

May 12, 2026

2025-26 POPTOP'S  
(Pace Of Play – Today's Objective Priorities)

In the fairway, drop off your cart partner at their ball (or leave the cart with them and walk over to your ball). Player being dropped off should have range finder, at least 3 clubs most likely to use, and divot dirt (or take those items with you if leaving cart with them). Second player should be ready to hit when their turn!

Before teeing off, become familiar with where the bathrooms, water, and ice are located within the clubhouse. There are a few clubhouses in the area where they are not conveniently located. Plan ahead and use the bathrooms located on the course to avoid extra time getting to them when making the turn.

If you are the last player back to your cart either in the fairway or at the green, get directly in the cart with your clubs in your hands. Don't take the extra time to put them back in your bag. Do that at the green or the next tee.

At the green, place your extra clubs on the side of the green between the hole and the cart so that you do not have to backtrack to get them after holing out. (This also makes you less likely to leave them behind.)

When Cart Path Only – Shoot the pin with range finder from your cart to estimate yardage. Take with you as you proceed to your ball the 3-4 clubs you most likely will need, range finder, divot dirt, and towel. **Do not walk out to your ball, estimate your distance, then go back to cart for clubs.** If a walkable distance to the green, take your putter with you as well if practical for cart partner to take cart up to the green.

With typical shotgun starts, unless you are the "A" group on a 2-group starting hole, the group behind should never catch up and have to wait on your group. If you get to a par 5 and do not see the group ahead of you, you are behind and need to speed up.

While playing Four-Ball stroke play, if one of the partners is out of the hole and the other partner is safely on the green, **pick up**. Or if they have already holed out for a score lower than your potential score, **pick up**. You would then give yourself the score you most likely would have ended up making. (Strategy exception – if your putt for a higher score is on the same line as your partner putting for a lower score, you might want to go ahead and putt it.)

If you are first to arrive at the green and will not be the first to putt but waiting on others to arrive, go ahead and repair their ballmarks in addition to yours –plus any others nearby as time allows.

When your ball is in the middle of a large bunker, pick up the rake on the way into the bunker and take it with you so that you can rake the bunker as you leave. Do not hit and then have to walk out of the bunker, get the rake, and go back in to rake it. Save your steps and time!

Lost Ball – the time allowed to search for a ball is **3 minutes** starting when the player (or player's partner) arrives at the area where she thinks the ball might be and begins to search. To keep track of the time, one of the players can either use stopwatch on iphone or count to themselves – “1 lost ball, 2 lost ball, 3 lost ball,” etc. Verbally announce at 1 minute, 2 minutes, and 3 minutes thereby ending the search.

After hitting your shot and watching where the ball ended up, fill your divot if necessary and proceed to get in the cart. Do not take extra time doing swing rehearsals AFTER your shot.

Fixing your ball mark on the green – If you are away and the first one to putt, fix your ball mark AFTER you putt unless it is reasonably close to your ball or on the way as you walk on to the green towards your ball. Otherwise fix your ball mark so as not to delay play or disrupt other players on the green.

After putting out, put your glove back on while waiting for others to putt, on your way back to the cart, while riding to the next tee, or while waiting for other to tee off. No one should have to wait for you to put on your glove.

When riding in carts, do not pull the second cart too closely behind the first cart when stopping at the tee or green, or on path by fairway when Cart Path Only. Leave enough room for the cart in back to pull around the cart in front if having to wait on them. Keep moving!

Walk with purpose – somewhat faster than amble/meander/mosey.

Any discussions on restaurants, movies/shows, etc. should be done while riding in the cart between shots or walking back to your carts from the green. Pause them when you arrive at the ball or green and start preparing to hit your shot.

Know the most common rules – practice how to take relief from cart path, sprinkler/drain, red penalty area, yellow penalty area, & unplayable lie so that you can do so in a timely manner when the situation comes up. If needed, watch how-to videos on USGA website.

In a mixed pin-in/pin-out group on the green, when practical consider putting out of turn to avoid repeatedly removing and replacing flagstick (except in match play).

All players should watch the other players in the group ball flights in order to save time if needing to look for them.

Always have a second ball marked and placed in the cart, so that you do not have to dig around in your bag/open a new sleeve/mark new one if you need to hit a provisional or take a drop after losing original ball.

In a cart when approaching ball in the fairway, be aware of where the other balls are. Avoid parking the cart behind another ball or where someone will have to wait for you to move it.

In stroke play on the teeing area, the first person/cart to arrive at the tee should go ahead and tee off – especially if behind on pace of play. If a player birdied the previous hole, if she is not ready to tee off first, then the other players should not wait on her. (If you snooze, you lose.)

If expecting rain during the round, have all of your rain gear (jacket, pants, hat, gloves, umbrella) staged in your bag or cart so that you can get to it expeditiously when needed.

Before you tee off, have all of your miscellaneous equipment ready to go at the first tee – ball markers, divot tool, tees, balls, range finder, GolfGenius, GPS app – so that you do not have take extra time at the tee, fairway, or green after play has begun.