

# Tips

## Increasing Pace of Play

### Hustlin' Without Rushin'

**F**runk Dobie will never be accused of not looking out for his fellow superintendents. The superintendent and general manager of Sharon GC in Sharon Center, Ohio, sent us a list of ways “for golfers to increase their pace of play without rushing” so we could pass it on to you. Dobie and his crew compiled the list, which includes tips for golf course maintenance, and mailed it to members. He thinks you might want to do the same.

“I know these techniques work, and many players do not use them,” Dobie says. “Most are common sense and are things faster players do without thinking. They can help you keep your pace of play under four hours.”

Without further ado, here's Dobie's list:

**1.** Tell your foursome at the first tee to hit when ready. The first player that is ready should be the first to tee off and so on. If your fairway and approach shots are about the same distance from the green, the player who is ready should go first. If you insist on playing honors, then make sure you're the first person to be ready.

**2.** Put a ball mark repair tool and two ball markers in your pocket at the first tee.

**3.** Carry a spare ball in your pocket so you don't have to go back to the cart if you need to hit a provisional ball.

**4.** Do not start a conversation with another player if either of you are up.

**5.** Have an idea of what club you'll need even before you get to your ball.

**6.** If you're the car driver, drop off the passenger at his ball and immediately go to your ball. Do not wait for him to hit his shot before going to your ball.

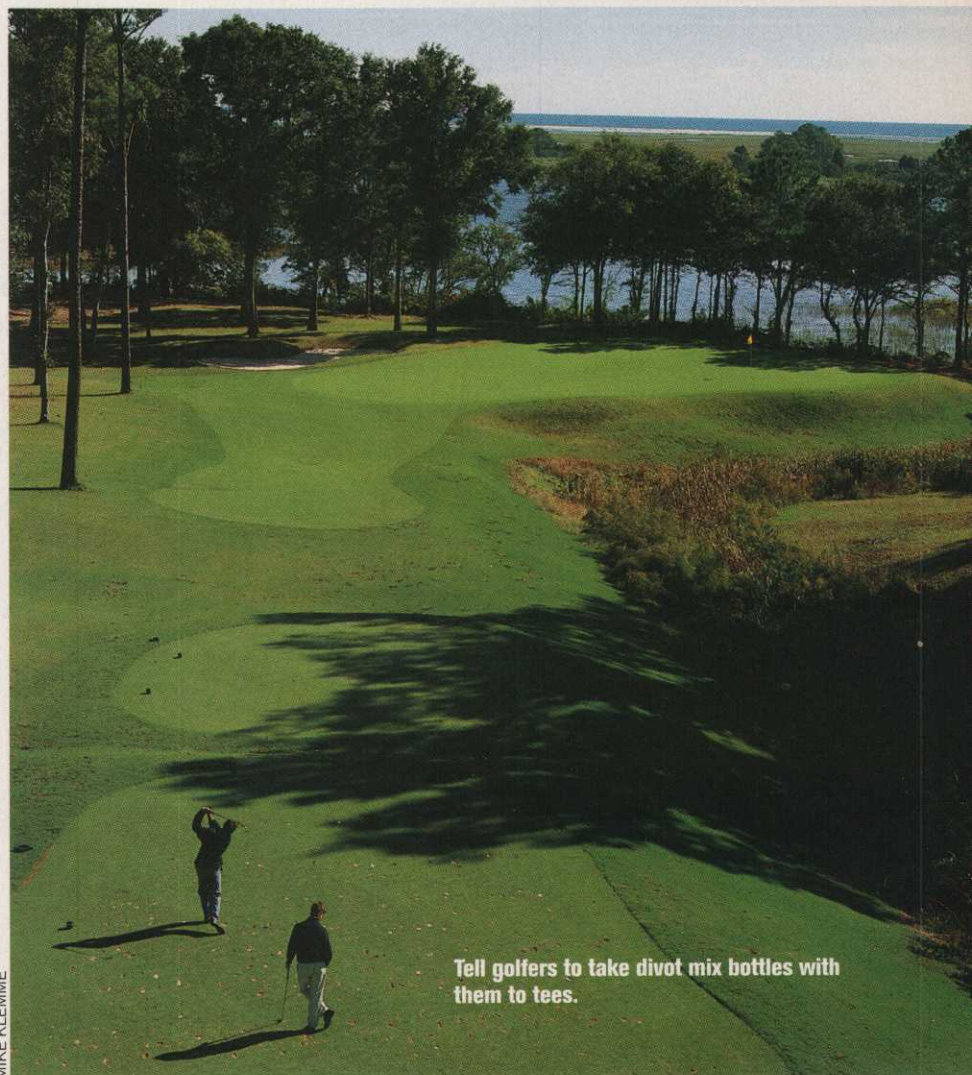
**7.** If you're the passenger and the car driver is “away,” take your club selection and walk to your ball. After your shot, walk to the cart or down the fairway. Do not wait for the driver to pick you up.

**8.** When you finish a shot and go to the car, do not put your club in the bag.

Get in the car with club in hand and wait to put it away until you hit your next shot or have to wait for another player to hit.

**9.** Take a divot mix bottle with you to the tee so you don't have to go back to the cart and get it after everyone has teed off. The same holds true when you're hitting a short iron that normally causes a divot. Filling divots with sand takes less time than replacing them.

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Tell golfers to take divot mix bottles with them to tees.

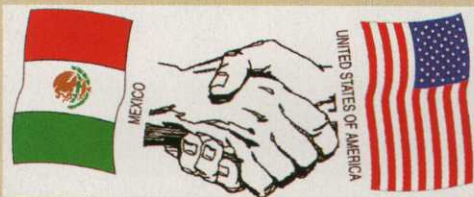
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## Tips

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- 10.** Simplify your set-up routine. It's important, but it doesn't need to be so elaborate that it's time consuming.
- 11.** Take only one practice swing. If you take multiple practice swings, do it before your turn so you can just hit the ball when it's your turn.
- 12.** If you're the passenger and are unsure of which club to hit, take several clubs and send the cart driver to his ball.
- 13.** Locate your yardage to the hole before it's your turn.
- 14.** If your next shot is a wedge or pitch shot, automatically take your putter with you and tell the driver to go on without you.
- 15.** If you're ready to putt and the person who's away is not, then putt first.
- 16.** Line up your putt before it's your turn so when it is, you're ready to putt.
- 17.** Use the continuous putting rule whenever possible.
- 18.** Fix ball marks on the green before or after it is your turn to putt.
- 19.** If you're the first one in the hole, pick up the flag pole so you can replace it after the last person has putted.
- 20.** Never record scores at the green. Do it at the next tee.
- 21.** If you have a bunker shot, take the rake with you into the bunker before your shot.
- 22.** Never place a rake near another rake in a bunker. After raking, place the rake with the head in the bunker and the handle out. This saves time for the next player.
- 23.** Park your car on the path between the green and closest distance to the next tee.
- 24.** Always be aware of the gap between you and the group ahead. There shouldn't be more than a half a hole open between you. If you fall behind, announce to your group, "We need to pick up the pace." Do not be concerned about the group behind you as long as you are keeping pace with the group ahead.
- 25.** After your round is completed, do not add up scores until you've left the green with your cart. ■

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