

Pace of Play Guidelines

The following Guidelines have been made by the General Committee in response to increasing instances of slow play during handicap qualifying competitions and are applied in accordance with R & A Rule 6-7 Undue Delay: Slow Play.

The Committee is also empowered under the above Rule to impose specified penalties for non-compliance. However, provided that the Guidelines are universally complied with by all players in such competitions as from 1 August 2014, the Committee will not introduce penalties immediately but will review progress at its next meeting scheduled for 3 September.

Absolute necessity to keep up with the Group in Front

It is a group's responsibility to keep up with the group in front. It **MUST NOT** allow itself to lose a clear hole and delay the group behind and, in the event of this happening, it **MUST** invite the group behind to play through, irrespective of the number of players in that group.

Where a group has not lost a clear hole, but it is apparent that the group behind can play faster, it should invite the faster moving group to play through.

How to ensure that you keep up with the pace of play

1. Be ready to play

Players should be ready to play as soon as it is their turn. They should already have selected their club when the group in front are nearly clear.

If you are ready to play your shot but someone is further from the green and they are not ready, offer to play yours first, this is quite acceptable in medals and stableford.

If you are waiting on the tee and you have a short hitter in your group, let them play first if the group in front are out of his range but are still in range of others in your group.

2. Putting Green

When playing on or near the putting green, bags or carts should be left in such a position as will enable quick movement off the green and towards the next tee. When the play of a hole has been completed, players should immediately leave the putting green.

Whilst on the green, read your putt whilst others are putting, but do not distract them.

3. Between the putting green and next tee

Don't hang around the putting green, leave the green immediately everyone has holed out and make your way to the next tee where playing cards should be marked. Tee off immediately the hole/fairway is clear.

4. Lost Ball

If a player believes his ball may be lost, to save time, always play a provisional ball. Remember the 50 yard rule (up to approximately 50 yards from the tee or from where the ball was last played, the player still has the right to return and play a provisional ball). The Committee, therefore, sees no point in players returning to play a ball under penalty and, in so doing, seriously detract from the pace of play.

Always carry a spare ball, tees, etc in your pocket, this saves walking back to your bag if you need to hit a provisional ball.

Always watch where your playing partners balls go; several sets of eyes are better than one.

5. Stableford and Pairs/Team Competitions

If you cannot score, always pick up your ball to save time.

6. Priority on the course

Unless otherwise determined by the Committee, priority on the course is determined by a group's pace of play. The term "group" includes a single player.

Course Marshals

To assist in monitoring the pace of play on the course the Committee will be appointing, the Captains (2), Competitions Secretary (1) and Handicap Secretary (1), as Course Marshals with authority to oversee pace of play issues whilst they are playing on the course. In the meantime, the club officers will each have authority to deal with all pace of play issues/disputes both during and following play with the Committee being the final arbiter of any outstanding issue/dispute.

This will apply to handicap qualifying competitions only at this time.