

Time is one of the most valuable things in the world we live in today, with demands from a career, family, and extra curricular activities. For this reason, pace of play is one of the biggest opportunities in the golf industry to improve the experience for members and patrons of your facility. If pace of play is executed with excellence it can improve the experience and customer loyalty. It also opens up opportunity to drive additional rounds with higher demand, and creates the opportunity to drive your rate per round.

For these reasons the pace of play has been a cornerstone in the development of the Visage system. Visage allows you to effectively manage pace of play by the minute. Visage is smart enough to know when a car is playing the first hole and continues to monitor pace against each hole's targeted pace until the end of the round.

Visage allows you to set a target time for each hole, and also allows for additional time to be added at the turn for a restroom break and refreshments. In addition, Visage also provides the ability to set behind and critical behind pace times that will automatically notify the course operators, or players if selected.

Target time setup

The course pace is set by creating a target pace time per hole from the VCC Pace view Settings tab.

Clear Creek					
1	13	min	10	13	min
2	15	min	11	16	min
3	15	min	12	11	min
4	13	min	13	16	min
5	10	min	14	10	min
6	15	min	15	13	min
7	11	min	16	13	min
8	13	min	17	15	min
9	15	min	18	13	min
Front 2:00		Back 2:00			
Total 4:05					



🕒 Pro Tips:

- Do not adjust course pace values during hours of operation! Changing pace values will cause the VDU to reset round data such as player names, pace & scores.
- VDUs must be in the Visage Wi-Fi covered areas to receive the latest pace values.

Front = holes 1-9 target times

Back = holes 10-18 target times

Total = front + back + time at turn

Time at turn

The Time at turn setting found on the Pace view Settings tab allows additional time to be added to the course target time without making adjustments to the individual hole targets.



Pace of play enabled

Round timeout min

Staging timeout min

Time at turn min

🕒 Pro Tips:

- By default holes 9 and 18 are “turn holes”. Contact your CAM if you would like additional or different holes defined.
- The time at turn is added to the current pace calculations when the car leaves the turn hole.

Pace warnings

Just like target times and time at turn settings, pace warnings are configured under the Pace view Settings tab. The yellow / orange clock is the behind pace warning, and the red clock is the critical pace warning. The values entered in these fields determine when a player is considered behind, or critically behind pace.

Round timeout min

Staging timeout min

Time at turn min

min

min



A car that becomes behind or critically behind pace will be highlighted in the respective color on the map, fleet, live pace, and marshal views for the course operators to easily identify problem players and locations.

Enabling Pace of play from the Pace view Settings tab will cause the VDU to subtly warn the player of his behind pace status.

Pace of play enabled

Watch the [Pace of Play Settings](#) tutorial for an in-depth lesson!



 **473**
Center of Green
Yards

Hole 7
Par 4/4, Handicap 0/2

Elapsed Time: 0:06
Minutes Behind Pace: 5