

Dear all,

It is understandable that many people have varying views as to what constitutes an acceptable pace of play. However, it is a fact that slow play detracts from the enjoyment of the game for many golfers, and few golfers are ever heard to complain about play being too quick.

Rule 6-7 governs in the event of slow play. It provides that “The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish”. The penalty for a breach of Rule 6-7 is loss of hole in match play and two strokes in stroke play, and for a repeated offence, disqualification. However, Note 2 under Rule 6-7 states: *“For the purpose of preventing slow, play, the Committee may, in the conditions of a competition (Rule 33-1), establish pace of play guidelines including maximum periods of time allowed to complete a stipulated round, a hole or strokes”*

The board does understand and accept that there are occasions where slow play is forced upon us by circumstances beyond our control, such as; (other groups in front playing slow, marshals not marshalling, and other various factors).

With all due consideration the Board has agreed that we should first advise the MAL of what is considered to be the accepted timings for NKG. Timings for each hole is provided for information, however if a flight of 4 aim to play each set of six holes in 1:30 -1:35.

We hope that the MAL will read and take heed of the advice provided below so as we can afford maximum the enjoyment of the game for all.

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|--------------------------|--------------|--------------|--------------|--------------|--------------|--------------|
| Hole | 1 | 2 | 3 | 4 | 5 | 6 |
| Par | 4 | 5 | 4 | 4 | 4 | 3 |
| Time to Play | 00:14 | 00:17 | 00:14 | 00:14 | 00:14 | 00:11 |
| From Hole to Hole | 00:03 | 00:01 | 00:02 | 00:01 | 00:01 | 00:02 |
| Total Time | 00:17 | 00:35 | 00:51 | 01:06 | 01:21 | 01:34 |
| Hole | 7 | 8 | 9 | 10 | 11 | 12 |
| Par | 4 | 3 | 5 | 4 | 4 | 3 |
| Time to Play | 00:14 | 00:11 | 00:17 | 00:14 | 00:14 | 00:11 |
| From Hole to Hole | 00:01 | 00:01 | 00:02 | 00:03 | 00:01 | 00:02 |
| Total Time | 01:49 | 02:01 | 02:20 | 02:37 | 02:52 | 03:05 |
| Hole | 13 | 14 | 15 | 16 | 17 | 18 |
| Par | 4 | 4 | 3 | 5 | 4 | 5 |
| Time to Play | 00:14 | 00:14 | 00:11 | 00:17 | 00:14 | 00:17 |
| From Hole to Hole | 00:01 | 00:01 | 00:02 | 00:01 | 00:01 | 00:02 |
| Total Time | 03:20 | 03:35 | 03:48 | 04:06 | 04:21 | 04:40 |

| | |
|--------------------|--------------|
| Holes 1 - 6 | 01:34 |
| Holes 7-12 | 01:31 |
| Holes 13-18 | 01:35 |

❖ Note that the Total Time equals the total playing as recommended on the NKG score card.

THINGS THAT PLAYERS CAN DO TO HELP TO MINIMISE ROUND TIMES:

- Be aware of your position with regard to the group in front.
- Do not concern yourself with the group behind; the fact that you are not holding them up is irrelevant as it is your group's responsibility to keep up with the group in front.
- If you feel that your group is falling behind, advise the other players in your group.
- If your group is behind, try to catch up quickly.
- If you lose a clear hole and are delaying the group behind, or if there is no group in front of you and you are delaying the group behind, invite the group behind to play through.
- Do not wait until it is your turn to play before putting your glove on.
- Do not wait until it is your turn to play before calculating your yardage and selecting your club. (particularly important for those using distance devices)
- Look at your own line of putt while the other players in the group look at theirs (within the bounds of normal etiquette).
- At the green, position your Golf Carts so as to allow quick movement off the green to the next tee.
- Move off the green as soon as all players in your group have holed out; mark score cards at the next tee box whilst waiting to tee off.
- Play a provisional ball if your ball may be lost outside a hazard or out of bounds.
- Standard times for par 3's, par 4's and 5's for a four ball. (e.g. 11, 14 and 17 minutes respectively), some adjustments can be made to take into account severity/simplicity of a particular hole and walking distances between the green of the hole last played and the next tee.
- Play Ready Golf
- Play your ball first and then help others find theirs
- Think about club selection before you leave the cart to give direction to caddy as to which ones to bring
- When playing in a Stableford round and you are not able to score a Stableford point then you have to pick up your ball..
- **IF YOU KEEP UP WITH THE GROUP IN FRONT, YOU CANNOT BE ACCUSED OF SLOW PLAY.**