





#### Winds blowing east?













#### Lessons from the US

**Two Minute History** 

Today's Realities

**Tomorrow's Opportunities** 





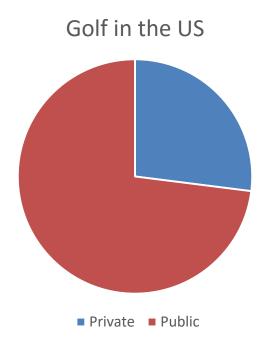






### Two Minute History of Golf Courses in the US...

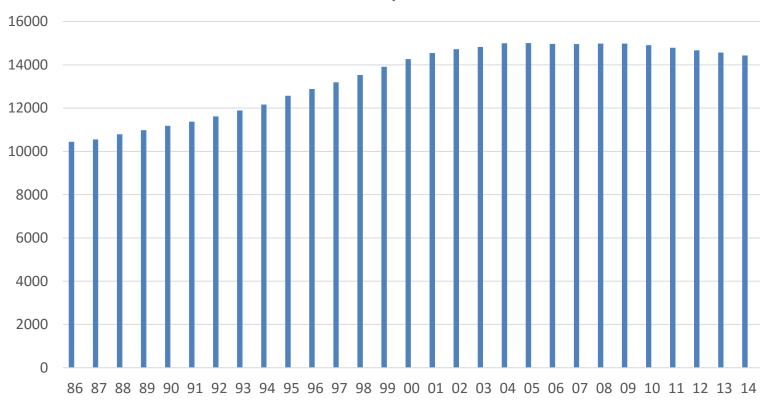
- Private clubs and municipal golf
  - •1800s to 1950s/60s
- Rise of daily fee and resort golf
  - •1950s/60s +
  - •The Arnold Palmer Effect?
- Golf housing development
  - •1980s/90s +







#### Golf Course Supply 18-Hole Equivalents



Source: NGF





### Two Minute History of Golf Courses in the US...

- •The Tiger Woods Effect? Bubble?
  - **•1997-2003**
- Great Recession and Supply Contraction
  - **•2008 +**







Source: NGF





# If you are not growing, you must be dying!





### THE WALL STREET JOURNAL.

**BUSINESS** 

A Game of Golf? Not for Many Millennials

Golf's Retail and Sporting Ends Scramble to Find New Strategy.

Winning Back the Frustrated Golfer

Despite a boom in courses and superstars, golf is losing almost as many players as it's gaining

**BUSINESS** 

Adidas's Earnings Rise Slightly, May Shed Golf Business

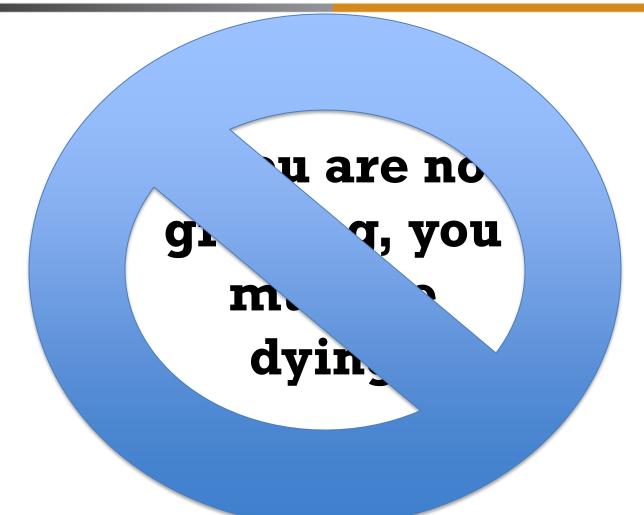
Company explores options for TaylorMade-Adidas Golf as unit's sales slump

Harvard Business Review

### Millennials Not Enthused About the Game of Golf

















#### Today's Reality – Golf's Virtues

- Outdoors! Or indoors in the winter...
- Beautiful
- Social
- Fun (if you have some competency)
- •Tribal (elitist?)
  - Clothing
  - Language
  - Tools
- Business benefits
- ·Lifelong activity!





#### Reality vs. Perception

- Great variety of golf experiences
  - Private club (high end, modest)
  - Resort
  - Municipal
  - Daily fee (high end, modest)
  - Semi-private
- But are there different perceptions of golf? NO!
- WE may think we are fantastic and diverse and there is nothing wrong, but that is tribalism!





#### **Today's Reality**

**Non-Golfer Perceptions of Golf** 

- Negative 57%
- Neutral 25%
- Positive 18%
- Boring, slow, difficult, expensive
- Elitist, stuffy

Source: NGF





I O N





#### Change is all around us...

**Family** 

Work/life balance

**Technology** 

#Millennials – Diversity, Inclusion, Experiences





#### **Today's Reality**

 As society changes quickly and golf remains relatively unchanged, we appear to have aged.





















#### Marketing disruption









- Online booking in golf today 10-12%
- Leisure travel 70%
- Commodotizing golf?



