

Each Speed Captain is responsible for filling out and returning form with their scorecard

NAME: _____

Real Starting time: _____

Guideline for holes:

Clock After 3 Holes: _____

Par 3's = 13 Minutes

Clock After 7 Holes: _____

Par 4's = 15 Minutes

Clock After 10 Holes: _____

Par 5's – 17 Minutes

Clock After 14 Holes: _____

REAL Finish Time: _____ **TOTAL ROUND TIME:** _____

When you get to the clocks, they should show your Tee Time

DO NOT CHANGE THE CLOCKS TO REAL TIME

Keep up with the group in FRONT of you, being ahead of the clocks is the IDEAL SITUATION.

Each player has 45 seconds to hit her shot. Each player is responsible for her pace of play.

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Recommendations for Improving Pace of Play: **SHARE THESE WITH YOUR FOURSOME!**

- **You are not paying for 18 holes; you are paying for 4½ hours on the golf course.**
 - Honors: Forget being away. Shorter hitters can hit first off the tee box and in the fairways when you have longer hitters who might hit into the group ahead. Ready golf makes for speedy play. This is based on who is ready and can hit safely, not on whose ball is away. **Exception for NUMERICA CUP, where honors are in play.**
 - Be **READY** in the field of Play: Whenever possible, if the next hitters are not in the same area as your ball, you can continue walking down the fairway to your ball or at least get closer to your ball and determine your club selection for your next shot.
 - Practice Swings: One should be enough. If you need more than one take them way ahead of your turn to hit. Players are allowed 45 seconds maximum for each stroke when it is her turn. To accomplish this, **PLAN AHEAD.**
 - Lost Ball: Remember to play a provisional ball whenever you hit a ball that may be out of bounds or difficult to locate. If a player has a possible lost ball, have the other players hit their ball before helping to look for the lost ball. This will speed up play. New rule: Limit your search to three (3) minutes. Rule 18.2a.
 - Use of power cart: If sharing a power cart, drop the first player off at her ball and then drive on ahead to your ball. Whenever possible, when close to the green, a player should grab some clubs and walk to the green for their chip/pitch shot, while the other player parks the cart on the cart path between the green and the next tee box.
 - On the green: **PLAN AHEAD.** Start thinking and looking at your putt before your turn. It is okay to follow your lag putt by immediately putting your next stroke, if you can avoid another player's line. If your group has fallen behind and you have finished putting, walk off the green and move on to the next tee box and tee off!
 - Scoring: **Remember to move on to the next tee box before recording your scores.**
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