

## IMPROVING PACE OF PLAY

The Wildhawk Players Association (WPA) wants everyone to have an enjoyable tournament starting with a good pace of play. The first way the WPA tries to ensure a good pace of play is with our Pace of Play Policy:

**PACE OF PLAY POLICY:** Scorecards will have the expected time your group is to complete each hole. If you fall behind, you will not receive a warning. Each group is responsible for monitoring its own pace. The first group is expected to play nine holes in 2 hours, 15 minutes or less from their actual start time. All subsequent groups must finish the Checkpoints within the parameters listed below.

To avoid penalty, groups must complete each checkpoint hole under the allotted time on the scorecard or **within 14 minutes of the group ahead**. Checkpoints will be on #9 and #18, unless otherwise indicated. All players in a group in breach of the pace of play policy at any checkpoint are subject to penalty.

Secondly, the best way to improve your pace of play is to avoid falling behind in the first place. Here are some ideas to improve your pace of play.

- Play “**READY**” golf, no honors in teeing off.
- **WATCH** all shots to help locate errant balls.
- **FIND YOUR BALL FIRST**, then help others in the group.
- Consider your **NEXT SHOT** as you approach your ball.
- **BE READY** to play when it is your turn.
- **EVALUATE YOUR PUTT** as you approach the green and while others are putting.
- **BE READY TO PUTT WHEN IT IS YOUR TURN** and putt continuously until you hole out when possible.
- Go directly to the next tee box to record your score.
- If you are more than half a hole behind, have players tee off who have finished putting.
- Play to the speed of the group **IN FRONT** of you, not the one behind you.