

YOU SHOULD HAVE REACHED THE 10th TEE WITHIN 2 HOURS AND 10 MINUTES

10	4	3		404	400	34	2	298					
11	3	13		179	174	15	3	130					
12	4	11		377	352	33	8	323					
13	5	15		512	498	47	8	435					
14	3	7		227	194	14:	5	112					
15	4	1		390	375	36	9	290					
16	5	9		510	483	46	6	436					
17	4	17		284	275	26	5	256					
18	4	5		418	381	33	3	314					
In	36			3301	3132	288	39 2	2594					
Out	35			2866	2615	237	6	2134					
Total	71			6167	5747	526	55	4728					
Marker's Signature:							Gı	ross	Handio	ар	Nett		leford Points
Marker's													



LOCAL RULES

Signature

All the buildings and walls within the boundary of the course are integral parts of the course.

The bell housings at the 3rd and 5th holes and all surfaced paths, curbs and control boxes within the boundary of the course are *immovable* obstructions. If the obstruction interferes with a player's stance or area of intended swing, relief may be taken under Rule 24-2b.

Any area defined as Blue stakes or lines is GUR. A player, whose ball comes to rest and is identified in this area, must take relief without penalty under Rule 25-1b. If any tree or stake supporting the tree are marked in Blue it is an *immovable obstruction* and relief may be taken under Rule 24-2b.

The water hazard at the 6th hole is an environmentally sensitive area. Entry to, and play from this area is prohibited. If a ball played from the Tee side of the hazard comes to rest in this area, the player must go to the drop zone on the far side of the hazard, and drop under penalty of one stroke. If during the play of this hole, a ball played from any other position comes to rest in the hazard, the players should proceed under Rule 26-1.

A player's ball coming to rest beyond the white stakes to the right of the 14th hole is *out of bounds* and players should proceed under Rule 27-1. During the play of the 15th hole the white stakes are deem obstructions, and players must proceed under Rule 24-2b.

Stones in bunkers are moveable obstructions. (Rule 24-1) applies.

DISTANCE MARKERS / HAND-HELD DEVICES

The distance markers at the tees and on the fairways are measured in metres to the centre of the green. Hand-held measuring devices are permitted.

GOLF BUGGIES

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Due care must be taken at all times when driving golf buggies, especially when
crossing public roads and the viaduct at the 6th hole. Please keep golf buggies
away from tees and greens. It is forbidden for more than two persons to ride in
a golf buggy and no-one under the age of 18 may drive. The buggy user is
responsible for any damage caused to the buggy.

ETIQUETTE

- \bullet No player shall commence his or her round of golf without the permission of
- the starter.
 Please rake bunkers, replace divots and repair pitch marks.
- \bullet Proper golf shoes with soft spikes must be worn. • Players should adhere to the golfers dress code. No denims, tracksuits, sports shorts, t-shirts or swimwear will be permitted.
- Four ball games have priority over other groups. However, consideration should be given at all times to groups playing a faster round.
- Any match that loses one clear hole on the match in front should call through the following group.
- A full round of golf should not last longer than 4 hours 30 minutes

The normal form of play will be four balls. The management reserves the right to combine players to satisfy this requirement.





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