



Competition:							Date:					PAR	CR	SR	✓
Player 1:							Player 2:					71	73.4	135	<input type="checkbox"/>
HCP:			ID				HCP:			ID		71	70.4	129	<input type="checkbox"/>
Player 3:							Player 4:					71	68.8	126	<input type="checkbox"/>
HCP:			ID				HCP:			ID		71	70.9	123	<input type="checkbox"/>
HCP:			ID				HCP:			ID		71	68.8	121	<input type="checkbox"/>
HOLE	Black	White	Yellow	Blue	Red	Par	S.I.	1	2	3	Marker	Σ			
1	394	371	359	333	303	4	10								
2	367	341	316	309	293	4	6								
3	573	419	408	373	358	5	14								
4	405	380	367	337	305	4	4								
5	154	139	127	121	111	3	18								
6	500	480	443	436	413	5	8								
7	210	156	128	94	75	3	16								
8	323	310	290	278	254	4	2								
9	352	328	318	302	262	4	12								
OUT	3278	2924	2756	2583	2374	36									

PLEASE REPAIR ALL PITCH MARKS & AVOID SLOW PLAY

10	508	487	468	428	418	5	9								
11	390	366	345	317	276	4	1								
12	188	177	156	117	106	3	15								
13	337	323	311	266	253	4	3								
14	331	311	284	250	241	4	13								
15	209	194	172	125	112	3	11								
16	399	374	351	323	316	4	5								
17	165	145	117	111	82	3	17								
18	484	462	446	428	397	5	7								
IN	3011	2839	2650	2365	2201	35									
OUT	3278	2924	2756	2583	2374	36									
TOTAL	6289	5763	5406	4948	4575	71									

Marker's Signature.....

Player's Signature.....



## COURSE MAP



## LOCAL RULES

### Please check at the Start for any additional Temporary Local Rules

- 1. Out of Bounds (Rule 18.2)**
  - Where the course adjoins a public footpath, a ball is Out of Bounds if it is beyond the white dots (stakes are indicative only).
  - Beyond white stakes not associated with the above. Beyond any property wall, fence or hedge.
  - Where white stakes are immediately adjacent to a cart path or wall, the boundary is defined by the outside edge, stakes are indicative only.
  - A ball that is played from one side of a road which is defined as out of bounds and comes to rest on the other side of that road is out of bounds. This is true even if the ball comes to rest on another part of the course that is in bounds for other holes (e.g. 11th to 16th).
  - Clubhouse and surrounding areas (including practice putting greens).
  - Within the defined maintenance area.
- 2. Penalty Areas (Rule 17)**
  - Are defined by red or yellow stakes and/or red or yellow lines. In all cases where both stakes and lines are present, lines take precedence.
  - Drop Zones - For your convenience, clarity and to assist with pace of play, a drop zone has been provided on Holes 7 and 15. Hole 7, if it is known your ball crossed the greenside edge before going into the penalty area, two club-lengths lateral relief is available.
- 3. Abnormal Course Conditions (Rule 16.1) Ground under Repair (GUR) - Relief MUST be taken (except edging grooves)**
  - Any area, bounded by white painted lines, blue stakes or signs.
  - The Grass Nursery area between the 10th and 18th Hole
  - Erosional damage in bunkers caused by excess water (washouts)
  - Edging grooves near Putting Green (only if the ball lies on the groove).
  - The Ancient Kiln on the 1st hole and the Olive Presses on the 8th hole as encircled by a white line. The drop zone must be used.
  - The area defined by blue stakes with green tops on the left of hole 18 is a no play/no go zone. Players are not permitted to enter the area for any reason.

## ETIQUETTE

**Dress code** - Any recognised golfing apparel that can be purchased from a professional golf retail outlet is acceptable. Denim and other sports clothing are not acceptable.

**Carts** - Please drive carefully and sensibly. Avoid driving/parking in wet areas. At the yellow Cart signs, please return carts to the cart path at 90 degrees and remain on the paths. Do not drive onto tee beds.

**Players MUST shout "Fore"** if a ball is going towards any property. The player MUST also check for damage or injury. Please respect the privacy of Residents. Do not enter any residential areas surrounding the course.

A prompt Pace of Play is in the interests and enjoyment of all golfers. There is a set maximum time for the round. Marshals -

Will assist with pace of play and etiquette. They are permitted to move slow flights to other holes; remove players from the course for failing to care for the course or being unable to play at a suitable level.

**Etiquette** - Please help us care for the course. Repair pitchmarks and divots. Carefully lay the flagstick on the ground. After raking, please leave rakes half in half out of the bunker so that they can be seen from the cart.

**Hole 7** - Call through hole. Upon reaching the green, stand safely away, invite the following group to play before going ahead to hole out.

Thank you for playing and enjoy your round.

- Immovable Obstructions**
  - All cart paths. Additionally, the steps on Hole 14 (including edges).
  - Walls adjacent to paths, penalty areas, teeing areas (but see "4. Integral" below).
  - Irrigation units, including sprinkler heads, control boxes and satellite stations.
  - All course furniture. (Including but not limited to:- information posts/structures; protection fencing, marker posts; ball washers; waste bins, and bench seats).
- Rule 16 - Exceptions: No relief when clearly unreasonable to play ball (see 16.1(3), 16.2(a) and 16.3a(1)).**
- 4. Integral Parts of the Course (Rule 2.3)**
  - Free standing stone walls (including but not limited to holes 5, 11 and 15).
  - Any rock faces, natural or man-made.

**Penalty for Breach of a Local Rule:**  
**Match Play - Loss of Hole; Stroke Play - General Penalty (2 Strokes)**