

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.

Posted signs are on all checkpoint holes.

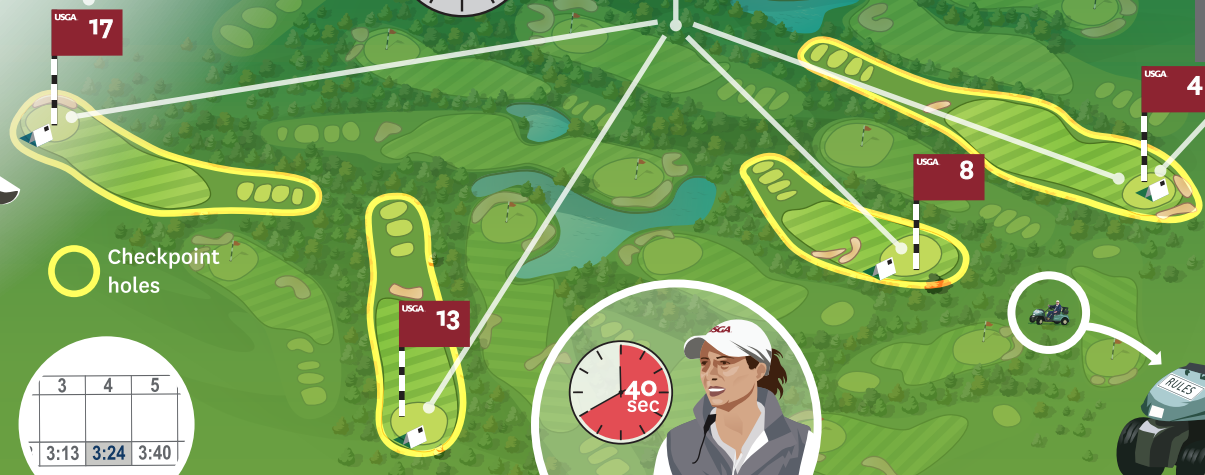


Every group will be required to complete each checkpoint hole within their maximum allowable time or within 14 minutes of the group ahead. Otherwise, they are considered to be out of position.



4	🚩	❌	If a group misses two or more checkpoints, they are subject to penalty. Bad times and other information gathered at any time may be used during the review process.
8	🚩	✅	
13	🚩	✅	
17	🚩	✅	

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



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 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:



1 Review hole location sheet



2 Determine wind direction

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



3 Determine yardage



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

If a fellow-competitor is not ready to play when it is his or her turn, someone else should play.



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.

Walk quickly to your ball.



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

USGA Group Pace of Play Policy Tips for Success

- Play ready golf whenever practical.
- If your group misses any checkpoint, **REACT**, and get back in position.
- Your caddie's pace is your pace. Make sure your caddie keeps up with you.
- If you are not playing first, you should be preparing for your stroke while others are playing and be ready to play when it is your turn.
- Walking quickly to your ball and between strokes generally helps a group that has fallen behind re-gain its position on the course.
- Review the hole location sheet, put on your golf glove, determine wind direction and yardage on the walk to your ball so you may choose a club when you arrive at your ball.
- All players should watch closely when a ball heads toward trees, rough or penalty areas so that a potential ball search could be expedited if necessary.
- If you believe your ball may be lost outside a penalty area or could be out of bounds, play a provisional ball (Rule 18.3).
- Utilize Rule 20.1c(3) (Playing Two Balls When Uncertain What to Do) if a referee is not readily available.
- If you are going to walk forward to survey your next stroke, do so in a non-distracting way while other players in your group are playing.
- If you will be the first to play the next shot, you should make an effort to arrive at your ball first.
- Repair damage on the putting green on the way to marking your ball.
- Survey your putt from the opposite side of the hole when other players are playing.
- The player (or caddie) who is second to finish (or second to last in four-ball) should replace the flagstick, if applicable.
- Place your golf bag off the putting green near the next teeing area.