

Rustic Canyon Golf Club

Ideas to Help Improve Pace of Play

Here are some suggestions we have gathered from club discussions as well as various golf websites. If players can observe these ideas, it will make for faster and more enjoyable rounds for everyone.

From: SCGA.org

- Play ready golf throughout the entire round
- Walk fast
- The first person to complete each hole should immediately go to the next tee and is expected to be the first person to tee off. The second person to finish should replace the flagstick.
- Know where your group is in relation to the group in front of you
- Get your yardage and be ready to play before it is your turn to play.
- If someone isn't quite ready to play, another player should play before them
- When any shot heads toward rough, a water hazard or trees, all players should watch closely as to where the ball lands
- Read your putt before it is your turn to play
- Recognize when someone will need the flagstick attended or your ball marked.
- Place your golf bag or park your golf cart near the next teeing ground
- If your ball might be lost outside a water hazard or out of bounds, play a Provisional Ball (Rule 27-2)

Rustic Club Ideas

- **Walking vs. Riding:** A lot of us like to walk Rustic Canyon. However, it is a deceptively tough walk due to the distance between some holes, the subtle uphill climb of holes that go towards the canyon, and that the steepest climbs are in the last few holes. If you find that you are constantly tired before the round ends, you may want to consider taking a cart for the cut rate of \$10 we are given by the course for our tournaments.
- **Side Games:** We all like a little action with our friends now and then. Remember, though, the focus of the round is the tournament itself. We have prize payouts, Closest to the Pin contests, and a skins game every time. If your side game is detracting from your tournament experience (and especially that of your playing partners), you need to save it for your casual rounds.

- **“We’re not holding up anyone”**: This mentality needs to be eradicated from golf. The responsibility of your group is to keep up with the group in front of you; no matter how far behind the group following you is trailing. It is that group’s job to catch up to you.

From: Play240Golf.com

Be Ready to Play When It Is Your Turn

This is the heart of 240 GOLF. It is the most important pace-of-play golf etiquette rule. Most of the other etiquette rules provide a method for complying with RULE #1 – Be Ready to Play When It Is Your Turn.

We all know of the golfer who seemingly stands over his ball forever before pulling the trigger. Certainly this habit can be a cause for slow play, but we do not believe that is the reason our rounds are approaching 5 hours. The primary reason is golfers are not ready to play when it is their turn and that is just poor golf etiquette. And by the way we would like to remind everyone that your 30-seconds starts as soon as the previous player strikes his or her golf ball.

The Golf Glove

Rule #2 states, your golf glove should be on your hand before it is your turn. Many golfers question why this simple common sense rule is included. It is there because many golfers that wear a glove have a habit of putting on and taking off their golf glove before and after every shot. This habit is displayed most often when a golfer hits his tee shot and then takes off his golf glove. Then when getting ready to hit the approach shot he has to put the glove back on. If you want to take the golf glove off after hitting a tee shot that is fine, but it should be back on your hand before it is your turn for the approach shot. You should not be wasting any of your 30-seconds putting a golf glove on your hand.

Determining Your Distance

Range finders have become as common a golf accessory as the long golf tee. They certainly can help a golfer during a round of golf however the jury is still out regarding the claim that range finders help to speed play. Too many times we see golfers using range finders when they are standing right on the 150 marker. Sure the pin may up or back and that can change the exact distance and your club selection. If you have the ability to hit golf shots at precise distances then we certainly understand the benefit of knowing the pin is 154 yards not 150.

The only thing 240 GOLF rules suggest is that you determine the distance before it is your turn. The habit of walking to your ball with the range finder in hand, shooting the pin, and returning to the cart to get a club is big time waster. Do this whenever possible before your turn. If you are first to hit we suggest taking two or three clubs with you to the ball along with your range finder

and eliminate the walk back and forth. And most definitely, if you are not first to play, determine the distance and select your club before it is your turn!

Select the Club you are going to use before it is your turn.

How many times do you see a golfer standing by his bag without a club in hand when it is their turn? What were they doing while you were hitting your shot? It is hard to explain this bad etiquette habit. Please be focused on your next shot and figure out the club you are going to use before it is your turn.

Practice Swings

Pretty simple concept here. Practice swings take time. Based on our calculations, each practice swing takes 5 seconds. Do the math, if you are taking three or four practice swings when it is your turn you are wasting most of your 30-seconds. The USGA has a page on their website discussing pace-of-play and they clearly state to limit practice swings to one.

It is also very possible to take practice swings before your turn. This wastes no time.

Be Ready To Putt

If you are not the first to putt in most cases you can determine your line before it is your turn. Please do so. We all know there are some putts that taking a look from the other side of the hole is helpful. This can eat up a lot of time. Once again, please try and do this before your turn. Tip, when you approach the green walk in path that will allow you to view the line from the opposite side of the hole.

We understand, even the most casual game with only a \$2 Nassau on the line, your competitive juices are flowing and taking time to read that six-footer from every angle is important. You can take a few extra moments and not feel as though you are slowing play. The etiquette rules and the math behind 240 GOLF allow for a handful of shots to exceed the 30-second time parameter. Take a look at the math and just understand your average time for all shots during a round should be less than 23-seconds.

SITTING IN THE CART

You hit your drive to the left side of the fairway. Your cart partner hits his drive to the right side near the cart path. 240 players drop their partner off at the ball on the right side and immediately proceed to their ball on the left. 240 players do not wait for their cart partner to play a shot before proceeding to their ball. To those that want to watch golf rather than play golf, stay home and turn on the Golf Channel.

Errant Shots/Looking for Lost Balls

The rules provide a time allowance for searching for your errant shots. Additional time is granted based on the slope of the course (see THE MATH). The key point here is if you or your group is having one of those days when the ball is going sideways more often than not you will eventually slow down the entire course. Please be considerate and do everything you can to pick up the pace.

When your group is searching for a ball hit into the woods or tall grass and the green is clear in front of you use some good common sense. All four golfers do not have to look for the ball at the same time. One of you should go ahead and play your shot and then help look for the unfound ball. By hitting and then looking you are keeping the pace of play moving.

And as stated in the rules when you are having one of those days when the ball will just not stay out of the trash take your penalty and move onto the next shot quickly. Just because the rules states you have five minutes to look does not mean you have to take the fully allotted time.

A WORD ABOUT READY GOLF – 240 GOLF RULE #10

IF NO ONE IN YOUR GROUP IS READY TO PLAY AND YOU ARE, PLEASE GO AHEAD AND TAKE YOUR TURN.

We have all heard of READY GOLF for non-tournament rounds. You know the deal; when you are ready to hit the ball, hit it. No need to worry about who has honors or who is away. Good concept and it does speed play. Many golfers are uncomfortable playing in this fashion. It must feel to them like they are butting in line or dishonoring the traditions of golf. There are times however in every round when READY GOLF makes sense. We encourage everyone to take advantage of those moments. *****Note – since our tournaments are stroke play, READY GOLF definitely applies.**