



## **AccuPace™ Overview**

### **January 2026**

**“Solve Your Pace of Play Issues ... Affordably”**

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# Background

- AccuPACE works with riders, walkers and caddies.
- AccuPACE uses GPS trackers, which:
  - Have a strong magnet to attach to a golf cart's windshield frame
  - Are light enough (10 oz) to be carried in a caddie's bib or in a golf bag.
  - Work across the cellular spectrum with the best available carrier
  - Have batteries that last two weeks or longer
  - Are easily rechargeable
- Flexible purchase models to meet the needs of every club
  - Level 1 - 10 trackers – for clubs who only want to track known slow members or members with guests
  - Level 2 - 15 to 20 trackers – for clubs that want to know where the bottleneck is, but no need to track individual members. Ideal for shotgun events and for daily fee and resort clubs, too.
  - Level 3 - 30 to 35 trackers – for clubs, like Daniel Island, that want to have visibility to all groups, know if slow groups are holding up others, and be able to inform members who play slow with a full complement of data.



## Easy to Use and Flexible

- AccuPACE requires no input for starts of holes 1 and 10. The software sees where the tracker is and starts each game automatically.
  - Because groups can queue up on the first tee, AccuPACE estimates the Start Time off #1 and #10 as 3 minutes prior to the group passing the Forward Tees.
  - AccuPACE automatically determines when a golfer only plays 9 holes rather than 18.
- AccuPACE also works for shotgun starts. The club only needs to “create a game” and assign a starting hole and time to each tracker used.
- The expected times to play each hole are determined by the club and entered into the database. A “turn” time can also be included if appropriate.
- AccuPACE also works with 27-hole clubs – all possible 18-hole combinations.



## Additional Features

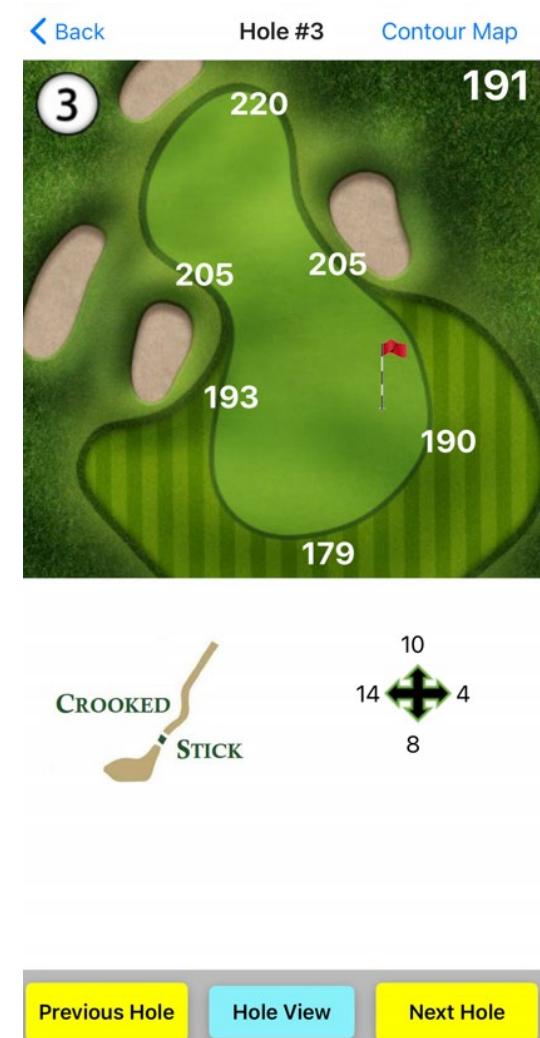
- AccuPace is a web-based solution. Accessible via any internet-connected device.
- Groups are shown in a dashboard format, as well as on a color-coded map (see next pages)
- The Map View can show Tee Times to identify groups or can be set to show Starting Holes for shotgun events since everyone tees off at roughly the same time.
- Ability to text club personnel the three slowest groups on the course (more than 5 minutes behind pace) every 30 minutes, so slow play can be quickly addressed on the course by rangers or golf staff.
- If a tracker leaves a club's property, club personnel will be immediately notified via text and/or email and be able to see the tracker on a map.



