## Mining for players

The golf industry faces a number of challenges, including a recovering economy, an oversupply of facilities and stagnant rates of player development. However, the National Golf Foundation offers a ray of hope: In the face of all of these challenges, a sizeable opportunity exists to convert infrequent and regular golfers into die-hard players. According to the NGF, these golfers are playing around, just not with a single course.

For example, according to NGF figures, 23 percent of all customers fall into the "regular" category and give a single course between 25 percent and 50 percent of their rounds, while playing an average of 17 rounds at other local competing courses.

Infrequent golfers represent the most opportunity, according to NGF data. These customers play 36 market rounds but only three at the subject course, resulting in a 10 percent wallet share and 33 rounds going to competitors.

| Player type | \% of <br> customers | Average <br> market <br> rounds | Average <br> wallet <br> share | Average course <br> rounds played <br> annually | Number of <br> customers | Number of <br> rounds | \% of course <br> rounds |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Die-hard | 22 | 38.7 | 79 | 30.5 | 660 | 20,130 | 62 |
| Regular | 23 | 27.3 | 37 | 10 | 690 | 6,900 | 21 |
| Infrequent | 46 | 36.2 | 10 | 3.5 | 1,380 | 4,830 | 15 |
| Transient* | 9 | 1.9 | n/a | 1.5 | 270 | 405 | 2 |

*Transient players play three or less market rounds.
Source: National Golf Foundation

