



## 25 WAYS TO LEAVE THE COURSE EARLY

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(and suggested by others during and after many rounds)

There are probably times that you and your favorite group have walked off the golf course around the three-hour mark after playing 18 holes. But what happens to that pace of play when the word "Tournament" is added to the round? In honor of Paul Simon's "50 Ways to Leave Your Lover" (of which there were only 5 really: "Slip out the back, Jack; Make a new plan, Stan; You don't need to be coy, Roy, just set yourself free; Hop on the bus, Gus; Drop off the key, Lee, and get yourself free".), here are ways to get off the course earlier, even in a tournament.

1. Go from point A to point B quickly. You can socialize but be ready to play golf.
2. In a cart: drop your cart buddy off at her ball and go to your ball.
3. Practice continuous putting and finish those 6-12 inch putts. (Your confidence will rise as you practice this!!!) It's o.k. to leave the pin in, too.
4. **Take your glove off prior to your turn to play**, if you are not going to wear it for that shot.
5. Put your glove on prior to your turn to play, if you are going to wear it for that shot.
6. Get out of the cart before it is your turn to play (especially on the tee box).
7. Cut your pre-shot routine in half. Practice your pre-shot prior to playing for this one!!!
8. Look at your upcoming shot/chip/putt as you are getting there. Be ready.
9. In a cart: upon approaching the green, drop off the one whose ball is short, the other takes cart around. (Take a "bouquet" of clubs with you, plus your putter.)
10. Take your cart to the back of green. Record scores on the next tee box.
11. Last one back to cart—**keep your clubs in hand and jump in to go!!!** Put them away at the next tee box while others are preparing to hit.
12. Using a rangefinder: do your yardage figuring BEFORE it is your turn to hit.
13. If you finish the hole first, move out of the way towards the next hole or cart.
14. If you have to tell stories, tell them while riding/walking to the ball, but be aware when others are ready to hit.
15. **Save long stories for the 19<sup>th</sup> hole.**
16. **Be aware of other players –their ball, when they are ready, etc.**
17. Share your score with your marker as the group is leaving green.**(She shouldn't have to ask)**
18. If possible, keep your ball marker separate from your tees. Also, keep a flat marker handy.
19. Fix ball marks on your line of putt while others get ready.
20. Pick up loose impediments while others get ready.
21. Be ready when it is your turn. TAKE NOTE OF #'s 3, 4, 8, & 12.
22. In a cart: if you have to walk to your ball, take more than just the club you "think" that you may need.
23. **Know how to take a free drop.**
24. **Know how to take a penalty drop.** And the options of where to take the drop.
25. If fellow player is looking for their ball, go help. **She only gets 3 minutes!**

As you read over these, you probably laughed as you thought of one or two fellow players. If these suggestions cut 30 seconds off the playing of each hole per player, then in a group of four, two minutes would be saved per hole. **That's a bit more than a half hour per round.** It takes the whole group working together!!! **And remember, HAVE FUN!!!**