

Group Pace of Play Policy



All players are expected to have an understanding of this policy. The Pace of Play Committee will designate four holes on the course as checkpoint holes. Take a closer look at some of the highlights of this policy.

Every group will be required to complete each checkpoint hole within their maximum allowable time or within 14 minutes of the group ahead. Otherwise, they are considered to be out of position.

3	★	✗	If a group misses two or more checkpoints, they are subject to penalty. Bad times (a time over 40 seconds) and other information gathered at any time may be used during the review process.
7	★	✓	
12	★	✓	
16	★	✗	

If a group misses a checkpoint, they are expected to regain their position by the next checkpoint.

Posted signs are on all checkpoint holes.



3	4	5
3:13	3:24	3:40

Maximum allowable time is the MAXIMUM time considered necessary by the Committee for a group to complete its round. This is expressed in a per-hole and aggregate time format on the player's scorecard.



Players are both allowed and encouraged to play "ready golf" in a safe and responsible way and should make a stroke in no more than 40 seconds.

Regardless of position, players may be spoken to by a Rules Rover. The Committee may also apply a penalty for breach of Rule 5.6a (Unreasonable Delay of Play).

OTHER TIPS

Before reaching your golf ball:

- Review hole location sheet
- Determine wind direction
- Determine yardage

Repair damage on the putting green on the way to marking your ball.

If another player is not ready to play when it is his or her turn, someone else should play.

Walk quickly to your ball.

Keep up with the group ahead of you - don't worry about the group behind.

Survey your putt from the opposite side of the hole when another player is playing.

Your caddie's pace is your pace. Make sure your caddie keeps up.

A player may inquire about the group's status at any time.