	08:54	09:07	09:20	09:35	09:52	10:05	10:19	10:36	10:51	11:03
3	08:20	08:34	08:50	09:04	09:17	09:30	09:45	10:02	10:15	10:29	10:46	11:01	11:13
4	08:30	08:44	09:00	09:14	09:27	09:40	09:55	10:12	10:25	10:39	10:56	11:11	11:23
5	08:40	08:54	09:10	09:24	09:37	09:50	10:05	10:22	10:35	10:49	11:06	11:21	11:33
6	08:50	09:04	09:20	09:34	09:47	10:00	10:15	10:32	10:45	10:59	11:16	11:31	11:43
7	09:00	09:14	09:30	09:44	09:57	10:10	10:25	10:42	10:55	11:09	11:26	11:41	11:53
8	09:10	09:24	09:40	09:54	10:07	10:20	10:35	10:52	11:05	11:19	11:36	11:51	12:03
9	09:20	09:34	09:50	10:04	10:17	10:30	10:45	11:02	11:15	11:29	11:46	12:01	12:13
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11	09:40	09:54	10:10	10:24	10:37	10:50	11:05	11:22	11:35	11:49	12:06	12:21	12:33
12	09:50	10:04	10:20	10:34	10:47	11:00	11:15	11:32	11:45	11:59	12:16	12:31	12:43
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17	10:40	10:54	11:10	11:24	11:37	11:50	12:05	12:22	12:35	12:49	13:06	13:21	13:33
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20	11:10	11:24	11:40	11:54	12:07	12:20	12:35	12:52	13:05	13:19	13:36	13:51	14:03
21	11:20	11:34	11:50	12:04	12:17	12:30	12:45	13:02	13:15	13:29	13:46	14:01	14:13



# CONCLUSION

- Identify the length of time to play the course.
  - Remember to include any additional walking yardage
- Identify a suitable starting interval.
  - Ideally not less than 8 mins
- Monitor pace of play.
  - Identify problem areas as soon as possible