

Prep Tour Pace of Play Policy

The Prep Tour does not wish to apply penalties for undue delay. However, we insist that, in the interest of all, the pace of play be reasonable. We believe that it would be reasonable for a group of four (4) players to take 15 minutes, on average, per hole. Therefore, an 18 -hole round should be completed in less than 4 hours and 20 minutes. Course specific pace of play event times will be announced in the starter's instructions.

A group/competitor is considered out of position if at any point in the round:

- Lead group is proportionately behind the announced, course specific, time to complete.
- Subsequent group falls more than 1 hole behind to the group in front of them. (Flagstick to Flagstick) and the group is playing slower than the allotted 15 minutes per hole pace.
- A player is taking more than the allotted time to play a stroke (45 sec from the time you arrive at your ball).

When a group is out of position the following will occur:

- 1) Group will be approached and discuss why group is behind.
- 2) If a group falls more than 1 hole behind to the group in front of them, a PACE OF PLAY warning will be given on the group's next tee box. The group will then be given the opportunity to regain their position in a timely manner.
- 3) If the group has not regained their position within the next 3 holes, A Prep Tour marshal will monitor the group to determine which player or players is causing the slow play. The player or players deemed responsible for the tardiness of the group will have each shot timed until the group regains position. If the responsible player exceeds the 45 second time allotment, he/she could be subject to a 1 stroke penalty for each subsequent excessive time.
- 4) 4 excessive time penalties could result in disqualification (DQ) and repeat violations could result in suspension from the Tour.

The Prep Tour marshals will be monitoring the Pace of Play of all groups. We sincerely request your cooperation. If all competitors will cooperate, each event will be a more pleasant experience for everyone.

Pace of Play Tips

1. Our goal is to educate and inform our players on ways to continually improve pace of play. We realize that there are many factors that can affect the pace of play on any given day, however the bottom line is that slow play affects not only the players in the tournament, but it also affects the Prep Tour Staff, the host facility and parents of the players. Play "ready" Golf. This is where order of play is based on who's ready, not on who's away.
2. Place your bag across from you, not behind you when you get to your next shot. This way you are not constantly going back to your bag after each shot. Place your bag towards the next teeing ground as you approach each green.
3. Members of a group should not travel as a pack, with all members walking together to the first ball, then the second, and so on. Each member of the group should walk directly to his own ball.
4. Use the time you spend getting to your ball to think about the next shot - the yardage, and club selection. When you reach your ball you'll then need less time to figure out the shot.
5. If you are unsure whether your ball has come to rest out of bounds, or may be lost, immediately **hit and declare a provisional ball** so that you won't have to return to the spot to replay the shot.
6. Begin reading the green and lining up putts as soon as you reach the green. Don't wait until it's your turn to putt to start the process of reading the green. Do it as soon as you reach the green so that when it's your turn you can step right up and putt. Remember, **your 45 seconds begins once the previous player completes his putt and/or marks his ball.**
7. After putting out, don't stand around the green chatting or take any practice putting strokes. Leave the green quickly so the group behind can play.
8. Do not wait for the other players to play before using your range finder to determine your yardage. Remember, **your 45 seconds begins once the previous player completes his shot.** Time spent using your rangefinder is considered part of your time to play.