



Pace of Play Tips

Throughout 2016 and 2017 addressing slow play at The Brisbane Golf Club, which is an ongoing area of concern for many members, has been a focus of the Captain and Match Committee. A range of measures have been employed to address this issue and overall, we have reduced the field pace of play by 18-20 minutes per round over the last 12 months. This has brought the average time for a round to approximately 4 hours and 25 minutes. With some minor adjustment in the way we play our round of golf, the Match Committee believes we can save another 10 minutes, reducing the time for a round to the BGC target of 4 hours and 15 minutes.

This equates to shaving just over 30 seconds of the time to play each hole in an 18 hole competition. 30 seconds per hole is achievable if we employ some or all of these tips:

- Tee off on time – not early and not late. The spacing between groups at the start of the round is very important and helps to reduce the backlog on the 4th, 11th and 13th tees.
- As with 94% of clubs in Australia, we play ready golf at The Brisbane Golf Club – this means that those who are ready to play their shot should do so. A few points on ready golf:
 - Shorter hitters playing first from the tee or fairway if longer hitters have to wait for the fairway or green to clear. Having a realistic understanding of your distances for each club helps here.
 - Walk efficiently to your ball – putting on your glove as you near your ball. We see, on many occasions, the group waiting back at where the shortest hitter's ball lies rather than proceeding to their own ball. If it is safe to do so and will not interfere with the shortest hitter's shot, players in the group should proceed to their ball and commence their preparations for their shot.
 - Whilst waiting for your turn to play, assess your shot, including calculating the distance, effect of wind, proximity of hazards, pin location etc and make your club selection... Do not wait until it is your turn to play to start this assessment process.
- Hitting a shot when safe to do so if a player farther away faces a challenging shot and is taking a little time to assess their options.
- Hitting a shot before helping someone to look for a lost ball.
- Encouraging those in a bunker to play first even if they are closer to the hole. This enables that the player to rake the bunker whilst others are playing (if this does not interfere with the next player's shot).
- On the green (an area where pace of play can be most improved):
 - Do some of your preparation and assessment of your putt whilst others are preparing for their putt. We see so often players waiting until it is their turn to putt before they commence their assessment of their own putt. There are significant time savings to be made here.
 - Avoid marking the ball multiple times – whether it is to align the ball or for other reasons – this all takes time.
 - Holing out where it is appropriate saves time. Clearly, if you are going to be standing over another player's line of putt, then mark your ball. But if you are not going to interfere with another player, please hole out.
 - Mark the scorecard upon immediate arrival on the next tee, except for the first player to tee off, who marks the card after they have hit.
 - In Stableford or Par competitions, picking up if there is no prospect of scoring on the hole. The GA Handicap System has an automated calculation method for calculating your score in the event of a pick-up.
- Positioning of buggies when on the green – locate them on your exit route from the green to the next tee, and clear the green area quickly. Return your putter to your bag once you are clear of the green area.
- Maintaining your position on the course which is behind the group in front not in front of the group behind you. If ground has been lost on the group in front (through for example a lost ball), then all of the players in the group should take responsibility for making up that ground and get back into position as quickly as possible.





- Playing a provisional ball. Ball searches and lost balls are a feature of golf, but they do cause delay. A player should play a provisional ball if they think that their ball may be out of bounds or if there is any possibility that it may be lost, other than when it is clearly in a water hazard.

The Course Marshall is part of the Match Committee and as such their guidance and directions should be respected and noted by all members.

