CHMGA Pace of Play/Ready Golf
Policy and Recommendations

Maintaining a good pace is not only respectful to your fellow golfers but also key to creating an enjoyable experience for everyone on the course. A slow round can lead to frustration for players behind you, while a fast and steady pace ensures the flow of the game remains smooth. No one wants to play a 5+ hour round of golf.

Cinnabar Hills (like all golf courses) aims for groups to play their course in a maximum of 4 hours and 30 minutes. To achieve this, the Board has worked with Cinnabar Hills to develop the pace of play policy detailed below for our tournaments. In addition, we've put together a set of recommendations on how to play "Ready Golf", which can be found further in this document. All members should play "Ready Golf".

- **Pace of Play Definition.** The clubhouse will calculate the pace of play for each group based on the difference between the time they tee off and the time they leave the 18th green after completing their round.
- **"Out of Position".** Groups are considered "Out of Position" when they:
    - Reach the teeing area of a par-3 that is clear of play and all players in the match ahead have played from the teeing area of the next hole.
    - Reach the teeing area of a par-4 that becomes clear of play before any player plays a stroke from the teeing area.
    - Reach the teeing area of a par-5 after any player in the match ahead has made a stroke on the putting green.
- **First Warning.** Members will be given a first warning by the clubhouse (in person or via the golf cart display) when they out of position with the group in front of them **AND** are 5 minutes behind the 4 hour 30 minute pace of play maximum.
    - Members should immediately pick up their pace of play to get back in position **OR** within 5 minutes of the 4 hour 30 minute pace of play maximum within the next three holes.
- **Second Warning**. Members will be given a second warning by the clubhouse (in person or via the golf cart display) if they are still out of position with the group in front of them **AND** 5 minutes behind the 4 hour 30 minute pace of play maximum three holes after the first warning.
    - Members should immediately pick up their pace of play to get back in position **OR** within 5 minutes of the 4 hour 30 minute pace of play maximum within the next three holes.
- **2 Stroke Penalty**. Members will be assessed a two stroke penalty at the end of their round if they: (1) have received a second pace of play warning as described above; **AND** (2) are out of position with the group in front of them when reaching the 18th

tee, **AND** (3) finish their round with a pace of play of more than 4 hours 35 minutes. This penalty will be assessed by the golf course personnel in the clubhouse when the scorecards are turned in.

- **Penalty Relief**. If at the end of the round, the Tournament Committee determines that a player (or players) in the group was the cause of the group failing to maintain pace of play and determines other players are playing within the requirements of this policy, those meeting the requirements of this policy may be absolved from any penalties while others may not.
- **First Groups.** To achieve the pace of play maximum, the first tee group needs to target completing their round in 4 hours or less, and the first four groups should finish in no more than 4 hours 15 minutes. The Tournament Director will flight the tournament field based on past pace of play data to ensure players with a history of playing quickly are in the first four groups.

What is "Ready Golf"?

CHMGA has developed the following set of "Ready Golf" recommendations to help members meet the 4 hour 30 minute maximum place of play requirement for our tournaments at Cinnabar Hills. All members should use these recommendations to improve their pace of play and ensure an enjoyable round of golf for everyone.

- **Get to the first tee early.** Getting to the first tee late puts you behind from the start. Pay attention to the time at the range and putting green and get there early (10 min).
- **Keep up with the group in front of you**
  The ideal position on the course is immediately behind the group in front of you, not immediately in front of the group behind you. Arrive at your next shot just before the group in front leaves the area in front of you. Minimally stay "In Position" as definied in the CHMGA Pace of Play policies.
- **Hit when ready**. Don't wait for "honors" to hit. Whoever is ready to hit first on the tee, should go ahead and hit. On the course, if you're ready to hit and it's safe to hit and others are not ready to hit, then don't wait, hit.
- **Don't sit in the cart waiting**. Don't wait in the cart while your cart mate hits and then drive to your ball. Drop your cart mate off with the clubs they need and drive to your ball to get ready. Pick him or her up after the two of you have hit (have them walk back to the cart after they hit).
- **Take what you need on cart path only holes**. When you can't drive on the fairways, don't walk out to your ball first to measure the distance, then walk back to the cart

to get the club(s) you need, before going back to your ball to hit. Instead, take the club(s) you think you'll need with you when you go out to measure the distance.

- **Be efficient on the putting green**
  Mark your ball and lift and clean it when you arrive at the putting green so you will be ready to replace it when it is your turn to play. You can usually line up your putt while others are putting, without disturbing them.
- **Score at the next tee**. Don't write down your score(s) in the cart by the green. Instead write down your score(s) while waiting to tee off at the next tee box. Put your club(s) away while waiting at the next tee instead of at the green .
- **Limit time searching for your ball**. The maximum time you should take looking for a lost ball is 3 minutes. If your group is falling behind, take even less!
- **Pick up when you hit the maximum score.** If not in an individual stroke play competition, it is OK to pick up your ball and take a net double bogey (in 2-man better balls, pick up as soon as your net score exceeds your partners net score).
- **Keep your pre-shot routine short**
  Pick your line of play once and trust yourself. Try to take no more than one practice swing, then set up to the ball and play your shot. Start moving toward your next shot promptly.
- **Aim to play in 20 seconds**
  From club selection to pre-shot routine to execution, strive to hit your shot in 20 seconds when it is your turn to play. Help keep play moving at a brisk pace.
- **Be helpful to others in your group**
  Follow the flight of all tee shots, not just your own. Once in the fairway, help others look for their ball if you already know the location of yours. Volunteer to fill in a divot or rake a bunker for another player if needed. Be ready to attend the flagstick for others.
- **Play the best tees for your game.** Select the tees that best fit your playing capabilities and skills. At Cinnabar Hills, the Board recommends the following tee boxes based on the "Tee-it Up" guidelines.

Driver Distance	Yardage Range	CHMGA Tee Box Recommendation
175 yards or less	Less than 4,400	Oak
175 - 200 yards	4,400 – 4,600	Oak
200 – 225 yards	5,200 – 5,400	Quicksilver
225 – 250 yards	5,800 – 6,000	Cinnabar/Quicksilver Combo

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250 – 275 yards	6,200 – 6,400	Cinnabar
Greater than 275 yards	6,700 – 6,900	Hawk