## AccuCaddie Pace Feature

- AccuPACE requires no action by the golfer and does not use the golfer's phone; however, if a club subscribes to AccuCaddie® (see sample screenshots), a golfer can enable the Pace-of-Play feature in the app and see their pace in real time, and the club can also see this group in AccuPACE\*.

\* If every group had one person using AccuCaddie with the pace feature enabled, no trackers would be needed, but getting enough members to do this is a challenge.





# Dashboard and Map View

#	Type	Start Time	Start Hole	Last Hole	Holes Played	Last Time	Pace
1	18	8:12 AM	10	9	18	11:56 AM	21
2	18	8:48 AM	10	6	15	12:09 PM	4
3	9	9:51 AM	10	18	9	11:46 AM	8
4	18	10:05 AM	10	18	9	12:06 PM	2
5		10:35 AM	10	16	7	12:11 PM	2
6		10:49 AM	10	15	6	12:08 PM	3
7		11:00 AM	10	14	5	12:09 PM	3
8		11:15 AM	10	13	4	12:05 PM	8
9		11:41 AM	10	11	2	12:09 PM	3
10		11:50 AM	10	10	1	12:03 PM	4
11		11:58 AM	10	10	1	12:10 PM	5
12		12:12 PM	10	0	0		0

January 1, 2026 @12:15 pm, all 12 groups on Daniel Island – Beresford Creek Course are ahead of pace.

- The dashboard shows it was Back 9 start (Hole #10).
- Note the 9:51 am tee time played only 9 holes



