



# PACE OF PLAY



## STEP BY STEP GOLF PROMOTES A “KEEP IT MOVING” PACE OF PLAY:

We all know pace of play can make or break the enjoyment of a golf round, and in an effort to make the Local Tours as enjoyable as possible, Step by Step Golf asks players to adopt our “keep it moving” pace of play guidelines:

### **Each golfer is asked to do two things:**

1. Play the shot within the timeframe stated by the USGA.
2. To help yourself play each shot within the stated timeframe, but without feeling rushed, there are many things you can do in between shots to keep it moving:

### **Play Ready Golf (until you reach the green)**

Be respectful of your playing partners and avoid playing shots simultaneously, but, players are asked to move to their ball and play when ready.

### **The 3-Minute Search**

Remember, we play lost balls as lateral penalty areas in the Men’s Flight, Women’s Flight, and Fellowship Flight, so for most of our golfers, the distance penalty is not in play and therefore makes it not as penalizing if you don’t find the ball. Once you’ve reached the three-minute limit, decide what you’re going to do and do it.

### **Clear the Green**

Once your group has putt out, clear the green area and move on to the tee box. Record your scores and enter them into live scoring AFTER you arrive at the tee box.

### **Be “Kenny Rogers”**

Know when to fold ‘em. The Men’s Flight, Women’s Flight, and Fellowship Flight includes a maximum stroke limit of triple bogey. Once the triple bogey is inevitable, pick up and move on. In a best ball situation, once your score becomes irrelevant for the hole, pick up.

### **Look Ahead**

The group in front of you is the indicator of your pace. Your group should stay within one hole of the group in front of you, regardless of the group behind you. If you lose sight of the group in front, make it known to your playing partners that you need to close the gap.

### **Be a Buddy**

Help each other with shooting distances, moving golf carts, or getting clubs (especially in a cart path only scenario). Assist each other with snacks from the beverage cart, rather than everyone stopping and delaying play.