

PACE OF PLAY

PROMPT PACE OF PLAY GUIDELINES:

- Play “ready golf” (Rule 6.4b)
- Make a stroke in no more than 40 seconds (Rule 5.6b)
- The first player in the group to hole out should walk ahead towards to the next tee
- Walk with a purpose between shots

CHECKPOINTS:

- The Committee has designated six (6) holes on the golf course as pace of play check point holes – Nos. 2, 5, 8, 11, 14 & 17.

TIME PAR:

- Time Par is the amount of time in which all players are expected to complete a round. This is expressed on a per-hole basis and as an overall time for 18 holes.

OUT OF POSITION:

- “Out of position” is defined as completion of the checkpoint hole in more than the established number of minutes.
 - Groups are expected to maintain their position by being within 15 minutes of the group immediately ahead.
- The first group(s) of the day is judged only against time par until they are in position the group ahead.

MISSED CHECKPOINTS:

- Groups will be notified by the checkpoint volunteer if they have missed the checkpoint by being shown a “red card.”
 - A red card is warning:
 - The group is out of position and behind on overall time par
- A red card can be rescinded by:
 - Being in position (within 15 minutes) of the group immediately ahead at the next checkpoint.
 - Being on or below overall time par through the next checkpoint.

BAD TIMES:

- Taking an excess of 40 seconds to play a shot once it is their turn to play
 - The timing of a player’s stroke begins when it is the player’s turn to play without interference or distraction. Time spent determining yardage and other conditions, such as wind, will count as time taken for the stroke.
 - On the putting green, the actions allowed under Rule 13.1 are not included in the timing of a player’s stroke, provided the player is not unreasonably delaying play. However, time spent surveying the line of play from any angle will count as time taken for the stroke.