

LOCAL RULES

1. Out of Bounds:

The area beyond the fence surrounding the course or beyond white poles/lines marking the boundaries of the course.

2. Ground Under Repair (GUR):

The area marked with blue stakes / lines.

*Note: if a player's ball lies in the area, or if it interferes with the player's stance or the area of his intended swing, the Player **must** take relief under Rule 16.1.*

PENALTY FOR BREACH OF RULE- main penalty.

3. Integral part of the course

- natural roads
- mulch bark around trees
- thuja trees on the right side of the 12th hole green

4. No Play Zone:

- No Play Zone defined as part of the penalty area (Rule 17.1e):
 - The area between holes 15 and 16 marked with red/yellow stakes with green covers is under special protection and the player is not allowed to enter this area. The player must take relief under penalty of one stroke.
 - Wooden bridges - playing from wooden bridges located in the no play game zone is not allowed. The player must take relief under penalty of one stroke.
- No Play Zone defined as part of Abnormal Course Conditions (Rule 16.1f):
 - Flower beds - all flower beds visibly separated from the grass are part of the abnormal course conditions. The player is not allowed to enter such area, the player must take free relief.

PENALTY FOR BREACH OF RULE- main penalty.

5. Artificial immovable obstacles

- all roads and paths with artificial surface,
- billboards and banners,
- trees staked, boarded up or with guy ropes

6. Drop zone:

If the ball was found in the penalty area located behind the green of **15th** hole or if it is known or virtually certain that the ball, that has not been found is in that area, the player may:

- proceed under **Rule 17** or,
- with a penalty of one stroke drop the ball in "drop zone",

PENALTY FOR BREACH OF RULE- main penalty.

ATTENTION!

In case of a storm/lightning, the game on the golf course has to stop immediately, and the signal (siren / long sound with a firearm) means:

- 1 long beep — immediate discontinuation of the game,
- 2 short beeps — the resumption of the game,
- 3 consecutive signals, repeated — discontinuation of the game, with the possibility of completing the hole.

All distances on stakes, markers and sprinklers are measured to the center of the green.



scorecard

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Competition Player A HCP Time Out

Date Time Marker Playing HCP Time In

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total	
White	353	367	350	147	452	510	411	336	155	3081	455	378	174	329	376	303	177	498	344	3034	6115	
Yellow	321	326	322	127	436	474	371	326	137	2840	427	350	149	319	325	290	155	459	309	2783	5623	
Red	276	293	293	111	392	445	331	276	116	2533	387	310	122	263	291	267	113	412	275	2440	4973	
Par	4	4	4	3	5	5	4	4	3	36	5	4	3	4	4	4	3	5	4	36	72	
Player A																						
Player B																						
Player C																						
Marker																						
SI	6	4	14	12	16	8	2	10	18		17	1	13	11	15	5	3	7	9			

T/h	00:15	00:15	00:15	00:11	00:18	00:19	00:16	00:15	00:11
TT	00:15	00:30	00:45	00:56	01:14	01:33	01:49	02:04	02:15

00:19	00:16	00:12	00:15	00:15	00:15	00:12	00:19	00:15	
00:19	00:35	00:47	01:02	01:17	01:32	01:44	02:03	02:18	04:33

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 Player's signature Marker's signature Longest Drive Nearest to the Pin