

HHGC FAST PLAY PROGRAM

The Coach:

1. There will be a volunteer coach in each foursome.
2. The role of the coach is to instill into each of the other 3 players the on-course strategies listed below to ensure a much faster pace of play.
3. After the tournament, the coach will assess each of the 3 players and advise the Communications Director (Tim Chisam)

New Club Rules:

1. Play ready golf, all the time, including on the greens and finish within 4.5 hours.
2. Gimme putts within 18" from edge of hole **for bogey or worse putts only** (each player will be given an 18" piece of string or have their putter shaft marked 18" with tape at check-in).
3. When a player reaches 4 over par they are to pick up and discontinue playing that hole. Record a score of 4 over par.

General Tips:

- Play from the forward tees if you are a high handicapper or lacking distance with your driver.
- Leave your cell phone in your car or in your bag with the RINGER OFF.
- If you're the type who likes to offer tips to playing partners, save it for after the round.
- Start and finish times are recorded on each card.
- Stay up with the group in front of you.

On the Tee Tips:

- Short hitters tee off first when waiting on the tee for the group in front to clear the fairway.
- Try to be the first player ready to tee off.
- Pay attention to your partners' drives so you can help direct them to their ball if they lose sight of it.
- If you are unsure whether your ball may be lost or OB, immediately hit a provisional ball because you are not allowed to go back and hit again per HHGC Tournament Rule #1.

On the Fairway Tips:

- Play ready golf and don't take more than 1 practice swing.
- Use the time you spend getting to your ball to think about the next shot - the yardage, the club selection. When you reach your ball, you'll need less time to figure out the shot.
- Drive the cart to the first ball, drop off the first player with his choice of clubs. Then proceed in the cart to the next ball and start preparing for the shot. The first player then walks over to the second player while he is taking his shot.
- Carry an extra golf ball in your pocket so you never have to return to your golf bag to find one when needed.
- If using a cart on a cart-path-only day, take more than one club with you so you don't have to go back to the cart for a different club, and take your rangefinder.

On the Green Tips:

- Play ready golf; Putt your ball even if you aren't the furthest out.
- Don't park your cart in front of the green. Park it to the side closest to the next tee box.
- Take your putter with you when chipping around the green.
- Begin reading your putt as you are walking up to the green.
- Mark your ball and assess the break as soon as you reach the green.
- Don't bother marking lag putts, just putt out.
- After putting out, leave the green quickly.
- The first 2 players to finish putting go immediately to the next tee box and tee off leaving the last 2 to finish on the green.
- Don't put your clubs away or mark the scorecard till you get to the next tee box.