



**TOURNAMENT
PLAYER'S MANUAL**



GGT Pace of Play Policy

Slow play is a problem in the game of golf. It is our role as tournament organizers for beginner golfers to stress and encourage the importance of playing at a regular golf pace.

Grizzly Golf Tour promotes and instructs the young golfers and their parents how to play "Ready Golf" of which we call "Grizzly Golf."

Golfers should arrive at the course prior to their starting time to hit a few warm up shots. All competitors should arrive at the first tee 10 minutes before their tee time.

Time Limit

The time limit is 42 seconds per shot for all strokes including putts. The time will commence once it is the players turn to play regardless if the player is ready or not. Grizzly Golf encourages golfers to prepare for their shot while their fellow competitors are playing.

Keeping up with the group in front is the first rule of Grizzly Golf. Don't lose sight of that group in front by playing at a steady Grizzly pace. Things happen during a round of golf. When they do it is important to move a little quicker to get back in position.

Be Grizzly Golf Ready. Have your game balls marked with your personal marking, tees, ball marker, green repair tool and set of clubs in your bag and ready to go. The Grizzly golfer should always be prepared with healthy snacks and water in the bag.

Tee Shots

One practice swing on each shot. Not two or three or four swings. One practice swing.

Hit a tee shot if the person with the honor is delayed in being ready to play. Shorter hitters play first from the tees or fairways if longer hitters must wait.

Watch your competitor's shot. If it goes into a problem area make a mental note where the ball went.

Hit a shot when it is safe to do so if a player farther away faces a challenging shot and is taking time to assess their options.

Hit a shot before helping someone look for a lost ball if this will save time for the group.

On the Fairway

Move at a steady Grizzly Pace between shots. Get to your ball. Once you have hit, walk quickly to the next shot or next hole. Be aware of the group behind you at all times.

Move forward to your ball to prepare for your turn to play if it is safe to do so. Hitting a shot of the person with the honor is delayed in being ready to play. Let the other golfer know that you will hit.

Play a Provisional ball if you are unsure your ball is lost. Announce to your playing partners that you will put another ball (provisional ball) in play.

On the fairway replace divots, use sand containers and fill divots. Rake bunkers.

On the Green

When arriving on the green, if your ball is in the line of another opponent, mark your ball. Then get out of the other player's line. Use this time to survey your putt.

Usually the player furthest from the hole will putt first. Be ready when it is your turn to putt. Putting out even if it means standing close or on someone else's line. Don't mark putts beside the hole. Finish putting out.

After putting out one or two players can proceed to the next hole leaving at least two players on the green while putting is being completed. Don't move while other golfers are putting.

Marking the Scorecard

The first player arriving at the next hole tees off. Other players begin marking scores immediately upon arrival at the tee. First player who teed off then gets his competitor's score from previous hole.

Grizzly Golf Tour Red Card-Red Card System

The Grizzly Golf Tour Pace of Play Policy will be strictly enforced. Please keep up with the group in front at all times. The GGT Pace of Play Policy applies to all courses and their expected time allotment for a regular round of golf.

The Grizzly Golf Tour (GGT) Red Card / Red Card system will always be in effect. If a group is slow and have fallen out of position on the course - they will be issued a Red Card. If they catch up to the group in front the Red Card will be rescinded. If they fail to catch the group in front by an expected number of holes determined by the Grizzly referee all players in the group will receive a one-stroke slow play penalty. (Players will have an opportunity to appeal the penalty.)

If the group is not able to catch up to the group in front the Grizzly referee will ask the group to skip the hole or more to catch up to the group in front. A score of double-par will be issued to the players who were unable to complete their holes and were moved forward.



GGT Caddy/Coach/Parent Policy

It should be every parent's goal to one day have their young golfer play on their own without help of a parent, coach or caddy during their tournament round. When they advance to higher levels of competitive junior golf they make all decisions themselves.

As beginners Grizzly Golf Tour recognizes the need these young golfers have for assistance in many ways. We expect caddies and parents to be responsible for and aware of Pace of Play and the Rules regarding playing efficiently. Slow play will be penalized.

These golfers need to learn the rules of golf. They need help with distances and often need moral support to dry the tears. We expect caddies / parents to be aware of the rules of golf and request all caddies/coach/players/parents to go to www.golfcanada.ca and take the Golf Canada Level 1 Rules program.

On Course

Only one caddy/coach/parent per player and this person is required to wear a Grizzly Golf Tour caddy bib. This is to identify this person to Grizzly Golf Tour and golf course staff.

The caddy/coach/parent is requested to be aware of Pace of Play and continually advance and encourage their player and the group forward.

The caddy/coach/parent can help with club selection, shot choice and reading putts on the green. It is in the player's best interests to allow them to do this on their own.

Grizzly Golf Tour Dress Code

Players, parents, caddies, spectators and others must follow the dress codes of the Golf Facility and Grizzly Golf Tour. Shirts with collars are required. No tee shirts or sweat pants. Failure to comply will result in players, parents, caddies, spectators and others to leave the course.