

# Round Time Report

A data-based look at pace of play

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Chinderah / Tweed  Golfers

From time to time, pro shop staff receive comments about slow play. That feedback is useful, but it also helps to compare the feeling of a slow round against the actual round-time data.

We analysed 5,436 18-hole rounds from Monday and Thursday competitions between 1<sup>st</sup> February and 25<sup>th</sup> July 2024. The results give us a realistic benchmark for what is normal at CT Golfers.

## In short

Most 18-hole competition rounds sit in a fairly normal range. About 63% of rounds were completed in under 3 hours 30 minutes, and 96% were completed in under 4 hours. This means that a round may sometimes feel slow, but still be close to the average benchmark for CT Golfers.

## 1. What we measured

|                                                                           |                                                                                    |                                                                                            |                                                                                 |
|---------------------------------------------------------------------------|------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| <b>1</b><br><b>Dataset</b><br>5,436 completed 18-hole competition rounds. | <b>2</b><br><b>Events included</b><br>Monday and Thursday CT Golfers competitions. | <b>3</b><br><b>Round time</b><br>Measured from scheduled tee time to scorecard submission. | <b>4</b><br><b>Purpose</b><br>To set realistic expectations about pace of play. |
|---------------------------------------------------------------------------|------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|

For this exercise, round time was calculated from the designated tee-off time to the time the scorecard was submitted. Tee times generally run to schedule, but card submission may occasionally add a few minutes if players do not submit immediately after finishing.

The aim is to understand the normal range, identify when rounds are genuinely outside that range, and help players keep the field moving steadily.

## 2. What the round-time distribution shows

The chart below shows the number of completed 18-hole rounds in each 15-minute time band. The result forms a familiar bell-shaped pattern, with most rounds clustered around the middle rather than at the very fast or very slow extremes.

