

PACE OF PLAY GUIDELINES

1. Play Ready Golf.
2. Play each shot in 20-40 seconds.
3. Keep practice swings and pre-shot routines to a minimum.
4. Time lost ball searches- 3 minutes maximum.
5. Take extra clubs to your ball.
6. When using the Range Finder, have possible needed clubs with you.
7. Plan your shot before you get to your ball. Determine yardage and make club selection before it is your turn.
8. Chat in the cart-NOT on the tee box or when it is your time to hit.
9. Record scores on the following tee.
10. Be mindful of suggested times per hole.
11. If club covers are used, replace them in the cart or when someone else is hitting.
12. Play a provisional ball if you think your original ball might be lost or out of bounds. Model Local Rule E-5 may not be used if a provisional is taken.
13. Follow the ball of all players in your group, not just your own.
14. Volunteer to fill a divot or rake a bunker.
15. Start reading putts when you get to the green so you are ready to putt when it is your turn.
16. Accept responsibility. Recognize that you may be causing slow play and correct yourself.
17. Try to play in 4 ½ hours or less.
18. Keep up with the group in front of you.

2019 Pace of Play Procedures for Foursome Captain

At each event, a Foursome Captain will be designated for each group.

For each Team or Tournament event a **Red Dot** will be next to a name on the scorecard of one member in each foursome who will be designated the Foursome Captain.

Responsibilities of the Foursome Captain:

1. Read through the Responsibility list so she is aware of what is expected of her. Read through the list of suggestions to improve the pace of a foursome on the Pace of Play Poster.
2. Inform her foursome of those responsibilities and suggestions.
3. Be able to constructively communicate to a member of the foursome if said member is playing slowly and to offer a tactful solution to speed her up.
4. Be aware of the time it takes to complete a hole and the 20 to 40 seconds per shot guideline and voice needed corrections.
5. Make sure your foursome is immediately behind the group in front of you, not immediately in front of the group behind you.
6. Call the person in charge of the event if slow play continues. The Tournament Chair or the TEAM chair will locate the offender(s) and give them an Undue Delay warning or penalty as needed.
7. After the round report any extremely slow players to the Tournament Chair or the TEAM Chair so they are aware of these individuals for future events.
8. Give feedback to the Tournament Chair or the TEAM Chair regarding successes, failures or any needed modifications of this Pace of Play Policy.