

## **GOLF COURTESY**

The MGA advocates that a round of golf should take a foursome of golfers no longer than 4 hours and 30 minutes. Regrettably, some groups are failing to achieve this noble objective, especially on our shotgun tournaments on Wednesday.

There is a litany of reasons for slow play. However, we believe the major causes are:

- Quality of play – the failure to pick up the ball when a player is out of the hole or has reached his Equitable Stroke Control (ESC).
- Failure to use the golf cart efficiently – both players being **ready to hit** means that one may have to walk to his ball.
- When carts are restricted – failure to take a sufficient number of clubs to the ball.
- Lost balls – you can't eliminate balls going astray; but then you should make up the time spent looking for the ball by speeding up play.
- Talking and not hitting – jokes, medical reports and political discussions are wonderful tools for communication, but, they shouldn't interfere with the pace of play.

We firmly believe that over 90% of our members are conscious of their pace of play, and realize that keeping in "contact" with the group ahead is as important as the spacing with the group behind. At the same time it is becoming obvious to your Board of Directors that slow play is an increasing problem. In short, over 90% of our members are being inconvenienced by a minority of less than 10%. We think this is wrong.

After a great deal of discussion among themselves and with members, your Board of Directors is recommending that MGA initiate a policy which will enable MGA members to actively discourage slow play among the small minority that are responsible.

Henceforth, any foursome playing in an MGA event shall have the opportunity to cite the group ahead of them for slow play. That protest requires that (1) the decision must be unanimous among the protesting foursome and (2) verification from the FCCC ranger patrolling the golf course that slow play is not being caused by any other foursome or activity other than the play of the foursome immediately in front of the protesting group. This protest will be filed at the end of play with the Tournament Director who will report his findings to the MGA Vice President for Weekly Tournaments.

The V.P. for Weekly Tournaments will maintain a record of all such protests. At his discretion, he may further investigate complaints, initiate discussions with individuals who habitually appear on protest lists, and, if necessary, take action. He will report on a monthly basis to the MGA Board of Directors.

We are fully aware that there are mitigating circumstances that may cause a particular foursome to fall behind their colleagues on any given hole. We also realize that, generally, it is one or at most two players within a foursome that cause the slowdown of play. Nevertheless, we are hopeful that this policy will be effective and we urge the membership to fully support it.

## **POLICY FOR GOLF COURSE WALKERS**

The MGA Board of Directors believes that walking is an important part of the game. The USGA encourages walking and the PGA Tour virtually mandates it, except when the player's physical condition requires that a cart be utilized. The Board recognizes that both financial issues and pace of play must be considered. The following is the policy governing "walkers" for MGA sponsored play:

### **Tee Time Play**

**Blue Heron:** Walkers may ride between holes 4-5 & 13-14 (over the bridge) and 15-16.

**Black Heath:** Between 15 and 16.

**Marsh Hawk:** Walkers may not ride at any time or place on Marsh Hawk.

### **Shotgun Start Play**

The same as tee time play, but walkers may ride from 18-1 on Blue Heron. Walkers may be transported to the starting holes and back to the staging area.

### **Important:**

**Walkers may not ride at any time or place on the courses other than as designated above.**

Walkers are to keep their handcarts 10 to 20 yards away from greens and the edges of bunkers. When carts are restricted to the path, be particularly careful not to push your handcart through wet and swampy areas; go around them if you can.

**It is important that all members adhere to these policies to preserve our privilege of walking the course.**

## **REPAIRING DIVOTS - REPAIRING BALL MARKS**

Historically, MGA members have taken great pride in their effort to maintain the excellent playing conditions of the three golf courses at Ford's Colony. We urge everyone to continue that fine tradition. On every hole you play, please repair your divot and at least one other by filling them with sand. On the greens, repair your own ball mark and find another to fix.

The fairway areas near the greens where carts are restricted and where wedges are most often used need special care. Make sure you also carry the sand canisters with you to hit those shots.