

TPMGC Pace of Play

The goals for the pace of play are that each group shall complete its round on the North Course in no more than 4 ½ hours and the South Course in no more than 5 hours. These goals can readily be achieved if all players diligently follow the guidelines listed below.

1. Play ready golf.
2. Keep up with the group in front of you. There should be no gaps between groups.
3. If a group falls behind it is each player's responsibility to make a concerted effort to catch up with the group in front of them.
4. "Continuation putt" whenever practical.
5. If a player hits in an area where a ball may be lost, he should hit a provisional ball(s), then look for the ball(s) that may have been lost.
6. It is the responsibility of each player to keep up the pace of play.

Monitoring Pace of Play

Course marshals consisting of club members or course workers or both may be used to ensure the pace of play. The marshal's main duty will be to observe the overall pace of play and to identify any trouble spots. Players will be considered playing slow or out of position:

1. If their group reaches the tee of a Par 3 hole and the green is clear.
2. If their group fails to clear the tee of a Par 4 hole before the preceding groups clears the putting green.
3. If their group arrives at the tee of a Par 5 hole when the preceding group is on the putting green.

If a marshal determines that a group is out of position he shall inform the players in a respectful manner, that their pace of play is too slow and encourage them to pick up the pace. At the time of his warning he shall give the slow play groups a card that stipulates the rules for pace of play. (See *attached Exhibit 1.*)

Once a group is carded there will not be a second warning and if the pace of play is not improved, the marshal shall note the player's names and report his findings to the tournament chairman for appropriate action.

Penalties for Slow Play

If a group has been carded then subsequently reported for continued slow play the Tournament Chairman may disqualify the group from the event.

A pattern of slow play by individuals or groups may result in the player(s) losing playing privileges for 2 events in which a starting time has been assigned for both Weekday and Weekend play.

Players who ignore the request of designated golf course marshals or tournament officials and/or harass the marshal or tournament officials will be subject to the severest of TPMGC penalties which can mean disqualification from the event or in some cases,

loss of playing privileges. Harassment of Tournament Officials by the players simply will not be tolerated.

Any claims of harassment will be reviewed by the Tournament Committee to determine the validity of such a claim. If the claim is determined to be valid it will be referred to the TPMGC Rules and Conduct Committee for appropriate action.

NO ◦ SLOW ◦ PLAY

You will be considered playing slow or Out of Position:

1. If your group reaches the tee of a Par 3 hole and the green is clear.
2. If your group fails to clear the tee of a Par 4 hole before the preceding group clears the putting green.
3. If your group arrives at the tee of a Par 5 hole when the preceding group is on the putting green.

This card is being issued because your group is out of position as stipulated above. It is a reminder to pick up your pace of play and get back into position.

YOU WILL NOT BE WARNED A SECOND TIME.

If you do not get back into position within a reasonable time, the marshal has been instructed to identify the members of your group and report them to the tournament chairman.

Continued slow play after being carded may result in disqualification from the tournament.

A pattern of slow play may result in loss of playing privileges for 2 or more consecutive events.

**PLAY READY ◦ PLAY STEADY
KEEP UP WITH THE GROUP IN FRONT!**