

Pace of Play Policy

Players will not receive warnings.

To avoid penalty, groups must complete each checkpoint hole:

1. Under the allotted time, or
2. Within 12 minutes of the group ahead.

Checkpoints will be on holes #6, #12 and #18, unless otherwise indicated.

All players in a group in breach of the pace of play policy at any checkpoint are subject to penalty.

PENALTIES

First Breach of Round = 1 stroke penalty to each player in the group.

Second Breach of Round = additional 2 stroke penalty to each player in the group.

NOTIFICATION

An Official will notify any group that completes a checkpoint hole in breach of the pace of play policy.

It is the player's responsibility to record and include any penalties assessed on their scorecards. Penalties are to be added to the checkpoint hole where the breach occurred. (#6, #12 or #18)

POSITION

First Group(s) off Either Tee – The first group(s) will be in breach of the pace of play policy if they take more than the allotted time to finish a checkpoint hole until they reach (within 12 minutes) any group ahead. After they reach a group ahead, both conditions must be met to be in breach of the pace of play policy.

Position with Group Ahead – To stay within 12 minutes of the group ahead, players should never have an open hole and they should be in the fairway on par 4's and 5's when the group ahead leaves the green.

If your group is out of position for any reason, i.e. lost ball, rulings, IT IS THE RESPONSIBILITY OF THE GROUP TO MAKE UP LOST TIME. Your original time remains your pace of play.

CONCERNED PLAYERS AND APPEALS

A player concerned about slow players in a group should first remind that player of the pace of play policy and encourage them to play more efficiently. The concerned player may, before or after penalties are assessed, request an Official to monitor the group.

Appeals for exceptional situations will be considered only in the scoring area after the completion of the round and prior to the return of a player's scorecard. The appeal board will consist of three persons. At the completion of the round, previous penalties may be rescinded if the overall time goal is met.

DEFINITIONS

Timing – A checkpoint hole is complete when the ball, of the last player in the group, has been removed from the hole.

Allotted Time – The "allotted time" is the maximum time allowed to complete play of the course or the holes between checkpoints. The allotted time is predetermined by the Tournament Committee and may be adjusted between events. Time for ball searches, rulings, and walking or travel time between holes is included in the allotted time. The allotted time will be posted before the start of each round.