

Shotgun Pace of Play Policy

Summary

When a group is **out of position** at any checkpoint the players in the group are liable to penalty under these guidelines. Players in a group that has missed one or more checkpoints will be liable to penalty according to the following schedule of penalties pending final determination of whether a breach or breaches of these guidelines have occurred:

Checkpoints will be on completion (flagstick in the hole) of the 4th, 9th, 13th and 18th holes

- 1st missed checkpoint* – warning
- 2nd missed checkpoint – liable to a one stroke penalty
- 3rd missed checkpoint – liable to a two stroke penalty
- 4th missed checkpoint – liable to disqualification

* It is important to note that if a group successfully clears each of their first 3 check-points, but is out of position (misses) at the 4th check-point; each player in the group is liable to a one stroke penalty if in the Committee's view a reasonable effort was not made by the players to complete their round within the allotted time for the final check-point.

* It is also important to note that if a group successfully clears each of their 4 of their check-points, but is out of position at the conclusion of their round; each player in the group is liable to a one stroke penalty if in the Committee's view a reasonable effort was not made by the players to complete their round within the allotted time.

Maximum Allowable Time

When play is in groups of three, each group will be expected to complete 18 holes in not more than a **xx hour and xx minute** pace at **xyz Golf Club** and at a pace in accordance with the attached time chart. When a group falls behind – regardless of the reason - it must regain its position. Time for ball searches, rulings, and walking time between holes is included in all maximum allowable times.

Definition of "Out of Position" – Stroke Play

ALL GROUPS: A group is *out of position* if it

- (a) takes more than the maximum allowable time to finish a check-point hole **and**
- (b) completes play of a check-point hole more than 14 minutes after the preceding group completed play of that hole.

Time charts outlining the time per hole, including the finish times for the check-point holes, for XYZ Golf Club are attached. **Check-Points:** Play of the check-point holes must be completed in the following amount of time (groups of 4):

Group out of Position

When a group is *out of position* at a checkpoint, it will be notified by a Checkpoint Official. When a group has been notified of a missed checkpoint, that group is expected to regain its position before reaching the next checkpoint. If that group reaches the next checkpoint **out of position** each player in the group may incur the applicable penalty for a breach of these guidelines.

Any group that is **out of position** may be monitored by a Rules Official.

A player concerned about a non-responsive (slow) fellow-competitor in his group who is delaying play should request a Rules Official to monitor the group in case the group is or becomes liable to penalty under these guidelines.

Final Determination Regarding Breach / Review Process

Before returning his scorecard, a player who is liable for penalty during his round may consult with the Pace of Play Committee to determine if he has incurred a penalty under these guidelines. The Pace of Play Committee will determine that a player who has been found to be *out of position* is not in breach of these guidelines only if:

- (a) the player was delayed by the Committee, or
- (b) the player was delayed by a circumstance beyond control of the player or the group, or
- (c) the player was delayed by another player in the group.

A player who was **out of position** during his round and who elects not to consult with the Pace of Play Committee to determine whether he was in breach of these guidelines is deemed to be in breach of these guidelines and incurs a penalty or penalties according to the above schedule of penalties.

If a player or a group incurs a penalty, penalties are to be applied to the checkpoint hole where the breach occurred.

Time Schedule in Hours and Minutes																				
Hole #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
Par	4	4	3	4	4	3	5	4	4	Turn	4	4	3	4	4	3	5	4	4	70
Time Allotted	0:15	0:15	0:13	0:16	0:15	0:12	0:18	0:15	0:16	0:02	0:15	0:16	0:12	0:15	0:15	0:13	0:18	0:15	0:16	4:32
Total Time Start Tee #1	0:15	0:30	0:43	0:59	1:14	1:26	1:44	1:59	2:15	2:17	2:32	2:48	3:00	3:15	3:30	3:43	4:01	4:16	4:32	