

Eliminate Slow Play – Play “Ready Golf”

Revised February 15, 2021

Goal: Play Your Round in 4 Hours or Less.

- The Sun City Texas benchmarks for a round of golf are 4 hours for 18 holes and 2 hours for 9 holes.
- To meet the benchmarks, your group needs to play individual holes in about 13 minutes; perhaps a bit less on par 3's and a bit more on par 5's.
- During play, keep the group in front of you in sight, not the group behind you.
- If the group in front is in the fairway, your group should be on the tee.
- Pick up if you reach your Maximum Score (net double-bogey) for GHIN posting.

On the Tee

- There are no “honors” (except in match play). The first player who is ready should tee off first.
- Hit a provisional if you think your first ball may be hard to find or out-of-bounds. Remember also the local rule regarding the alternative to taking a stroke-and-distance penalty for a lost or out-of-bounds ball.

On the Fairway

- If one to a cart, only 2 carts can enter the fairway. Give preference to golfers with medical flags and/or those furthest from the cart path.
- If two to a cart, and safe to do so, drop the rider off at his ball and the driver should drive or walk to his ball.
- If cart-path-only, carry 3 clubs with you to your ball – the club you think you're going to hit and one on either side. Don't forget your sand bucket either.
- Be ready to hit when the group in front leaves the area of the green or is otherwise safely out of range.
- Watch other players' shots to help find wayward balls.

Lost Ball

- Limit ball searches to 3 minutes maximum.
- Where practical, other players should hit first, then join the search.

On the Green

- Park carts between the green and the shortest line to the next tee.
- Get ready to putt before it is your turn.
- If it doesn't interfere with others, once you start putting continue until holed out.
- Leaving the green, get in your carts and go. Replace clubs and record scores at the next tee as players behind you should not hit up until you've left the green area.