

## **Local Rules**

### **1. 1. OUT OF BOUNDS**

- a) Outside the boundaries of the course.
- b) During play of the 13<sup>th</sup> hole the right side of the hole, defined by the white marker posts is out of bounds. These white posts are boundary objects during the play of the 13<sup>th</sup> hole. For all other holes they are immovable objects.
- c) The white posts on the right hand side of the 6th hole.
- d) When playing any hole, a ball on or over the patio area around the Clubhouse or over the white MARKERS around the practice putting and chipping greens or the Clubhouse is out of bounds.

### **2. PATHS, PRACTICE AREAS, etc.**

- a) A ball lying on a cart, pebble, shale or forest bark path may be lifted and dropped, no nearer the hole, without penalty.
- b) Hard standing areas around the Greens Sheds are deemed to be paths.
- c) All planted flower beds are no play zones.
- d) When playing the 15th hole, a ball lying on the practice greens is deemed as wrong green rule 13.1f applies. Practice bunkers are no play Zones.

### **3. TREES**

Relief may only be taken from trees with yellow bands.

### **4. FIXED SPRINKLER HEADS & GULLY POTS.**

All sprinkler heads and gully pots are immovable obstructions and relief may be obtained.

Where a ball lies on a putting green if a gully pot intervenes between the ball and the hole it may be lifted and placed, no nearer the hole, at the nearest point at which intervention by the obstruction is avoided.

### **5. TRACTOR MARKS**

A ball lying on a tractor mark is deemed in the “general area” it may be lifted and dropped without penalty, not nearer the hole.

### **6. PENALTY AREAS**

The bridges over the trenches marked yellow are part of the hazard and no relief is available.

### **7. MARKER POSTS**

All distance marker posts are deemed immovable objects and relief may be taken from them ONLY when it interferes with swing or stance; no relief to be given if the post is in line with the flight of the ball.

### **8. WARNING HOOTER**

1 Blast–Mark ball leave course; 2 Blasts–Take shelter; 3 Blasts–Resume play.