

SOME IMPORTANT LOCAL RULES

- Unless otherwise stated, Play as it Lies applies.
- The new works (mounds) between the 1st and 10th holes are an abnormal course condition. Free relief as per rule 16, nearest point of full relief, no nearer the hole – not necessarily on the fairway you are playing. Area identified with green or white stakes.
- New works on right hand side of 10th green **outside** of the penalty area **in the** General Area as marked are an abnormal course condition and free relief as per rule 16, nearest point of full relief, no nearer the hole.
- On 16th, the area **outside** of the penalty area **in** the General Area marked by white paint and/or white pegs and/or ropes are an abnormal course condition and free relief as per rule 16, nearest point of full relief, no nearer the hole.
- Practice fairway as marked is a No Play Zone and **COMPULSORY** relief must be taken at nearest point of full relief no nearer the hole. The area is defined by white stakes and/or ropes.
- The damaged area on the 7th green and damaged and repaired areas on 4th, 14th, 17th and 18th greens - full relief and line-of-sight relief allowed – ball must be on green.
- Bare patches and tree roots on areas cut to fairway height or less in the General Area to be treated as GUR – fairways only.
- Cut/fallen trees, tree stumps and trees less than 2 club lengths in height **in the** General Area **outside** of a penalty area and interfering with your swing to be treated as GUR. Nearest point of full relief, no nearer the hole.
- Area surrounding greenkeeper's shed left of the 6th hole and marked by white stakes with green tops is **COMPULSORY GUR**. Take nearest point of relief.