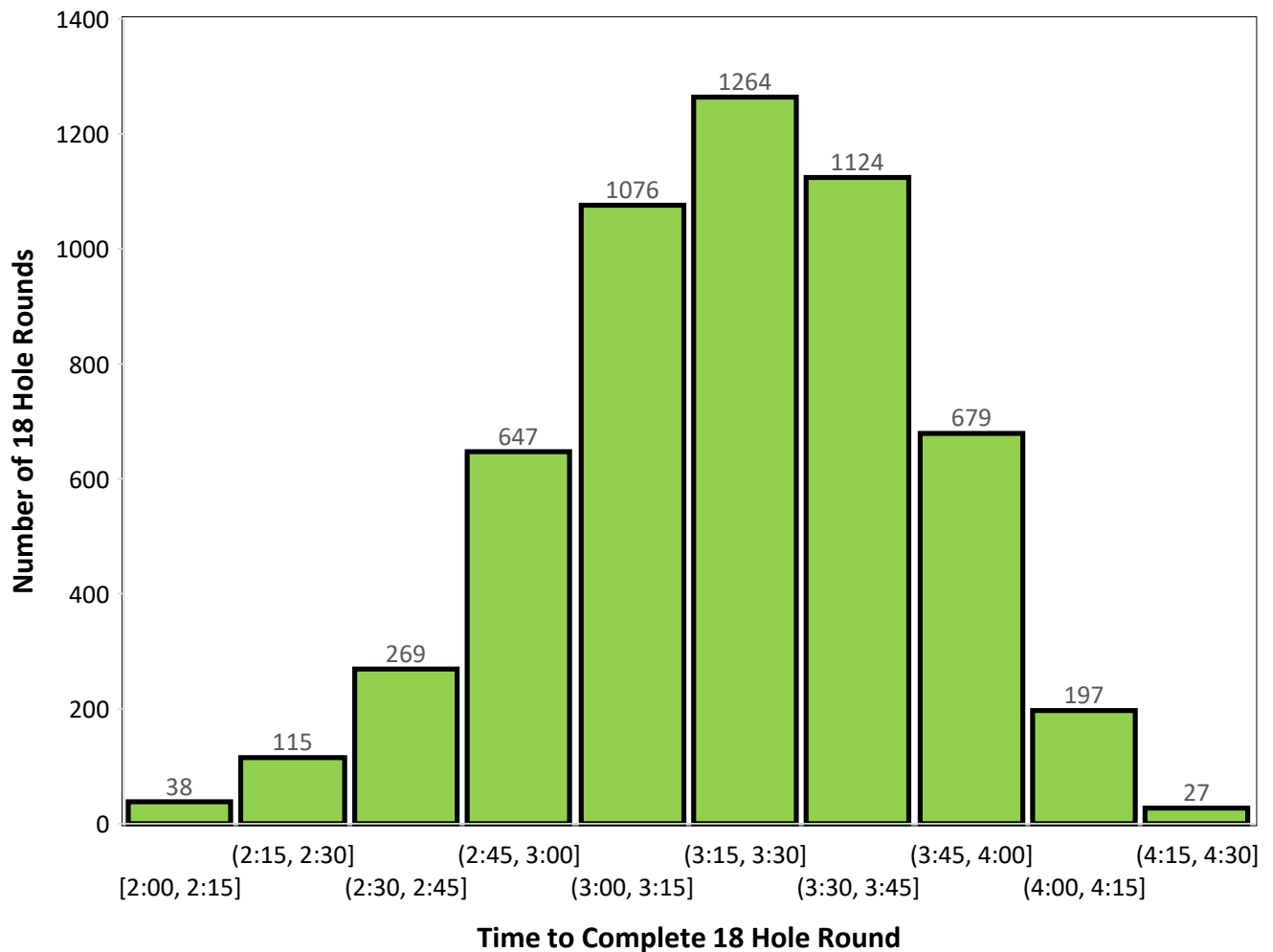


Figure 1. Distribution of 18-hole round times for Monday and Thursday CT Golfers competitions.

The largest single 15-minute band was 3 hours 15 minutes to 3 hours 30 minutes, with 1,264 rounds in that interval. Very fast rounds below 2 hours 30 minutes were uncommon, and rounds over 4 hours were also uncommon.

| Round time range | Share of rounds | Cumulative share |
|------------------|-----------------|------------------|
| 2:00 - 2:30      | 3%              | -                |
| 2:30 - 3:00      | 17%             | 20%              |
| 3:00 - 3:30      | 43%             | 63%              |
| 3:30 - 4:00      | 33%             | 96%              |
| 4:00 - 4:30      | 4%              | 100%             |

Table 1. Summary of round-time bands for 5,436 completed 18-hole rounds.

### 3. What is a realistic expectation?

A common issue with pace-of-play complaints is that the round may feel slower than expected, even when the actual time is close to the normal benchmark. For example, a round around 3 hours 20 minutes or 3 hours 30 minutes is not unusual in this dataset - it is near the centre of the measured range.

|                                                                        |                                                                        |                                                                                          |                                                                             |
|------------------------------------------------------------------------|------------------------------------------------------------------------|------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|
| <b>Under 3:00</b><br>Fast. About 20% of rounds finished under 3 hours. | <b>3:00 - 3:30</b><br>Very normal. This was the most common time band. | <b>3:30 - 4:00</b><br>Still common, especially as the course fills later in the morning. | <b>Over 4:00</b><br>Longer than ideal, but relatively uncommon in the data. |
|------------------------------------------------------------------------|------------------------------------------------------------------------|------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|

**Important point**

Slow play is partly an expectation issue. If a player expects every round to take about 2 hours 45 minutes, then a normal 3 hour 30 minute competition round will feel slow - even though it is close to the measured CT Golfers benchmark.

**4. Why later tee times usually take longer**

Round time is not the same for every tee time. The data shows a positive relationship between tee-off time and round time: as the morning progresses, rounds generally become longer.

