



# Pace of Play Policy

There is no doubt that slow play can detract from the enjoyment of the game for many golfers. Members and visitors may have differing views on what constitutes an acceptable pace of play.

For clarification Tain Golf Club have implemented the following,

A standard round at Tain Golf Club should take no more than 4 hours.

## **HANDLING A SLOW PLAY SITUATION**

If you are approached by another group to say that you are out of position, or if you are making the approach – PLEASE DO NOT DO SO IN A BELLIGERENT AND/OR AGGRESSIVE MANNER. That most certainly will not help the situation and may even lead to a more serious confrontation. Common courtesy is a staple of the game of golf. Observe it in everything you do on the course and in the Clubhouse.

If you are being challenged understand that while you may be frustrated, you need to be aware that those behind you are even more so. If making a challenge bear in mind that the group may have fallen behind due to a range of factors. Finally if matters remain unresolved, raise the issue with the club officials, through the office.

## **DEALING WITH PERSISTANT SLOW PLAY (within a single playing season)**

If a member or visitor is found to be persistently holding up the pace of play the following will be actioned.

**1st official complaint of slow play** – A meeting between a nominated club official and individual (s) will be convened to informally to investigate the complaint. If the complaint is upheld then a verbal warning will be given.

**2<sup>nd</sup> official complaint of slow play** - A meeting between a nominated club official and individual (s) will be convened to formally investigate the complaint. If the complaint is upheld, a formal warning will be given.

**3<sup>rd</sup> official complaint of slow play** – A meeting between a nominated club official and individual (s) will be convened to formally investigate the complaint. If the complaint is upheld then the individual (s) will be prohibited from playing in the next club or open competition.

Graeme Ross

Captain

## Simple Measures to Speed up Play

The following are common sense guidelines which, if followed by everyone will improve the pace of play without sacrificing enjoyment of the game.

Be aware of your position with regard to the group in front and keep up with that group. If you feel that your group is losing ground, tell the other players in your group and try and catch up.

If you have lost a clear hole on the group in front or the hole in front of you is clear and you are delaying the group behind, invite the group behind to play through.

Go to your ball and get ready to hit your next shot as soon as it is feasible; i.e., not impeding another player's shot or endangering yourself. Don't always wait for others in the group to play before going to your ball or starting your pre shot routine if feasible, i.e checking yardage and club selection.

Limit your pre-shot routine. Walk briskly between shots.

Leave your golf bag or trolley strategically placed at the side of the green nearest the next tee. If possible watch each person's shot so that you can help find it if there is a problem.

No more than five minutes are allowed to search for a ball. If you can't find your ball in 5 minutes you must proceed by enforcing the golf rules governing the conditions under which your ball was lost. If more than one ball needs to be found, split up and search for all the balls at the same time.

Play a provisional ball if you think there is a chance that your ball may be lost difficult to find or out of bounds.

When you reach the green, move to your ball and repair any pitch marks. Where possible, line up your putt prior to your turn to putt.

If you are not standing in someone's line, putt out. More time is wasted marking putts, and replacing the ball than in any other place on the golf course.

If playing a stableford competition and you can no longer score on that hole, pick up your ball and let others continue.

The first player to finish putting should take control of the flag and be ready to replace it in the hole when the final player has completed the hole.

Cards should be marked as quickly as possible after completing the hole, but it is best to mark the cards at the next tee. Obviously mark your card when it is not your turn to play.

### **Did you know?**

**If each player in a four-ball takes 5 seconds less to play each shot, the round time can be improved by over 25 minutes.**