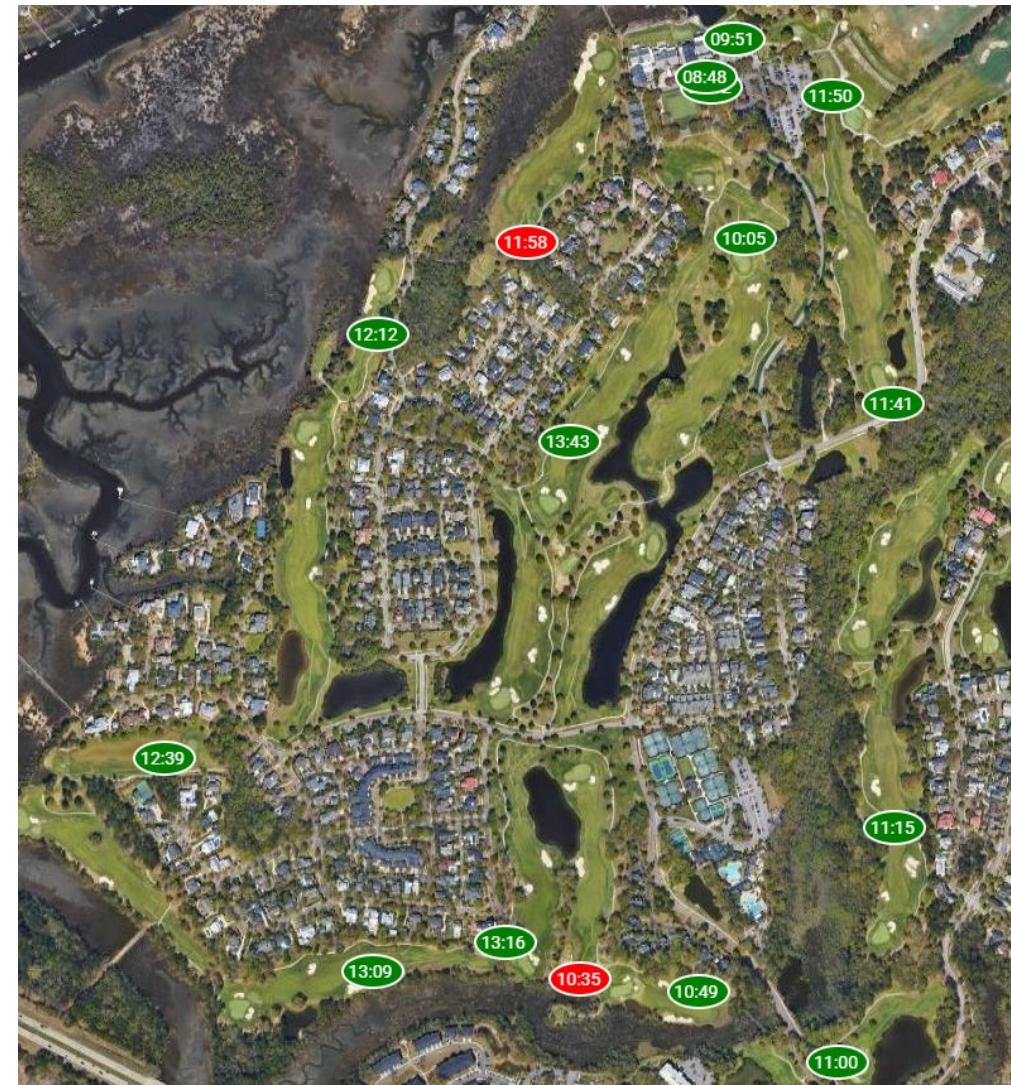


# Dashboard and Map View

# ↑	TYPE	START TIME ↓	START HOLE	LAST HOLE	HOLES PLAYED	LAST TIME ↓	PACE ↑
1	18	8:12 AM	10	9	18	11:56 AM	21
2	18	8:48 AM	10	9	18	12:50 PM	3
3	9	9:51 AM	10	18	9	11:46 AM	8
4	18	10:05 AM	10	7	16	1:34 PM	8
5	18	10:35 AM	10	4	13	1:38 PM	(5)
6	18	10:49 AM	10	4	13	1:47 PM	0
7	18	11:00 AM	10	3	12	1:46 PM	3
8	18	11:15 AM	10	2	11	1:44 PM	2
9	18	11:41 AM	10	18	9	1:44 PM	0
10		11:50 AM	10	17	8	1:35 PM	2
11		11:58 AM	10	16	7	1:41 PM	(5)
12		12:12 PM	10	16	7	1:48 PM	2
13		12:39 PM	10	14	5	1:47 PM	4
14		1:09 PM	10	12	3	1:45 PM	8
15		1:16 PM	10	11	2	1:41 PM	6
16		1:43 PM	10	0	0		0

January 1, 2026, @1:50 pm, 16 groups have been tracked. The first 2 have completed 18 holes.

Note the two groups behind pace by 5 min each





## Hole by Hole Detail

- **One click on the dashboard shows how much time a group spent on each hole.**
- **Beresford Creek at Daniel Island has an expected Pace of Play of 4:05 (245 min)**
- **This group played in 3:54, 11 min ahead of pace.**

HOLE	ACTUAL	STANDARD	VARIANCE	CUMULATIVE
10	15	17	2	2
11	12	14	2	4
12	12	13	1	5
13	16	14	(2)	3
14	13	14	1	4
15	11	10	(1)	3
16	18	16	(2)	1
17	11	10	(1)	0
18	16	15	(1)	(1)
1	11	14	3	2
2	13	14	1	3
3	15	18	3	6
4	13	9	(4)	2
5	11	13	2	4
6	13	14	1	5
7	9	13	4	9
8	17	18	1	10
9	8	9	1	11



## Pace of Play Scoring (Level 3)

- **Scoring = Penalty Point system factoring in Pace of Play which impacts other groups on the course.**
- **Penalty Points are only assigned if the following three criteria are met:**
  - The group is 5 minutes or more behind pace.
  - The group is not being held up by a group in front of them.
  - A group immediately (within one hole) behind them is behind pace.
- **Scoring takes place at four times for each 18-hole round:**
  - The first three hours after tee off and when the round is completed.
  - For a 9-hole round, scoring occurs hourly and at the end of the round.
- **If a group is 5 to 10 minutes behind pace and the other two above criteria are met, it is a 1-point penalty. 10 to 15 min behind is a 2-point penalty, 15 to 20 min behind is a 3-point penalty, and >20 min is a 4-point penalty.**



# Pace of Play Scoring (Level 3)

- Each group's penalty points are displayed on the dashboard in real time. Sort on that column at the end of the day to see which tee times incurred the most points.