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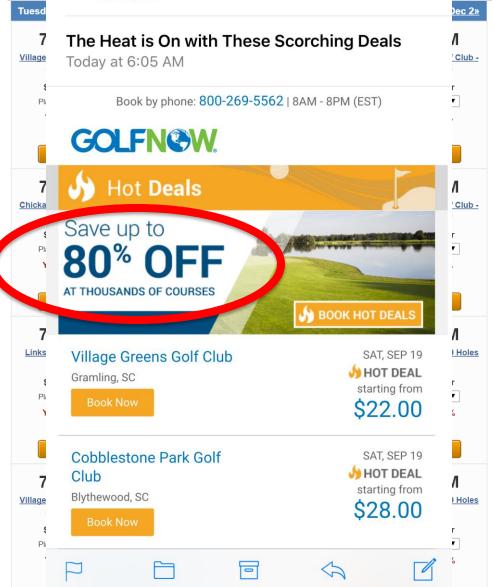
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To: Jay Karen >

From: GolfNow >













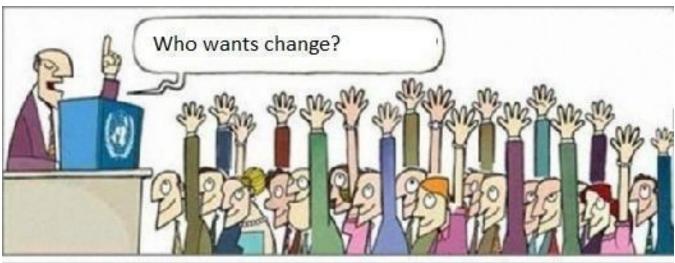
#### Tomorrow



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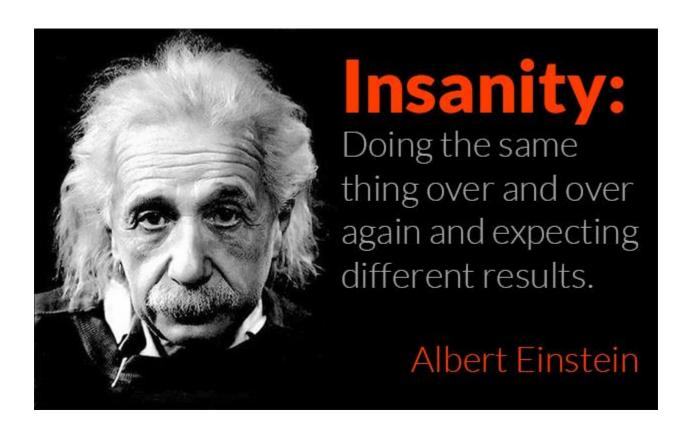


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#### What must the "INDUSTRY" do?

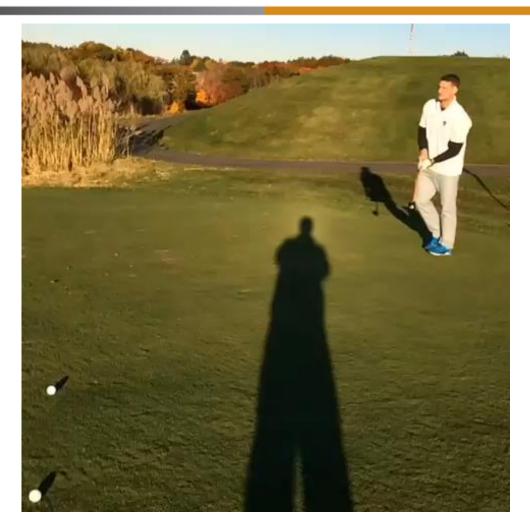
- What next?
  - FootGolf?
  - FlingGolf?















#### Will these things save golf?

- Extra large cups?
- Tee ball for golf?
- Junior leagues?









#### What next?

- Relaxing the dress codes?
- Music in carts?
- Two sets of rules? USGA/R&A and "Go Easy Rules"
- GolfNow? TeeOff.com? Will these companies stimulate demand?









- Don't build golf courses <u>only</u> to sell homes. Build golf courses as a response to the demand possibilities.
- Respond to the needs and wants of families. Go where the money is going! Go where the <u>TIME</u> is going!
- View golf as the core product of a <u>land and facility business</u>.
   Traditional golf is not the only product. What else can you do with the land, facilities and people?





### What learn

Find ways to

• Hospitality



olayers.





- Getting golf in parks, recreation and schools more and more and more and more and more
- Smarter pricing and distribution strategies
  - Let the barterer beware!
  - Do not assume all golfers are price sensitive
- Do a better job marketing the golf product on the macro level
  - Be more accurate about the product
  - Tell two stories that which attracts, also detracts





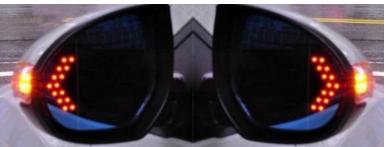
- No association or association program is going to come to everyone's rescue.
- It won't be <u>ONE BIG THING</u> that will set us on a path to more rounds and revenue; it will be <u>many little and medium sized</u> <u>things</u>.
- Associations like NGCOA and EGCOA <u>can</u> help make the little and medium things happen.





- Golf has always been boring, difficult and elitist.
- But we are no longer in the Golden Age. Build it and they will come!
- We must work harder than in the past for profitable results.
- We live in the information age we have a better indication of what is coming down the road.













We, the people...

We, the golf industry...





## Evolution through creativity, experimentation and progress.

