

## Richmond Golf Club Pace of Play Policy

Following months of analysis and discussion, a new PACE OF PLAY POLICY has been developed and approved by the Management Committee for immediate implementation. The policy identifies target times for a round of competition golf, a formal approach for dealing with members who do not adhere to the policy and some very effective time-saver hints. The purpose of the policy is to ensure competition rounds are played in an appropriate manner to make golf more enjoyable for everyone.

All Members enjoy a round of golf that flows and does not involve constant waiting. In accordance with the Rules of Golf (Rule 6.7) this Pace of Play Policy has been established on the following principles:

- All players (not just the lowest marker) are responsible for the speed of play of their group
- All players are required to be on the tee 5 minutes prior to their tee time
- 4 hours and 30 minutes is the required **maximum time** for a group of four to complete 18 holes
- Over 4 hours and 30 minutes is an unacceptable period of time to complete 18 holes of golf
- If you wish to tee off in the first 5 groups of the morning or afternoon field, you should complete your round in 4 hours or less

Therefore, sanctions may be applied following a competition round to any group which takes more than 4 hours and 30 minutes to complete its round of golf, unless the round is completed within 15 minutes of the group in front. These sanctions are in addition to the penalties applied under the Rules of Golf for breaching the club's Pace of Play Guidelines, which are displayed on the club's notice boards.

The Match Committee may apply these sanctions as follows:

1. On the first occasion each player may be sent a letter advising the player of his or her first official warning for slow play.
2. On the second occasion in a three month period that player/s may be restricted to being able to only book in one of the last two tee times of the morning or afternoon fields for the following two weeks of competitions.
3. On the third occasion in a three month period that player/s may be suspended from playing in a competition timeslot for one week.

If members adopt the simple strategies listed below, the pace of play problems we experience should disappear. The management committee would prefer to avoid any 'heavy handed' approaches to slow play, e.g. constant marshalling, slow play penalties, a 'bundy clock' system, forcing consistently slow groups to the end of the field or restricting playing rights.

**Date:** March 2014

**Next Review Date:** March 2016

## Strategies to Achieve a Good Pace of Play

Due to extensive member feedback and in recognition of the Rules of Golf (Rule 6.7) the Club has established a Pace of Play Policy that is based on 4 hours and 30 minutes being the **maximum** time for a group to complete 18 holes. Strategies to assist players in achieving this include:

- Check-in at least 15 minutes prior to your tee time.
- Be ready to play 5 minutes prior to your tee time.
- Every player is responsible for the speed of play of their group.
- Always endeavour to keep up with the group in front of you.
- Move quickly between shots and be ready to play when it is your turn.
- If you are behind, abandon the “Honour” system and the furthest from the hole hits first rule and adopt the procedure where the person who is ready hits, even if he/she is further up the fairway, **providing it is safe to do so**. On the tee, shorter hitters may hit first.
- Play a provisional ball if your ball could be lost outside a water hazard or could be out of bounds.
- Leave buggies on the side of the green nearest the access to the next tee.
- Line up your putt and get set to putt while other players are putting, without breach of etiquette.
- Putt out whenever possible (except in match play).
- If you “have the honour” on the next tee, hit first and then mark your scorecard.
- Mark your scorecard on the next tee while others are teeing off.
- In other than Stroke competitions, pick up your ball when you cannot score.
- If you lose a ball and or fall behind, play your next few shots as soon as it is safe to do so.
- If asked to ‘catch-up’ to the group in front by a Club Official, a group has 3 holes to achieve its correct position in the field.
- Follow these timing checkpoints during your round:

**(Note:** These are **maximum** times)

1. complete the first 6 holes in 1 hour 30 minutes
2. complete the front 9 holes in 2 hours 15 minutes
3. complete the first 12 holes in 3 hours
4. complete the 18 holes in 4 hours 30 minutes

**Unless you are not delaying play of your group or the group behind,**

**Please avoid:**

- Marking score cards on the green.
- Taking an excessive number of practice swings.
- Replaying putts.