DEFAULT SORT (BY START TIME)									SORT BY PENALTY POINTS									
		(9/18)	Start	Start	Last	Holes	Last				(9/18)	Start	Start	Last	Holes	Last		
ID↑	Type	Time ↓	Hole	Hole	Played	Time↓	Pace↓	Penalty↓		ID↓	Type	Time ↓	Hole	Hole	Played	Time↓	Pace↓	Penalty↓
1	18	8:30 AM	10	9	18	12:30 PM	5	0		4	18	9:01 AM	10	9	18	1:12 PM	(6)	2
2	18	8:39 AM	10	9	18	12:40 PM	4	0		9	18	9:51 AM	10	9	18	2:04 PM	(8)	1
3	18	8:49 AM	10	9	18	12:56 PM	(2)	0		1	18	8:30 AM	10	9	18	12:30 PM	5	0
4	18	9:01 AM	10	9	18	1:12 PM	(6)	2		2	18	8:39 AM	10	9	18	12:40 PM	4	0
5	18	9:10 AM	10	9	18	1:19 PM	(4)	0		3	18	8:49 AM	10	9	18	12:56 PM	(2)	0
6	18	9:20 AM	10	9	18	1:32 PM	(7)	0		5	18	9:10 AM	10	9	18	1:19 PM	(4)	0
7	9	9:29 AM	10	18	9	11:32 AM	0	0		6	18	9:20 AM	10	9	18	1:32 PM	(7)	0
8	18	9:40 AM	10	9	18	1:44 PM	1	0		7	9	9:29 AM	10	18	9	11:32 AM	0	0
9	18	9:51 AM	10	9	18	2:04 PM	(8)	1		8	18	9:40 AM	10	9	18	1:44 PM	1	0
10	18	10:00 AM	10	9	18	2:11 PM	(6)	0		10	18	10:00 AM	10	9	18	2:11 PM	(6)	0
11	18	10:20 AM	10	9	18	2:20 PM	5	0		11	18	10:20 AM	10	9	18	2:20 PM	5	0
12	18	10:29 AM	10	9	18	2:30 PM	4	0		12	18	10:29 AM	10	9	18	2:30 PM	4	0
13	18	10:40 AM	10	9	18	2:39 PM	6	0		13	18	10:40 AM	10	9	18	2:39 PM	6	0
14	18	11:01 AM	10	9	18	2:55 PM	11	0		14	18	11:01 AM	10	9	18	2:55 PM	11	0
15	18	11:10 AM	10	9	18	3:13 PM	2	0		15	18	11:10 AM	10	9	18	3:13 PM	2	0
16	9	11:20 AM	10	18	9	1:25 PM	(2)	0		16	9	11:20 AM	10	18	9	1:25 PM	(2)	0

Note – 9:20 Start Time not penalized as it was net only 3 min behind pace.



# Pace of Play Scoring (Level 3)

- Detail is easily available via the dashboard for each game so the golf pro can explain to a member how penalty points were calculated.
- Here is the Hole by Hole Detail (as shown on earlier slide) for the 9:01 Start Time, denoting where “snapshots” were taken for scoring.

Detail: 9:01 Start Time						Comments
Hole	Actual	Standard	Variance	Cumulative	Entry Time	
10	17	17	0	0	9:04 AM	Start of Each Hole (Entry)
11	15	14	(1)	(1)	9:18 AM	Start time is 3 minutes before this
12	14	13	(1)	(2)	9:33 AM	
13	12	14	2	0	9:47 AM	
14	15	14	(1)	(1)	9:59 AM	First Snapshot at 10:00 am
15	11	10	(1)	(2)	10:14 AM	
16	16	17	1	(1)	10:25 AM	
17	13	10	(3)	(4)	10:41 AM	
18	14	14	0	(4)	10:54 AM	Second Snapshot at 11:00 am
1	15	14	(1)	(5)	11:08 AM	
2	15	14	(1)	(6)	11:23 AM	
3	19	18	(1)	(7)	11:38 AM	
4	10	9	(1)	(8)	11:57 AM	Third Snapshot at 12:00 noon
5	14	13	(1)	(9)	12:07 PM	
6	15	14	(1)	(10)	12:21 PM	
7	10	13	3	(7)	12:36 PM	
8	17	18	1	(6)	12:46 PM	
9	9	9	0	(6)	1:03 PM	
	251	245			1:12 PM	Final Snapshot at 1:12 pm



