

LOCAL RULES

ISSUE	RESOLUTION
Ground Under Repair	The following areas are G.U.R. Players are given 1 club length complete relief, no closer to the hole from the entire G.U.R. area: 1. On fairways, areas of obvious excavation; the ground may, or may not have been levelled off and grass may not have grown back 2. Unusual damage (i.e., tire ruts or deep footprints) 3. Bunkers: bunkers that have not been maintained 4. Bunkers: if filled with temporary water after heavy rainfall 5. Ridge 11 – the entire grassed area, including the mowed section, on right side of the fairway marked “GUR”. <i>There is no penalty for losing your ball in Ground Under Repair. You can always look for your ball in GUR. You are also welcome to hit out of ground under repair.</i>
Embedded Ball	If any part of the ball is below the surface of the surrounding ground, lift, clean and get free relief of 1 club length, no closer to the hole
Drop Zones	Ridge #13 and #18. For #13, ONLY use the drop zone if a ball goes into the water when travelling directly forward to the green; Valley #5, #8 and #17. For #17, the drop zone should also be used if the ball goes over and stays in the fenced area on the right.
Staked Trees	If the ball comes to rest next to a staked tree, take free relief of 1 club length, no closer to the hole
Tree Stumps	If the ball should land and come to rest ON a tree stump, take free relief of 1 club length from the edge of the tree trunk, no closer to the hole
Measuring Devices	Distance measuring ONLY devices are permitted. Devices that can detect wind speed, temperature, elevation gradient etc. are NOT PERMITTED.
Ridge #4	The treed area between the tee box and green is not staked and therefore “IN PLAY”. If your ball goes into the woods: 1. 1. declare it a LOST ball and hit another ball off the tee (stroke and distance – 1 stroke penalty) or 2. 2. declare you are hitting a provisional ball and a) look and if you find it, and it is ‘PLAYABLE’, hit it where it lies (provisional not used) or take an ‘UNPLAYABLE’. Player may take 2 club length relief with 1 stroke penalty (provisional not used) b) if it is lost, use the provisional (lying 3).
Ridge #10	The left side where the trees are located is Out of Bounds. OPTIONS – replay the tee shot (Stroke and distance – 1 stroke penalty) or drop a ball adjacent to where the ball entered the OB area (2 stroke penalty)
Ridge #13	The treed area immediately in front and to the right of the tee box is considered OB. OPTIONS – replay the tee shot (stroke and distance - 1 stroke penalty) OR drop a ball adjacent to where the ball entered the OB area (2 stroke penalty). If ball enters the woods on the right further down the fairway, play it as red staked.
Tunnels – Ridge #9, Valley #5	If a ball comes to rest in the tunnel, take relief to the nearest playable area closest to the entrance to the tunnel. No penalty.
Red Stakes and Surrounding Area	Tall grass/reeds, thick weeds/plant growth immediately edging all water hazards are considered part of the water hazard. If the ball can’t be located, or is unplayable, take the next shot from the Drop Zone (if available) with 1 penalty stroke or take lateral relief or back-on-the line relief with 1 penalty stroke.