

Metro St. Louis Seniors Golf Association 2017 Pace of Play Update – 5-29-2017

Status for First 7 Weeks

The first 7 weeks of the 2017 golf season are completed. We have weathered lots of rain and flooding. The week of May 4 had only one round completed as scheduled. We had unusually warm weather, punctuated by some colder days. After rescheduled rounds, we have completed 33 of 35 outings.

Except for the rain, most courses are in good to excellent condition – rain and these temps make for fast growing turf. A few courses did have problems managing the rough between the rain storms. Many of our rounds were played Path Only. Several had rain and standing water on fairways during the rounds.

The wet weather has had an impact on attendance. Seven rounds had between 39 to 60 players.

When the weather cooperates, members are turning out in strong numbers. We have seven rounds with over 100 players, and one round with 132.

Pace of Play Data and Analysis

The Pace of Play (POP) Logs are giving a great picture. The data is getting in within a few days of the round. Members, Starters and Scorers have cooperated in posting the data. There are very few problems with the data – mostly limited to transposed member ID, sloppy handwriting, and groups changing positions. Most starting times are as expected, but we can still improve, Data is much better than 2016.

POP data entry and analysis is being streamlined and simplified. The focus is on Total Play AND Time Lost against the group ahead. Slow Groups are clearly identified with:

- Total Play Time over 4 hr 25 min.
- Total Play Time significantly more than the Average Play Time for outing – more than 10 minutes and most 20 to 30 minutes longer.
- Time Lost against the group immediately ahead more than 10 to 15 minutes
- Total Play Time >>> Minimum Play Time - more than 45 minutes

POP Status for 2017 Year To Date

Even considering weather, course conditions, and course load (attendance), Pace is significantly better for 2017 as compared to 2016.

	2017 YTD Average Pace 7 Weeks	2016 Average Pace Full Year
Average Round (All Starts)	4 hr 31 min	4 hr 40 to 49 min
Split Tee Starts	4 hr 26 min	4 hr 45 min
Shotgun Starts	4 hr 36 min	>5 hours

Division Averages

	Averages by Division		Round Times		
	Events	Avg Mbr	Min	Max	Average
Division 1	6	66	04:08	05:05	04:39
Division 2	5	74	04:10	04:48	04:31
Division 3	7	92	03:59	04:53	04:26
Division 4	7	84	03:53	05:06	04:31
Division 5	7	87	04:02	04:54	04:30

Division 1 has the longest average times at 4:39, with Division 3 being the fastest at 4:26. This is similar to the differences found in 2016. Also, Division 1 has the highest handicap range. The Friday Divisions seem to have had more weather issues during play – with lower turnout and slower play conditions.

Start Types – Shotgun Starts Slower

Shotgun starts are again slower total play times than our tee starts (#1 and #10). Average times are closer than 2016 (only 8 minutes difference, vs about 23 minutes for 2016). Shotgun starts with reverse shotgun – Bear Creek, Landings, Far Oaks – where players are loaded onto one half of the course are especially slow. Extra doubled tees (A/B) simply slow overall play.

However, this will also happen on shotgun starts were we have high member turnout, over 120 players.

	Events	Avg Mbr	Min	Max	Average
Shotgun	13	85	04:11	05:03	04:36
Tee Starts	19	79	03:56	04:54	04:28

Slowest Outings

Only one outing to date had an average time over 5 Hours – Bear Creek, Div 4, 5/18., 5:08 But Bear Creek, Div 3, 5/25 was close at 4:52. Course difficulty, the Reverse Shotgun Start (crowding), high turnout, and high rough were factors. But there were several groups that were significantly slower than average.

Belk Park, Div 1, 5/12, at 4:55 average was also a slower day.

For all 3 of these the slowest groups finished over 1 hour longer than the fastest group and 30 to 45 minutes longer than the outing average time. The slow groups held up others and were the key factor in slow time and averages.

Outings with High Average Times

DIV	Course/Conditions	Start	Date	Players	Min Time	Max Time	Avg Time
1	Belk Park		05/12/17	82	04:35	05:26	04:55
3	Bear Creek, 72 F, Dry- H Dew, D Rough, 90 D	SG R	05/25/17	94	04:17	05:29	04:52
4	Bear Creek, 80f, Dry, 90 D	SG R	05/18/17	107	04:30	05:54	05:08

Longest Rounds by Division – Even our slowest players have improved!

Every Division had rounds with max times over 5 hours.

DIV	Course/Conditions	Start	Date	Players	Min Time	Max Time	Avg Time
1	Emerald Greens, ST, Exc Cond		04/14/17	89	03:59	05:02	04:27
1	Clinton Hill, 70F Rain, Wet Course		05/19/17	48	03:30	05:15	04:33
1	Landings @ Spirit, 80F, Dry	SG R	05/26/17	88	04:28	05:02	04:48
2	Crystal Springs 52F, Dry, 90 Deg		04/21/17	76	04:05	05:02	04:33
3	Acorns, 80 F, Dry, 90 D	SG	05/18/17	102	04:11	05:20	04:32
4	Columbia SG, 55F, Dry, 90 Deg	SG	04/13/17	107	04:20	05:05	04:43
4	Clinton Hill, 68, Rain, PO		04/11/17	67	03:33	05:39	04:36
5	Emerald Greens, 66F Dry High Rough, bad hole loc		05/09/17	87	04:20	05:02	04:46
5	Wentzville		05/11/17	50	03:40	05:10	04:22

These are especially important. Max time rounds more than 30 minutes over the average and more than 1 hour over the fastest group on the course are usually our slowest groups. These groups are usually blocking several groups.