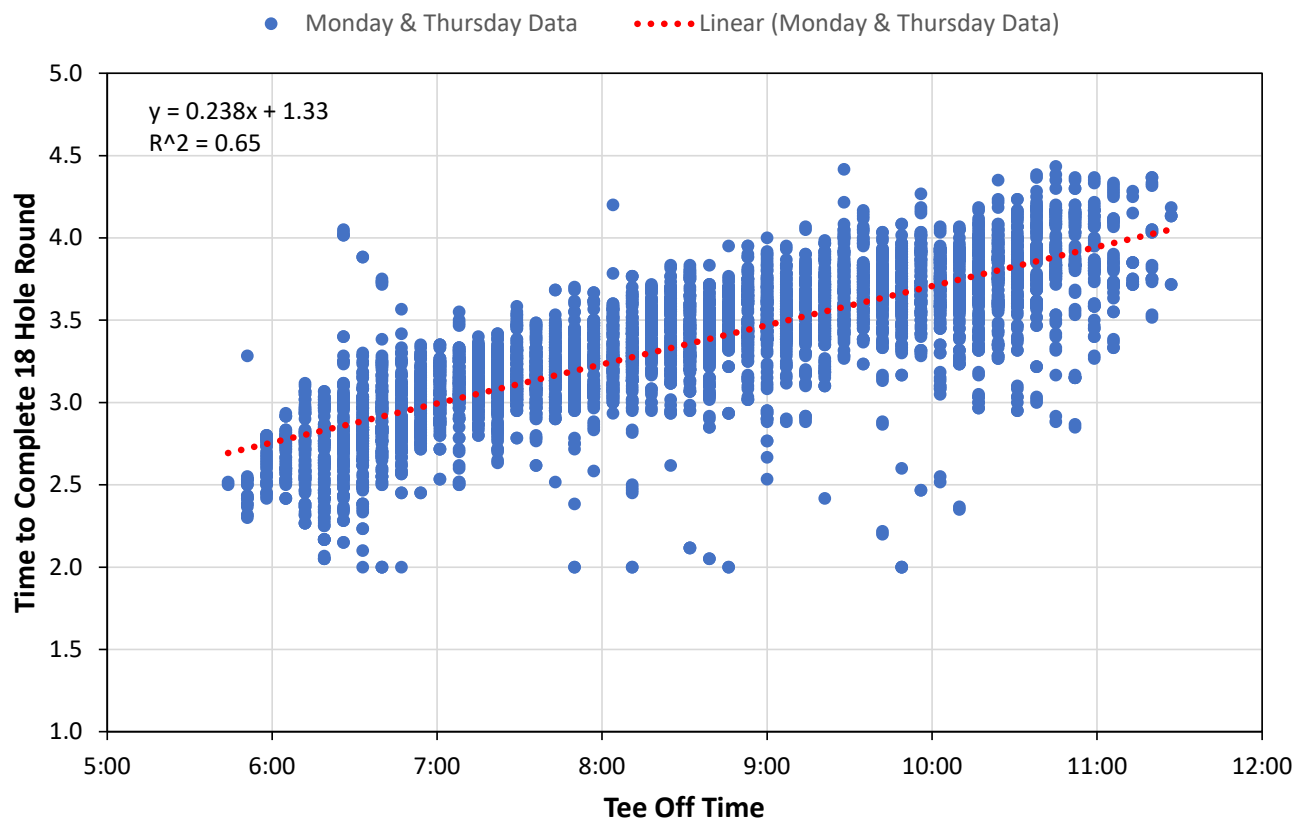


Figure 2. Relationship between tee-off time and 18-hole round time.

This is expected. Early groups have clearer space ahead of them. Later in the morning, the course becomes fuller, small delays accumulate, and groups have less room to move freely. When the course becomes saturated (i.e. a group on each hole), the overall pace of play is naturally reduced.

The regression line in the chart indicates that round time generally increases by about 15 minutes for each hour later in tee-off time. This does not mean every later group is slow. It means that later groups are playing into a busier course environment.

## 5. How to read pace-of-play complaints

Player feedback is still important. Some rounds really do become too slow, and repeated waiting on every shot is frustrating. But the data helps separate a genuinely slow round from a normal round that simply felt slower than the player expected.

- A 3 hour 15 minute to 3 hour 30 minute round is close to the centre of the data.
- A round near 4 hours is slower, but still occurred within the normal spread of results.
- Rounds over 4 hours deserve attention, particularly if they are frequent or caused by a group losing position.
- Early starters may naturally experience faster rounds than later starters because the course is less congested.

**The fairest benchmark is not the fastest round anyone has ever played. The fair benchmark is the normal range for a full competition field at Chinderah Golf Course.**

## 6. Tips to improve the pace of play

The goal is not to rush. The goal is to keep moving safely and steadily so everyone gets around in a reasonable time.

| Good habit                                         | Why it helps                                                                                                  |
|----------------------------------------------------|---------------------------------------------------------------------------------------------------------------|
| Be ready when it is your turn                      | Choose your club, check distance and prepare while others are playing, provided it is safe.                   |
| Play ready golf where appropriate                  | In stroke and Stableford competitions, the player who is ready can often play first if it is safe and agreed. |
| Keep up with the group in front                    | The best pace measure is your position relative to the group ahead, not just the group behind.                |
| Leave bags and carts on the exit side of the green | This avoids walking back against play after putting out.                                                      |
| Record scores at the next tee                      | Clear the green first, then write scores while the next group is preparing to tee off.                        |
| Limit ball searches                                | Watch each other's shots and move promptly. Use the permitted search time and then keep the round moving.     |
| Pick up in Stableford when you cannot score        | If no points are possible, picking up saves time and is part of sensible Stableford play.                     |
| Keep practice swings brief                         | A consistent routine is good; a long routine on every shot slows the whole field.                             |

### Bottom line

CT Golfers rounds are generally within a reasonable benchmark for a full 18-hole competition field. Some rounds will still feel slower than others, especially later in the morning, but the data shows that most players are completing their rounds within the normal range. Small improvements in player habits can help keep that range under control.

*Data note: Round times were analysed from Monday and Thursday CT Golfers 18-hole competition rounds. Times were measured from scheduled tee-off time to scorecard submission time, so round times analyzed in this data include the time taken to submit scores.*