

# 2016 PACE OF PLAY

The pace of play program allows for a **MAXIMUM TIME** of 4 ¼ hours to 4 ½ hours per round. A tool that we have given our rangers is a pace of play grid that breaks down where each group should be hole by hole. Along with this, each cart will have a starting time card placed on the cart. Please remember this is a **MAXIMUM TIME** and we would expect groups to play faster than this under normal conditions. Please use some of the suggestions listed below to help with your pace.

## **AT THE GOLF SHOP:**

- Register 20 minutes prior to your tee time
- Make sure you have up to date course information concerning playing conditions, i.e. cart path rules, etc.
- Check your equipment for balls, gloves, clubs, etc.
- Make sure you have extra scorecards and pencils if needed.

## **ON THE TEE:**

- Listen to starters and rangers for instructions
- Make any games before you get to the 1<sup>st</sup> tee. Be ready to hit when it's safe to do so.
- Hit when ready and safe. You can use the Honor System, but another player may play first when appropriate. Shorter hitters should hit first.
- *Always know where the group ahead of you is positioned! The group in front determines your pace of play.*
- Carry an extra ball in your pocket.
- When all players have teed off, get to your ball! Don't spend time on the tee box chatting or practicing.

## **ON THE FAIRWAY:**

- Hit when ready and safe.
- Take appropriate clubs to your ball and hit without delay. Clean your clubs on the way to your next shot.
- When driving a cart, drop your partner at his/her ball, and then continue to yours.
- Watch the other player's shots.
- When you've reached double par, pick up and place your ball on the green.
- Limit your search for lost balls to three minutes
- It is important that everyone try to help others find a lost ball in order to keep play moving. **BUT** players should do it **AFTER** hitting their shots, not **BEFORE**.

## **ENTERING AND EXITING GREENS:**

- Place your clubs between the green and the next tee.
- Study your putt while others are putting.
- If possible, continue putting until holed out. No practice putting!
- Leave the green immediately.
- Complete your scorecard at the next tee or in the clubhouse if round is completed.
- Park carts when possible on the next tee side or in back of the green.

## **Ranger Course of Action**

- **Ranger's 1<sup>st</sup> Request**  
If a group has fallen behind or fails to keep the pace of play, they will be instructed to pick up their pace and resume their proper position on the golf course.
- **Ranger's 2<sup>nd</sup> Request**  
If the same group falls behind or fails to keep pace a second time, they will be given a second warning and should consider this official notice that a third warning will require that the foursome be moved forward. When a group has been asked to speed up, the ranger will inform the group behind them that the forward group has been advised to speed up and that they must then keep the pace also.
- **Ranger's 3<sup>rd</sup> Request**  
Upon the third observation of slow play, the ranger will instruct the group to move their balls to a forward position on the fairway or to the next tee box.

**Rangers and other golf course officials are expected to enforce all Rules and Regulations of FGCC.**

***“Keep up with the group in front, we'll worry about the group behind”***