

## SOME IMPORTANT LOCAL RULES

- The first mound between the 1st and 10th holes (closest to tee's) is 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 or white paint.

The 2<sup>nd</sup> and 3<sup>rd</sup> mounds (closest to green) are now in play.

- New works on right hand side of 10<sup>th</sup> 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 16<sup>th</sup>, 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 is now just an abnormal course condition as marked. Free relief as per rule 16, nearest point of full relief, no nearer the hole. No longer compulsory relief.
- The damaged area on the 7<sup>th</sup> green and damaged and repaired areas on 4<sup>th</sup>, 14<sup>th</sup>, 17<sup>th</sup> and 18<sup>th</sup> 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.