

PACE OF PLAY POLICY

Rule 5.6b states, in part: "The player should play at a prompt pace throughout the round. To encourage and enforce prompt play, the Committee has set a Pace of Play Policy." Between the completion of a hole and playing from the next teeing area, the player must not unreasonably delay play. Thereafter, Rule 5.6b(3) penalties for slow play. In order to prevent any such penalties, we ask that you review carefully the following guidelines that have been established in accordance with Rule 5.6b.

Maximum Allowable Time

Maximum allowable time is the **MAXIMUM** time deemed necessary by the Committee for a group to complete its stipulated round. This is expressed in a per-hole and aggregate time format on the chart attached to this document. A group's **maximum allowable time** begins at its assigned starting time, or if the starting time is delayed, at the adjusted starting time. Time associated with playing the game, e.g., for rulings and walking times between holes, is included in all **maximum allowable times**.

Definition of "Out of Position"

A group is **out of position** when it: Completes play of a hole (replaces the flagstick) later than the **maximum allowable time** given (see attached chart) **and**: Reaches a par-3 hole that is clear of all play and all players in the preceding group have played their strokes from the teeing ground of the next hole; Reaches a par-4 or par-5 hole which is not clear of all play but which becomes clear of all play **before** all players in the group have played their strokes from the teeing ground or Reaches a par-4 or par-5 hole which is clear of all play.

Note: If a ruling or some other legitimate delay occurs which causes the group in question to be out of position, that group is expected to regain its position within a reasonable time.

Timing

When the Committee determines that a group (or individual) will be timed, all players (or a specified individual) in the group will be notified by a Rules Rover.

Other than on the putting green, the timing of a player's stroke will begin when it is her turn to play and she can play without interference or distraction. Time spent determining yardage and other conditions (such as wind) will count as time taken for the next stroke.

On the putting green, the timing of a player's stroke will begin after she has been allowed a reasonable amount of time to mark, lift, clean and replace her ball, repair her ball mark and other damage on her line of play and remove loose impediments on her line of play. Time spent looking at the line of play from beyond the hole, to the side of and/or behind the ball will count as part of the time taken for the next stroke.

A player is permitted a maximum of **40 seconds** to play a stroke. The 40 second time limit excludes the first to play from the teeing area, from the fairway, and from around the putting green. The first to play will be allotted an extra 10 seconds, for a total time of 50 seconds to play the shot.

Any player in a group being timed who exceeds the **maximum allowable time** to play a stroke will be informed as soon as practicable by the Rules Rover.

A Rules Rover will not advise a group that it has regained its proper position on the course and is no longer being timed. A player may inquire at any time regarding the group's pace of play status.

Note: The Committee reserves the right, at any time, to time a group when deemed necessary. Further, if the Committee determines a player to be unreasonably slow, she may be timed individually at the Committee's discretion regardless of whether his group is out of position. Players should also be aware that the Committee may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help her group get back in position. An example of this would be a player who delays play between shots or holes.

Pace of Play Penalties

The following are the penalties, in sequence, for any player in a group being timed who takes more than the **maximum allowable time** to play a stroke after timing of the player's stroke begins:

1st bad timing exceeding the allotted time – **Warning**

2nd bad timing – **1 stroke penalty**

3rd bad timing – **Additional 2 stroke penalty**

4th bad timing – **Disqualification**

Note: If a group being timed regains its proper position, any previous "bad times" will be carried over for the remainder of that round in the event that group requires additional monitoring. Any player who has a bad time(s) will be reminded of the bad time(s) if she or her group requires additional timing during the round.

We sincerely request your cooperation. If everyone will cooperate, the Tournament will be a more pleasant experience for all the players.