

## 2020 WMGA Metropolitan Amateur Championship - Check-Point Pace-of-Play Policy - CC at Woodmore

Rule 5.6b states: “A round of golf is meant to be played at a prompt pace.” You, as the player, are responsible for being familiar with the pace-of-play policy outlined herein.

**NOTE: At any time, the Committee reserves the right to time a group when the Committee deems it necessary. Players should also be aware that under Rule 5.6 the Committee may assess a penalty to a player in a group which is out of position if the player makes no effort to help get his group back in position, e.g., such as when a player unduly delays play between shots.**

Front Start	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
Par	4	4	4	4	3	5	4	5	3	36	4	5	3	4	3	4	4	4	5	36	72
Time per Hole	:14	:14	:16	:14	:14	:16	:15	:16	:14	2:13	:20	:17	:14	:15	:15	:14	:16	:14	:16	2:21	4:34
Elapsed Time	:14	:28	:44	:58	1:12	1:28	1:43	1:59	2:13		2:33	2:50	3:04	3:19	3:34	3:48	4:04	4:18	4:34		4:34

**Check Points:** A Rules Official will record the time, on the basis of an atomic clock, when your group completes the 9<sup>th</sup> and 18<sup>th</sup> holes.

**Target Pace – Lead Group:** If you are in the first group, you are expected to maintain the pace as outlined in the chart above and complete holes at the Target Times printed on your score card. If your group passes the first check point behind the Target Time, each player in your group is liable to a **One-Stroke Penalty** at the 9<sup>th</sup> hole played and to be assessed by the Committee at scoring. If your group passes the second check point behind the Target Time, each player in your group is liable to an additional **Two-Stroke Penalty** at the 18<sup>th</sup> hole played and to be assessed by the Committee at scoring.

**Target Pace – Following Groups:** If you are in a following group and your group passes the first check point behind the Target Time and more than 14 minutes behind the group immediately ahead, then each player in your group is liable to a **One-Stroke Penalty** for the 9<sup>th</sup> hole played and to be assessed by the Committee at scoring. If your group passes the second check point behind the Target Time and more than 14 minutes behind your group immediately ahead, then each player in your group is liable to an additional **Two-Stroke Penalty** at the 18<sup>th</sup> hole played and to be assessed by the Committee at scoring.

**Notification of Penalty – Red Flag:** If your group completes a check-point hole behind the Target Time and liable to penalty, that status will be indicated by a **Red Flag** placed behind the putting green of that hole.

**Appeal Process:** If during the round you are concerned about the pace-of-play of another player in your group you may request the Committee to monitor your group. You may appeal a pace-of-play penalty at scoring prior to leaving the scoring area. Your appeal will be considered only if your group’s play was delayed by the Committee, by circumstances beyond your control, or by another player in your group.

### EVACUATION PLAN & WARNING SIGNALS

Officials (and players, where practical) will be alerted prior to any suspension. Players farthest out will be assisted first. Protect yourself from harm.

**If suspension is for dangerous situation, do not make a stroke of any kind.**

If suspension is for a dangerous situation, proceed to the clubhouse area immediately.

If suspension for any other reason, players may elect to stop play or finish the hole they are on.

**Rain shelters - Restrooms**

The **clubhouse** is the primary shelter.

**SUSPENSION FOR A DANGEROUS SITUATION WILL BE SIGNALLED BY ONE PROLONGED AIRHORN NOTE, AND ALL PLAYERS WILL BE VERBALLY INFORMED BY THE COMMITTEE.**

**ALL OTHER TYPES OF SUSPENSION WILL BE SIGNALLED BY THREE CONSECUTIVE AIRHORN NOTES, REPEATED.**

**RESUMPTION OF PLAY WILL SIGNALLED BY TWO SHORT AIRHORN NOTES, REPEATED.**

### CLUB AUTOMATED LIGHTNING/STORM WARNING SYSTEM

**Lightning Alerts** - The club has an automatic lightning detection and warning system. We have no control over the system. If it is activated and the siren blows, stop play.

A blast from **our** air horns will follow and that will be the official signal for an immediate stoppage of play for a dangerous situation.

**STOP PLAY IMMEDIATELY! DO NOT MAKE ANOTHER STROKE - PENALTY FOR MAKING A STROKE IS DQ!**