



Maryland State Golf Association Check Point Policy

Rule 6-7 states that the player shall play without undue delay and in accordance with any pace of play guidelines. The player is responsible for being familiar with the pace of play policy outlined herein and distributed to each player at his starting tee. Other than at the group's starting tee and as otherwise indicated herein, the Committee is not responsible for advising any player of the details of the pace of play policy.

The Committee expects players to adhere to the following pace at Lakewood Country Club

Front Nine Start

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Par	4	3	5	4	3	4	4	4	5	4	4	4	3	5	4	5	3	4
Time	14	11	18	15	10	14	16	15	18	17	16	15	10	18	14	18	11	16
Total	:14	:25	:43	:58	1:08	1:22	1:38	1:53	2:11	2:28	2:44	2:59	3:09	3:27	3:41	3:59	4:10	4:26

Back Nine Start

	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9
Par	4	4	4	3	5	4	5	3	4	4	3	5	4	3	4	4	4	5
Time	17	16	15	10	18	14	18	11	16	14	11	18	15	10	14	16	15	18
Total	:17	:33	:48	:58	1:16	1:30	1:48	1:59	2:15	2:29	2:40	2:58	3:13	3:23	3:37	3:53	4:08	4:26

CHECK POINTS: A Rules Official will record actual time on the basis of an atomic clock at two check points: flagstick in the hole at #9 and flagstick in the hole at #18. Other officials on the course will also be stationed for observation of pace of play as well as for resolving Rules issues. For reference purposes only, additional atomic clocks will be positioned at midway points on each nine holes.

TARGET PACE – LEAD GROUP: The first group is expected to maintain the pace as outlined in the chart above. If this group passes the first check point behind the Target Pace, each player in the group is liable to a **One-Stroke Penalty** at the ninth hole played and to be assessed at the scorecard table. If the group passes the second check point behind the Target Pace, each player in the group is liable to an additional **Two-Stroke Penalty** at the 18th hole played and to be assessed at the scorecard table.

TARGET PACE – FOLLOWING GROUPS: If a following group passes the first check point over the Target Pace and more than 14 minutes behind the group immediately ahead, then each player in the group is liable to a **One-Stroke Penalty** for the ninth hole played and to be assessed at the scorecard table. If the group passes the second check point behind the Target Pace and more than fourteen minutes behind the group immediately ahead, then each player in the group is liable to an additional **Two-Stroke Penalty** at the 18th hole played and to be assessed at the scorecard table.

NOTIFICATION OF PENALTY - RED FLAG: If a group has passed a check point and is liable to penalty, that status will be indicated by a **Red Flag** placed behind the putting green of the 9th or 18th hole.

FOUR-BALL PENALTIES – Any pace of play penalty applies to the team rather than merely to a member of a team.

UNCONTROLLABLE DELAYS: A legitimate delay (e.g., lengthy ball search or ruling) might cause a group to fall behind. In such a case, the group is expected to make up lost time so as to regain its position within the Target Pace by the next checkpoint or within 14 minutes of the preceding group by the next checkpoint.

APPEAL PROCESS: A player concerned about a non-responsive fellow-competitor in his group may request a Rules Rover to monitor the group in case penalties are incurred and then appealed. Pace of play penalties may be appealed by the use of an individual written appeal form at the scorecard table prior to signing and returning a scorecard. An appeal will be considered only if the player was delayed by the Committee, or the player was delayed by circumstances beyond the control of the player or the group, or the player was delayed by another player in the group. The decision of the Appeals Committee is final.