



Pace of Play Policy

(Original Approval by the Board of Directors - November 22, 2001; Revised by the Board of Directors – March 15, 2010)

The Board has adopted the Pace of Play Policy listed below to help Members enjoy their rounds on the Main Course without the frustration of unreasonably slow play.

Members are reminded that reasonable pace of play is required even if Guests or a competitive match are involved.

Members who do not adhere to these guidelines will receive a warning notice, followed by a suspension of playing privileges for subsequent infractions.

The guidelines are flexible in some respects, such as slow play by the group ahead or other extenuating circumstances. However, the intent is to enforce the guidelines and penalties whenever unreasonably slow play is noted.

Guidelines

- a) Groups are expected to play within the applicable “benchmark time”. The “benchmark time” initially in the day will be four hours and ten minutes (4:10).
- b) If a group takes, for example – 4:20, then 4:20 becomes the new “benchmark time” for the group behind them. If, subsequently, there is a gap in the scheduled tee times, the “benchmark time” may be lowered back toward 4:10 for subsequent groups.
- c) If a group has a problem and allows a following group to play through, the circumstances should be reported on the scorecard so consideration can be given before the determination of any infractions.
- d) For nine-hole games, the “benchmark time” will be 2:05 and other times will be adjusted proportionally.
- e) Each group must “punch-in” at the start of their 18-hole or 9-hole game and “punch-out” on completion of the game, using the designated time clocks. At the start, the group’s card must be punched-in as soon as the players have all teed off.
- f) The group should ensure that punching in and out is completed properly. Failure to punch in or out will constitute an infraction of the Policy by the group.
- g) The timing section of the scorecard must be properly completed and turned in at the Pro Shop, including the name of each Member and the number of Guests in the group. Then the Club will process the data and determine any infractions. Failure to turn in a scorecard will constitute an infraction.
- h) For a first infraction, players will receive a notice or warning.
- i) For a second infraction, players will receive a suspension of playing privileges for seven days



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- j) For a third infraction, players will receive a suspension of playing privileges for fourteen days.
- k) Suspensions will take effect one week after the Club has mailed a notification letter to the offenders.
- l) Subsequent infractions will be dealt with by the Board of Directors.
- m) After sixty days of no offences, all previous offences will be eliminated, or disregarded. At the start of the next season, all previous offences will be eliminated.
- n) This Pace of Play Policy will be in effect for all regular play, member events and Club tournaments, except for events with shotgun starts.
- o) Note that, at the 1st tee, players must be ready to tee off at their scheduled time or they may forfeit their tee time.
- p) Members may appeal rulings of infractions, in writing, addressed to the General Manager. The Club Captain will make final determination of any appeals.

Times tend to be well under four hours in the early part of each day. If a group finds that they cannot keep up to within ten minutes of faster groups, they should plan to play later in the day when there is less speed involved.

With this Policy, the Board anticipates that Members will make a greater effort to monitor the pace of play of their groups. The necessity to impose penalties will be minimal when Members are aware of the benchmarks established in these guidelines. The frustration of unreasonably slow play will be eliminated, to the benefit of all the other Members on the course.

