



Check Point Pace of Play Rule

Each entrant must acknowledge this Pace of Play Rule as a condition of entry or be subject to Withdrawal

Groups are expected to complete play in a reasonable amount of time. The limit of the first three groups for the first nine is ___hrs. ___ min.; the limit for the total time of play is 4 hrs. ___ minutes. If a group is over the time limits stated, it must complete play within fourteen minutes of the group in front of them.

1. Any group failing to meet one, time limit will receive a red flag warning. Once a team has received a warning, it remains in effect for the remainder of the stipulated round.
2. If a group is over the time limits stated and more than fourteen minutes behind the group in front and fails a second pace checkpoint, players are liable for a one stroke penalty; any team failing to meet a third or more the limits liable for two stroke penalties for each occurrence.
3. Checkpoint monitors will show players a green flag (in position); a yellow flag (either over time limits or out of position); or red flag (pace warning). These Check Point Monitors are not officials.
4. When a group has received a warning, Officials may monitor the group to determine which players are exempt from a penalty. If during monitoring a player in a warned group takes more than 60 seconds to play a stroke, he may be assessed a one stroke penalty immediately.
5. If a group receives a red flag, no penalty will be applied if the group reaches the following checkpoint within the expected TimePar for those holes.
6. At any time a player may ask for an Official to monitor his group if he feels another player is preventing the group from maintaining a reasonable pace of play.

EXCEPTIONS:

If a team that has received a warning reaches the 9th or 18th tee in position, and finishes over time as a result of search for a lost ball or any other situation governed by Rule, a penalty would not be applied except for an individual's actions causing additional delay.

Unless a circumstance occurs beyond the control of the players and unknown to the Committee that clearly affected the situation resulting in a penalty, the Committee has no discretion to remove or modify a pace penalty.

The provisions of Rule 6-7 (Delay of Play) remain in effect if intentional or unusual actions that delay the play of an individual, team, or group. The Committee may apply a two-stroke penalty under this Rule at its sole discretion, with or without a warning. Such actions include:

- Going forward to gather information, if such an action delays either the player's own play or that of a fellow competitor more an additional one minute while remaining in position
- Taking in excess of two minutes to play any stroke
- Searching for a ball after the five minutes permitted for search has expired
- Delaying a fellow competitors' play by interfering with their preparation
- Failing to keep pace between strokes if such action causes the group to lose position.

SIGNATURES

Player 1

Player 2

Player 3



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Pace of Play Policy

The purpose of the Pace of Play Policy is to provide timely play for the entire field. This policy and its guidelines have been established in accordance with Rule 6-7 which states, "The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish."

Penalties

There are two types of violations: Undue delay under Rule 6-7 and Pace violations under the AGA Local Rule. Undue delay penalties are loss of hole in match play and two strokes in stroke play. Second violations result in disqualification. Pace penalties are one stroke for the first violation, two strokes for the second, and disqualification for a third in the same round.

Examples of undue delay include but not are limited to the following:

1. Returning to some prior place to retrieve forgotten Item if doing so delays play more than two minutes (Decision 6-7/1)
2. Going forward to gather information, if such an action delays either the player's own play or that of a fellow competitor more an additional one minute while remaining in position.
3. Taking in excess of two minutes to play any stroke
4. Failing to call a following group through when in search for a ball or ruling, and the group behind is waiting to play.
5. Searching for a ball after the five minutes permitted for search has expired
6. Delaying a fellow competitors' play by interfering with them unnecessarily when it is their turn to play
7. Actions which cause a group to lose position that are unrelated to playing the game.

TimePar

In Open, Divisional, and qualifying events, as well as USGA qualifiers, the Committee will establish, and make available to all players, an allotted time (Time Par) for each hole of the stipulated round. This Time Par system will be used as a baseline for the Pace of Play Policy, but will not limit each player's responsibility to play in accordance with the Rules of Golf.