Bingley St Ives Golf Club Ltd

Course Pace of Play Policy

Each player should recognise that his or her place of play is likely to affect how long it will take others to play their rounds

A round of Golf at Bingley St Ives should take on average four hours to play eighteen holes. The low marker of the group is responsible for the pace of play of their group and should endeavour to keep up with the group in front not in front of the group behind

Ready golf is designed to make each round quicker to play and be more enjoyable for all players. Ready Golf allows all players to play out of turn when it is safe to do so and without compromising golfing etiquette. The following steps should always be incorporated during a round.

➢ Allow faster groups to play through whether they are Men, Ladies or Juniors.

➢ At the Green position your bag at the side nearest to the next tee not in front of the Green

➢ Do not mark your card on the Green

➢ Move between Green and Tee as quickly as possible.

➢ If it is your honour on the Tee, play your shot then mark your card

➢ Be ready to play when it is your turn

➢ Keep your pre-shot routines to a minimum

➢ Play a provisional ball if your first ball may be lost or out of bounds

➢ On the Green line up your ball and be ready to putt when it's your turn

➢ Pick up your ball if you can't score in stableford play.

The following rules of Golf will be implemented in competition play to support this Pace of Play Policy.

Rule 5.6: you must not unreasonably delay play when playing a hole or between two holes

Penalty for breach of Rule 5.6a; for the first breach: One Penalty Stroke.

Penalty for second breach: General penalty.   Penalty for third breach: Disqualification.

Rule 5.6b: It is recommended a player make their stroke in no more than 40 seconds after they are able to play without interference or distraction.

Rule 6.7 states "The player shall play without undue delay and in accordance with any pace of play conditions which the Committee may lay down"

Rule 18.2a: A ball is deemed lost if not found within Three Minutes after the player begins to search.