

The Shotgun Fast-Play System

by William W. Amick, Golf Course Architect

Would you like to get more golfers on your course during busy days? Do your golfers complain about slow play? Could you use the revenue from increased golf car use? You can allow more golfers to play each day, reduce complaints about slow play, and increase golf car use!

The Shotgun Fast-Play System gets its name from the widely used shotgun start tournament. In a shotgun tournament golfers begin their rounds at assigned tees and all groups start at the same time. Using The System golfers may begin play on any tee at any time. This alone will increase play substantially on your course during busy times. Eliminated are the headaches of starting times, cancellations, and congestion at the first tee. This, plus other features of The System, minimizes the biggest problem plaguing golf today — slow play.

Slow play creates unhappy golfers who, on busy days, may have to wait at almost every hole during their round. Golfers who are forced to wait continually may eventually decide to play on another course or even quit the game altogether. Inevitably, slow play reduces the total number of golfers using your course. This means that revenue from green fees, memberships, golf car rentals, and equipment sales, are all reduced because of slow play.

The Shotgun Fast-Play System reduces slow play by allowing faster players to "skip" or "pass" holes which slow players are on. When a slow group is encountered, the faster group merely moves on to any hole that they haven't played. The faster golfers would then on a second trip around the golf course, return to the holes that they had skipped in order to complete their round.

Going to a vacant tee for either starting or passing is much quicker in a golf car than by walking, so The System also brings increased revenue from more green fees and additional equipment sales because of faster play. Faster play means that golfers could even play more holes of golf during the day, if they wanted to.

The only change to a course using The Shotgun Fast-Play System is to provide paths so players can skip holes safely. The paths should be located far in the rough, away from play. This is so that golfers who are passing will not be hit or be in the way of other golfers who are playing that hole. They should be marked: "Passing Paths."

Because it isn't necessary to start on the first tee, no starting times or starters are needed, even on busy days. In addition, there is no need for rangers to patrol the course to speed up play, because slower groups may be passed at any hole. The direct result will be a greater number of happy and satisfied golfers generating increased revenue for you.

Any existing course is able to use The Shotgun Fast-Play System with the proper printed instructions and advice. The instructions will be provided on or with the score cards. Golfers will merely leave the spaces blank on the score card for the holes that they have skipped on their first trip around the course. The golfer's round will be completed by returning to all the holes that have been skipped.

Golfers will still play all 9 or 18 holes of the course to finish their round. It will however, usually be in a slightly different sequence each time golfers play the course. In reality there probably won't be much skipping of holes, just where it is necessary to pass groups of slower players. Returning to holes that have been skipped will be much easier in a golf car, therefore increasing golf car use.

When golfers see the benefits of The Shotgun Fast-Play System, such as faster play, they will be in favor of it. The golf professional and staff can make the transition to the system much easier if they will offer help and instruction to golfers. Signs in the golf

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INSTRUCTIONS FOR THE SHOTGUN FAST-PLAY SYSTEM

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The Shotgun Fast-play System was developed by David W. Amick, Daytona Beach, Florida, and William W. Amick, Golf Course Architect, to permit more and faster play on busy golf courses.

1. Golfers may begin their round at any tee that is empty or when they become first in line on a tee.
2. After completion of a hole, golfers may go to the tee of any hole they haven't played and play that hole, if the tee is empty or when they become first in line.
3. Golfers should later return to the holes they skipped to complete their round.
4. When traveling to a tee golfers must stay out of the way of all other play. Use the "passing paths" if they are provided.
5. Passing slower groups, skipping crowded holes, and cutting-in at other tees are permitted to speed play. Follow these instructions and enjoy your golf more!

Note to golf course operators: Permission is given to use the above copyrighted material on score cards, instruction sheets, and signs, if all of the material is included. The reprinting must contain the title, copyright notice, introduction, and the five instruction items.

shop and near the first tee should also inform players on the use of The System.

When looking at the congestion on the first tee, hearing your golfers complain about slow play, or paying ever-increasing costs, think about the many advantages of The Shotgun Fast-Play System.

If they desire, a group can start from the first tee and play all of the holes in numerical sequence. Even when a course uses the system, anyone can also play conventionally. This should reduce initial resistance. Those using the present method of play would pass, but only if they were waved through on a hole by the group ahead. Tournaments could still be conducted starting everyone from the first tee and not allowing passing or skipping for that event.

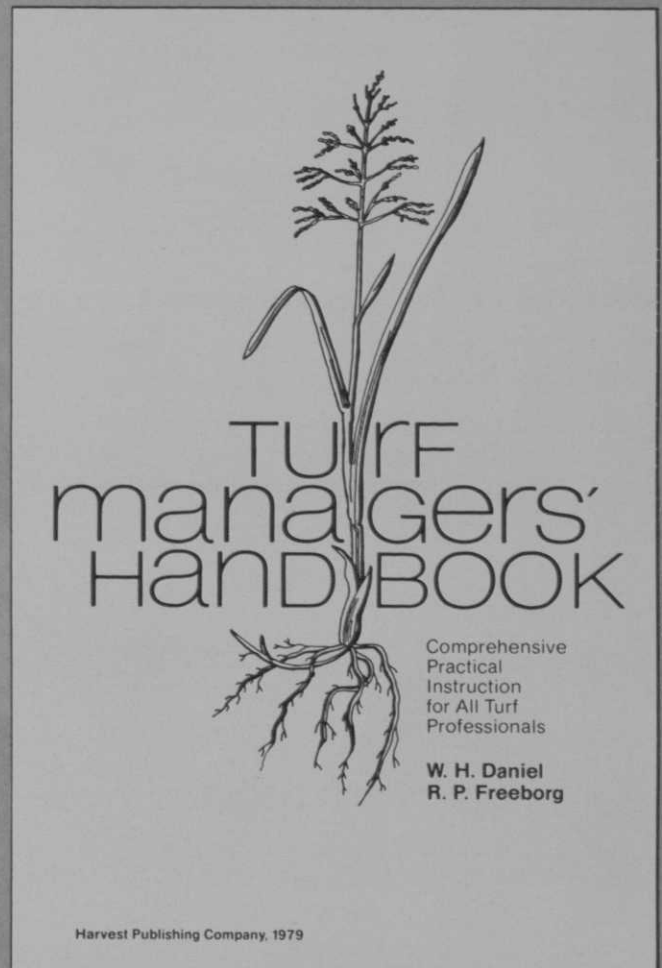
Wouldn't you like to forget about starting time hassles and complaints about slow play? You could be doing more important things like counting increased revenue, obtaining more important things like counting increased revenue, obtaining more members, or just listening to the praise of the new System from your golfers. The Shotgun Fast-Play System could be your solution to slow play and getting more golfers on your course during busy times!

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