

PACE OF PLAY

Slow play negatively affects both the other players in the slow player's group, who may rush their shots to make up for the slow player, and all players who are following the slow group, who must endure undue delay prior to making their shots. Therefore, the GMWGC has adopted the following Pace of Play Policy, as well as Efficiency Guidelines, using the recommendations of the USGA.

PACE OF PLAY POLICY

Rule 6-7 states "The player shall play without undue delay and in accordance with any pace of play guidelines which may be laid down by the Committee." And also specifies penalties for slow play. Please read carefully the following Policy and Guidelines to avoid receiving a penalty.

Allotted Time: Foursomes will be required to play an eighteen (18) hole round in **no more than 4 hours and 30 minutes**, which is an average of 13 minutes for par 3's, 15 minutes for par fours. And 17 minutes for par 5's. Per USGA's recommendations, each player has a **maximum of 40 seconds to play her shot**. (USGA advises players to strive for 20 seconds). The timing of a player's shot begins when she can play without interference or distraction. Time spent determining yardage, selecting the club, taking practice swing(s) and lining up the shot count as part of the time taken for the shot. On the putting green, timing begins after the player has been allowed a reasonable amount of time to lift, clean and replace her ball.

PACE OF PLAY EFFICIENCY GUIDELINES

Achieving a better pace of play is not about hurrying, it's about efficiency, which will help you and your fellow competitors, and will add enjoyment to your golf experience (and theirs).

BE READY TO HIT WHEN IT'S YOUR TURN

Determine yardage, select shot and club while others are hitting or while traveling to your ball.

Keep your pre-shot routine short.

Read your putt while others are putting or chipping.

Strive to play within 20 seconds of when it is your next turn.

Move promptly to your next shot. On the green, place extra clubs (and bag) at the side of green closest to the next green.

NOTE: In stroke play, there is no penalty for playing out of turn. If others are not ready to hit/putt and your group is out of position (and you will not have to stand on another's line of putt or chip or be in anyone's way) go ahead and hit your shot or putt, after announcing to them that you will go ahead and hit. (In match play, your opponent may require you to replay your shot if you play out of turn.)

BETWEEN SHOTS / HOLE

Return clubs to bag **after driving to the next tee**, when you take the club out for your next shot

(8 seconds X 100 shots = 13 minutes saved on the round.

Record scores at the next tee while others are hitting (to avoid delaying the group behind you.)

Be friendly, but save unnecessary chatting for before or after the round, or while waiting for group ahead to move on so you can hit. **(Never delay a shot to finish a story).**

USING CART EFFICIENCY

After teeing off, park the cart between balls (if practical) or drop player "A" off at her ball and proceed to Player "B"'s ball. Do not sit in cart and wait to be driven to your ball, (unless you cannot walk that far due to a disability.)

At the green, park cart between pin and the next tee to avoid exiting the green toward oncoming players, which cause unnecessary delay **(on hole # 3 par beyond the large pine tree to the left; on holes #6, 8 and 18, exit the green behind the cart path side of bunker.)**

If you are a threesome, help the single cart occupant mover her cart, if needed.