

## **TPMGC Pace of Play Policy (Updated May 2019)**

Pace of play during tournaments is a top priority. The primary reason is it makes golf more fun! Also, Torrey Pines GC and other courses we play require us to play in a reasonable amount of time so we do not interfere with groups behind our tournament. If our club fails to demonstrate good pace of play, it could jeopardize the club's ability to play tournaments at certain courses including at Torrey Pines. With everyone's cooperation we can have a more enjoyable round of golf.

### **Standard and Penalties**

The club's Pace of Play standard is that each **group shall finish no more than 15 minutes behind the group in front and take no more than 4 hours and 20 minutes to complete the round.** To monitor pace of play, time clocks are set up on the 1st and 18th holes. On the 1<sup>st</sup> tee, each group should stamp their card after all players have teed off. Record the time your group completed the 9<sup>th</sup> hole by either writing it on the card or using a time clock, if available. On the 18<sup>th</sup> hole, each group should stamp their card after all players have completed the round. Failure to properly record Pace of Play data may result in disqualification of all members of the group.

Time card data is used to identify groups that do not meet the Club's Pace of Play standard. An email is sent to each member of the foursome that fails to meet the standard. Players with three violations within a one-year period will be fined \$25 and lose the privilege of playing in two tournaments scheduled to be played at Torrey Pines (one weekday and one weekend tournament). After three violations, each successive violation will carry the two-tournament suspension but the fine will increase to \$50. Each Pace of Play violation will be deleted from the player's record after 12 months. If there are less than 3 violations during the most recent 12 months, the player will no longer be considered a Pace of Play violator.

### **Improving Pace of Play**

It is the responsibility of every player in a group to be aware of their position on the course. If you are teeing off on par 4 or 5 and the group in front has already cleared the green then you need to pick up the pace. If you are teeing off on a par 3 and the group in front has already hit their tee shots on the next hole, then you need to pick up the pace. Here are steps you can take to maintain a good pace of play:

1. Be at the #1 tee box at least 10 minutes before your actual tee time.
2. Play ready golf on the tee box and in the fairway.
3. In the fairway move quickly to your ball and think of what club to use before getting there.
4. If you just hit a well struck 180 yard drive and you are 200 yards to the green, it's pretty safe that you can hit your second shot before the group in front leaves the green. Be realistic with your game.
5. If you are in a cart, while one player is hitting, the other player should be at their ball ready to hit.

6. When you get on the green, start figuring out your putt. Don't wait until it is your turn to do this.
7. On the green, putt out if it doesn't interfere with another player's line. When you finish, head to the next tee and hit. Don't wait until all players have putted out to go to the next tee.
8. Don't hesitate to inform others in your foursome that your group is lagging and each of you must pick up the pace.
9. If you are behind the group in front of yours, you should try to catch up, even if your pace of play is currently good.