NTSGA – ITEMS TO PREVENT SLOW PLAY

We try to make the NTSGA events enjoyable for everyone and strive to play 4:00 – 4:30 rounds. <u>The low handicap golfer of the foursome is designated the "LEADER" and is responsible for keeping the foursome moving at a pace to stay up with the group ahead.</u>

- Play ready golf. Do not wait for a player to rake a sand trap or who is otherwise not ready to play...go ahead and hit.
- Do not sit in the cart at the tee waiting your turn. All four players get out and be ready to hit without delay.
- Dispense with "honors", unless your group is caught up and will have time to honor.
- Don't take six practice swings, one should suffice. Practice swinging should have been accomplished on the driving range.
- When a ball is lost, everyone in the foursome should help find the errant shot. After 3 minutes of searching, drop another ball and hit.
- Do not ball hawk.
- Do not stop play by telling jokes/stories when you should be hitting.
- After hitting, take your club with you, get in the cart, drive to the next shot, then put the club back in the bag so you don't hold up the next foursome...practice club in, club out.
- Do not meddle with head covers while people behind are waiting to hit.
- When sharing a cart, drop one player at his ball, go play your shot then return to pick up your riding partner.
- Park the cart towards the back of the green. When you walk from the green, the foursome behind can hit sooner than if your cart was in front.
- On the green, be ready when it's your turn. Read your putt while others are putting.
- Mark your ball only once...if possible, putt out.
- No practice putting after hole is completed. Immediately proceed to the next tee box.
- Score your card on the next tee, not back at the green causing group behind to wait longer.
- When play is cart path only, take all the clubs you might need to the fairway. Do not venture to look over shot and then return for a club.
- If your group is 1 hole behind, the entire foursome is very close to a violation.
- If your group is 2 holes behind, the entire foursome is ripe for penalty strokes.
- If the Marshal warns a group once and a second visit shows no improvement, a 2 stroke penalty will be imposed for all players in that foursome. Additional warnings will result in another 2 stroke penalty.
- All scorecards must be signed by the scorekeeper, attested by one other golfer in the group and submitted to the scoring Committee immediately following the round.

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