

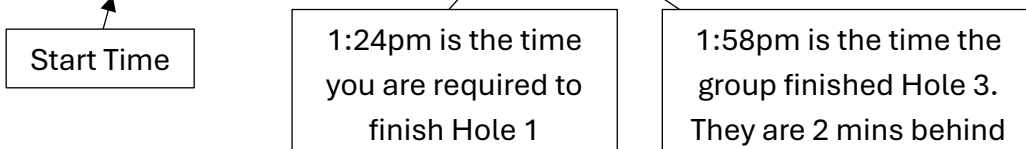
## Pace of Play Procedures

1. Play ready golf throughout the entire round.
2. Player Movement & Continuous Play Guidelines
  - The **1<sup>st</sup> player to hole out** should proceed immediately to the next tee and be ready to play first.
  - If there are **four players in the group**, the **2<sup>nd</sup> player to finish** should also proceed to the next tee. The remaining two players complete the hole.
  - If there are **three players in the group**, the **2<sup>nd</sup> player to finish** should remain to watch the third player putt out and assist with replacing the flagstick.
3. Walk with purpose between shots and holes.
4. Be prepared when it's your turn:
  - Calculate yardages while others are playing.
  - Plan your shot ahead of time.
  - Read greens while others are preparing to putt.
5. Position equipment efficiently:
  - On the tee, place your bag or pull cart near the tee markers.
  - On the green, place your bag in line with the next tee to speed up transition.
6. Play a provisional ball (Rule 18.3) if you believe your ball may be lost outside a penalty area or could be out of bounds.

## Official Time

Official time will be kept by the Starters on Hole #1 and Summit Junior Tour Staff Members. Each SJT Staff Member carries a Pace of Play Sheet for every round of competition

Tee Time	Start Hole	Players	1 (14)	2 (14)	3 (18)	4 (12)	5 (14)	6 (18)	7 (14)	8 (12)	9 (14)	10 (14)	11 (18)	12 (12)	13 (14)	14 (14)	15 (14)	16 (12)	17 (14)	18 (18)
1:10 PM	1	Tacha, Mackintosh, Todd, Bahr	1:24	1:38	1:56	2:08	2:22	2:40	2:54	3:06	3:20	3:44	4:02	4:14	4:28	4:42	4:56	5:08	5:22	5:40



## Off Time / Out of Position Warning

A group is considered **Off Time** or **Out of Position** if it falls behind the allotted time per hole or fails to keep pace with the group ahead. A group is specifically **Out of Position** when it is no longer within a reasonable distance of the group ahead (typically failing to finish a hole before the group ahead has completed the next hole)

When this occurs, the group will receive a warning and will be told how many minutes they are behind. Groups that demonstrate progress—**making up at least one minute over the next few holes**—will not be penalized.

## On the Clock

If the group does not improve its position, it will be placed “**On the Clock.**”

At this point:

- Each player will have **40 seconds** or **60 seconds** to play their stroke.
- Timing begins **when it becomes that player’s turn to play.**

## Bad Time & Penalties

A player records a **Bad Time** if:

- They take **more than 40 seconds** to play a shot.
- They take **more than 60 seconds** for the first player to hit:
  - From the teeing area on a par 3
  - From the fairway
  - On the putting green
- And there are no distractions or other interferences present.

**Penalties:**

- 1<sup>st</sup> Bad Time → **Warning**
- 2<sup>nd</sup> Bad Time (in the same round) → **1-stroke penalty**
- Each additional Bad Time → **2-stroke penalty**
- If a player is judged to be clearly negligent regarding pace of play, they may be **disqualified and subject to suspension.**

## Tournament Committee Considerations

- Course difficulty
- Inclement weather
- Other outside conditions

These factors may influence pace-of-play enforcement.

***Summit Junior Tour reserves the right to adjust pace of play policies at any time.***