However for the most part even there slowest rounds were faster. Most were just barely over 5 hours These averaged 4:57, almost at the average for 2016 (4:49). Almost 20% of our members had rounds over 5 hr 25 minutes in 2016. Only one round was at or over that,

Clinton Hill, Div 4, 5:39.

Our Maximum times averaged only 4:57 for 2017 to date, almost the average time for 2016 (between 4:40 to 4:49).

Slow Groups – Slow Players

For the first 7 weeks less than 9% of the member-rounds have been identified as “slow” for at least 1 round. Unfortunately, a slow group can easily hold up 2 to 6 following groups, so as much as 40% of members can be stalled.

More important, less than 50 members in all 5 divisions were involved with almost 50% of the slow rounds and were repeats having between 2 to 4 slow rounds out of 6 to 7 weeks of play. Frequently these players were in the same tee group with another repeater.

By contrast, 120 members had 1 slow round in 7 weeks of play – everybody can have a bad round once in a while. In several instances, these rounds were as part of a group with the repeat slow players.

Difficult Conditions – Increased Slow Groups

Challenging courses, course loading and A/B tees, deep rough, Path Only, wet fairways – all have an impact on pace. These seem to make slow players play even slower. However, our fast groups, unblocked, have continued to play fast. The minimum times stay low, but the slowest times increase significantly and the impact on blocking groups behind is higher.

Close to Ideal Round – Aberdeen, Div 3

This round had 132 golfers playing split tees – heavily loaded. The first tee groups ran into the last tee groups with 6 holes remaining. However, the Average Time was 4:32 (Course target is 4:00), and the Maximum Time was 4:42. There were NO Slow Groups. Everybody was playing as quickly as course load would allow.

Good news – 11 of 32 rounds had average times less than 4:30.

Improvement needed – 11 rounds has max times of at least 5 hours. 22 of the rounds more than 45 minutes between the fastest to slowest rounds. Getting the maximum times down 10 to 20 minutes is still needed. This is only a minute per hole, completely reasonable.

Full YTD Division/Course Summaries

For full summaries for all courses and divisions see the next page.

DIV	Course/Conditions	Start	Date	Players	Min Time	Max Time	Avg Time
1	Emerald Greens, ST, Exc Cond		04/14/17	89	03:59	05:02	04:27
1	Columbia 50F, Rain, 90 Deg	SG	04/21/17	39	04:05	04:48	04:29
1	Dardenne 55F, Rain, Path Only	SG	04/28/17	49	04:15	05:00	04:40
1	Legacy – Rainout		05/05/17				
1	Belk Park		05/12/17	82	04:35	05:26	04:55
1	Clinton Hill		05/19/17	48	03:30	05:15	04:33
1	Landings @ Spirit	SG R	05/26/17	88	04:28	05:02	04:48
2	Landings @ Spirit	SG	04/13/17	92	04:04	04:33	04:19
2	Crystal Springs 52F, Dry, 90 Deg		04/21/17	76	04:05	05:02	04:33
2	Innsbrook – Rainout		04/28/17				
2	Clinton Hill		05/05/17	61	04:11	04:44	04:32
2	Columbia	SG	05/12/17	99	04:15	04:50	04:36
2	Emerald Greens		05/19/17	43	04:16	04:51	04:32
2			05/26/17				
3	Aberdeen Excellent Conditions		04/13/17	132	04:23	04:42	04:32
3	Orchards		04/20/17	107	03:59	04:53	04:20
3	Crescent Farms, 50 F, Path Only		04/27/17	73	04:00	04:49	04:31
3	Belk Park, 65F, Rain, PO		05/23/17	77	03:35	04:35	04:12
3	Tamarack, 68 F, Rain, 90 D		05/11/17	58	03:30	04:25	04:06
3	Acorns, 80 F, Dry, 90 D	SG	05/18/17	102	04:11	05:20	04:32
3	Bear Creek, 72 F, Dry- H Dew, D Rough, 90 D	SG R	05/25/17	94	04:17	05:29	04:52
4	Columbia SG, 55F, Dry, 90 Deg	SG	04/13/17	107	04:20	05:05	04:43
4	Innsbrook, ST Exc Cond		04/20/17	99	03:30	04:30	04:10
4	Legacy, 50 F Wet airwars, Rain	SG	04/27/17	58	04:03	05:00	04:32
4	Links of Dardenne (Redo)	SG	05/24/17	77	03:31	05:00	04:10
4	Clinton Hill, 68, Rain, PO		04/11/17	67	03:33	05:39	04:36
4	Bear Creek, 80f, Dry, 90 D	SG R	05/18/17	107	04:30	05:54	05:08
4	Incline Village, 75f, Dry, 90 D		05/25/17	72	03:49	04:40	04:17
5	Links Dardenne, 75F, Dry, 90 Deg	SG	04/13/17	120	04:14	04:46	04:27
5	Belk Park		04/20/17	91	03:47	04:40	04:13
5	Eagle Springs, 49F, Rain, Wet Standing Water, Path Only		04/27/17	80	03:52	04:48	04:34
5	Emerald Greens, 66F Dry High Rough, bad hole loc		05/09/17	87	04:20	05:02	04:46
5	Wentzville		05/11/17	50	03:40	05:10	04:22
5	Spencer T Olin, Dry, 90 D	SG	05/18/17	79	04:12	04:53	04:35
5	Prairies, 63F, Dry, 90 D		05/25/17	102	04:12	05:00	04:35