

## Breezy Bend Pace of Play Policy - Preamble

The member survey completed in January 2023 showed that Pace of Play is one of the highest priorities for the members and at the same time was rated as one of the lowest in satisfaction.

To encourage and enforce prompt play, the Breezy Bend Board of Governors have committed to developing this policy for the benefit of all members. This Policy will set a maximum time to complete a round, a hole or series of holes ~~and a stroke~~, and set penalties for not following the Policy.

The rules of golf also include recommendations for prompt pace of play.

## Rules of Golf – Rule: 5.6.b. Prompt Pace of Play

A round of golf is meant to be played at a prompt pace.

Each player should recognize that their pace of play is likely to affect how long it will take other players to play their rounds, including both those in the player's own group and those in following groups.

Players are encouraged to allow faster groups to play through.

### (1) Pace of Play Recommendations.

The player should play at a prompt pace throughout the round, including the time taken to:

- Prepare for and make each stroke,
- Move from one place to another between strokes, and
- Move to the next teeing area after completing a hole.

A player should prepare in advance for the next stroke and be ready to play when it is their turn.

When it is the player's turn to play:

- It is recommended that the player make the stroke in no more than 40 seconds after they are (or should be) able to play without interference or distraction, and
- The player should usually be able to play more quickly than that and is encouraged to do so.

### (2) Playing Out of Turn to Help Pace of Play.

Depending on the form of play, there are times when players may play out of turn to help the pace of play:

- In match play, the players may agree that one of them will play out of turn to save time (see [Rule 6.4a](#) Exception).
- In stroke play, players may play "ready golf" in a safe and responsible way (see [Rule 6.4b\(2\)](#)).

## Goals

1) Members need to be informed and educated on the Club's expectations in terms of pace of play. How long should it take a foursome to play 18 holes. How far behind the group in front of you should you be. When a group that has fallen behind should let the group behind them play through.

2) Put a system or technology in place that allows the pro-shop to monitor the activity on the entire course in real time. This can show them whether a group has fallen behind the expected pace on a hole or on their overall time on the course. It must accurately track and monitor the pace of play.

3) Identify how this policy will be applied and what penalties will apply for repeated breaches of the pace of play policy.

## Monitoring

The technology we will be using for Pace of Play Management has the following key features:

- GPS Tracking system using handheld devices that will be placed in one power cart or the basket of one pushcart per group to monitor the pace of play.
- Software that tracks the devices in real time and their position on the course
- Colour coding to show groups that are falling behind but are not yet outside the pace of play
- Audible alerts for the pro shop, allowing them to visit the group on the course and assist in getting them back to the target pace of play
- Txt Message warnings to a group captain can also be configured

The purpose of this technology is strictly to monitor and assist in managing the pace of play at Breezy Bend. The GPS device cannot collect any other information than the position on the course. We will not use this data for any other purpose. The technology needs to be in place for us to be able to enforce the policy and and potential penalties for breach of the policy.

## Breezy Bend Pace of Play Policy

- A round of golf is played in 4 hours and 12 minutes
- A group that has not reached the next tee of a par 4 or par 5 hole before the group in front of them has completed the hole is considered behind pace. They must make every effort to recover their pace and/or allow the group behind them to play through.
  - This rule will not apply if a foursome is following a threesome or twosome, if they are maintaining or are ahead of the expected pace of play. They should still allow a group following to play through if that group is playing faster than they are.
- A group that falls more than 17 minutes behind the group in front, even if there is not an open hole in front of the group is considered behind pace. Again, you must make every effort to recover your pace and/or allow the group behind you to play through.

## Allotted Time

To assist golfers in managing their pace of play, A Pace of Play Time Chart has been established. When a group falls out of position, regardless of the reason, it must regain its position. Time for ball searches and walking time between holes is also included in the allotted time. Times are allotted as follows: Par 5 – 17 minutes, Par 4 – 14 minutes, Par 3 – 11 minutes. These are average times. Certain holes can take longer to play than others of the same par.

**Checkpoints:** Four checkpoint holes are designated throughout the course, holes #4, #9, #13 and #18 will be the designated checkpoint holes. Play of a checkpoint hole is deemed completed when all players in the group have completed play of the hole and replaced the flagstick; or, if the final player putts with the flagstick in, when they have retrieved their ball from the hole.

Checkpoint Hole	4	9	13	18
Time Allotted	1:02	2:06	3:02	4:12

Checkpoint Hole	13	18	4	9
Time Allotted	0:56	2:06	3:08	4:12

## Definition of “Out of Position”

**First Group:** The first group (off the 1<sup>st</sup> and 10<sup>th</sup> holes, when split tees are used) to start will be considered *out of position* if, at any time during the round, they exceed the time allotted to complete a checkpoint hole, as detailed on the Pace of Play Time Chart. This includes a first group after a Starter’s Time.

**Note:** In the event of a split-tee draw (starting on both holes #1 and #10), the first group to start off each tee (#1 and #10) or the first following a Starters Time becomes a “following group” when they are delayed at any time by the last group to start from the opposite tee or the last group before a Starter’s Time

**Following Groups:** A following group is out of position if it:

- Takes more than the allotted time to complete a checkpoint hole **AND/OR**
- Completes play of a hole more than 17 minutes after the preceding group completed play of that hole.

## Penalties

When a group is out of position, all the players in the group are liable to the following schedule of penalties, pending final determination of whether a breach or breaches of these guidelines have occurred:

Note: When your group is behind pace, but you are not the first group that is behind pace and there is no opportunity for you to recover, you will not be penalized. The group that is causing the pace of play issue will be the only group penalized.

- First missed checkpoint or if at any time you fall more than 10 minutes (17 minutes including the time between groups teeing off at the start of the round) behind the expected pace of play:
  - Formal warning from Pro Shop staff.
- Second missed checkpoint or if at any time you fall more than 10 minutes behind the expected pace of play a second time:
  - Group is required to move forward to the next tee that is not occupied.
- Third missed checkpoint or if at any time you fall more than 10 minutes behind the expected pace of play a third time:
  - The Group may be required to skip holes if necessary to recover their pace AND
  - The group's time will be reviewed by Golf Operations the Play and Rules Committee and recommendations for limitations of playing privileges will be considered.
- If your group violates the pace of play policy in 3 separate rounds you will be subject to the same review as above
- Any group ignoring or not complying with any of these requests will be subject to review by the General Manager, the Board of Governors, or the HR Committee, depending on the nature of the incident, and assessed the appropriate penalty.

**Note:** If a group clears the 3<sup>rd</sup> checkpoint on pace and has not received a warning at a previous checkpoint hole, <sup>[11]</sup> but is out of position at the final checkpoint, the group's time will be reviewed by Golf Operations the Play and Rules Committee and possibly subject to penalties.

Inappropriate language or aggressive behaviour towards any Breezy Bend staff member enforcing this policy will not be tolerated and may result in immediate suspension of member privileges.

## Enforcement

The penalties during a round are described above. Cases where a group is repeatedly warned or in breach of pace of play multiple times will be reviewed by the Play and Rules Committee, the General Manager, or the Board of Governors, depending on the severity of the breach(es) of the policy. Each case will be considered and reviewed separately for any extenuating circumstances before a decision is made to apply any limitations or restrictions on playing or booking privileges. Any abusive or aggressive behaviour will be referred to the HR Committee Board of Governors and could result in suspension of the member's playing privileges. The members of a group under review for Pace of Play breach(es) will be informed of any penalties to be applied promptly when the review is complete.