# Pace of Play Scoring (Level 3)

- Detail is available via the dashboard for each game so the golf pro can explain to a member how penalty points were calculated.
- ... and here is how the Scoring (2 points) was calculated for the 9:01 Start Time

		Group In Front (GF)		This Group		Group Behind (GB)		Comments
Snapshot	#	8:49 AM		9:01 AM		9:10 AM		
		8:49 AM		9:01 AM		9:10 AM		
		8:49 AM		9:01 AM		9:10 AM		
		8:49 AM		9:01 AM		9:10 AM		
		Group In Front (GF)		This Group		Group Behind (GB)		
		Last		Last		Last		
#	Time	Hole	Pace	Hole	Pace	Hole	Pace	
1	10:00	14	1	13	0	12	1	Not shown here, but 8:49 had no penalty points as it was never more than 2 minutes behind pace.
2	11:00	18	(1)	17	(4)	17	(2)	
3	12:00	4	0	3	(7)	3	(5)	
4	13:12	9	(2)	9	(6)	8	(4)	
Scoring Explanation								
#	Time	Score	Behind Pace	GF is Cause	GB is Impact'd			
1	10:00	0	0	N/A	N/A			
2	11:00	0	0	N/A	N/A	Only 4 minutes behind pace. Does not exceed 5 min threshold		
3	12:00	1	1	No	Yes	Assigned one point. GF not the cause and GB Impacted		
4	13:12	1	1	No	Yes	Assigned one point. GF not the cause and GB Impacted		
Total		2		Sum of 4 snapshot scores				



# Pricing

- AccuPace has pricing plans for clubs with short seasons (8 months) and full-year play (12 months)
- Annual software cost
  - Levels 1 and 2 – \$1250 for 12 months and \$1000 for an 8-month subscription
  - Level 3 - \$3000 for 12 months and \$2300 for an 8-month subscription
- Annual tracker costs (cellular service)
  - \$150/tracker for 12 months; \$100/tracker for 8 months.
  - Replacement tracker cost: \$30 (if needed)
- Total cost examples:
  - Level 1 – 10 trackers for 8 months - \$2000 annually
  - Level 2 – 20 trackers for 12 months - \$4250 annually
  - Level 3 – 30 trackers for 12 months - \$7500 annually
- \$0 Setup Fees; no long-term contract
- 50% less than alternative solutions and delivers the actionable data golf professionals need to manage Pace of Play.



## Commonly Asked Questions

**Q:** I have tried another Pace of Play solution and it did not work because of poor cellular coverage at my club. Why would these trackers work?

**A:** AccuPACE's trackers are used in industries across the country and are designed to work in all areas regardless of which cellular carrier has the best signal strength.

**Q:** What happens if I lose a tracker? How much do they cost to replace?

**A:** As long as the tracker is turned on and has battery life, the club will be able to see where it is and will know when it has left its property. In the unlikely event it does get lost, replacement units cost \$30 and will be shipped overnight to the club.

**Q:** Does each cart need a tracker?

**A:** No, only one cart, walker or caddie in each group needs to have a tracker.

**Q:** We have a caddies-only club. Can I assign a tracker to each caddie?

**A:** Yes, AccuPACE has a feature where you can rename a tracker and show the caddie's name.

**Q:** Why is Pace of Play scoring only available with Level 3 and a minimum of 30 trackers?

**A:** It is not possible to know exactly who is holding up play on the course without every group having a tracker. With only 15 trackers, it is possible to know within a hole where the bottleneck exists on the course, so staff can go out and address the issue.

**Q:** What is the upfront fee to get AccuPACE?

**A:** There is no upfront fee for AccuPACE. The cost of the initial trackers is included in the annual tracker cost.

**Q:** Why do the annual tracker costs seem high?

**A:** Actually, the cost for the cellular service that a tracker needs to communicate its position is just over \$12/month

**Q:** Are the parameters for scoring (penalty points) customizable?

**A:** Currently they are not, but it is possible that they will be in the future.