

Winter Rules: Winter rules are in effect on the course, **BUT NOT ON THE GREEN.**

Meaning ball may be moved up to a foot to improve lie. (Example: ball lands in divot, which has not been repaired, you may move it out, no closer to pin.)

Hazards: Sand traps and water hazards....You may not touch (ground) any part of hazard with your club prior to hitting your shot. Therefore, no practice swings are allowed. If you touch sand accidentally, 2 stroke penalty.

Whiffs: If you swing and miss, you whiff. 1 stroke penalty

Lost Ball: Drop another ball at approximate spot where you think it may have landed. 2 stroke penalty

Ball lands on mound: If found, you may choose to hit it. If you miss, it is a whiff (1 stroke penalty). If you choose not to hit out of mounds, you may drop it off the mound (within 2 club lengths, no closer to hole) 1 stroke penalty

Out-of-bounds: If you go out of bounds on your tee shot, re-tee and hit again. You are now hitting your 3rd shot off the tee. If you're unsure if it went out of bounds, hit a provisional. If original ball did not go out of bounds, pick up provisional and proceed with original ball hit. (If first ball is deemed out of bounds, proceed to provisional. You are now hitting your 4th shot.) If player does not hit provisional and tee shot is out of bounds, drop a ball at point where ball went out of bounds (2 stroke penalty) player hitting 4th shot. If ball goes out of bounds on any other shot other than tee shot, drop another Ball at point of entry 2 stroke penalty.

Ball in water: Place another ball within 2 club lengths from point of entry, no closer to pin - 1 stroke penalty

Putting: If you are hitting from off the green and strike another ball, you must return the ball hit to the approximate place it was originally lying. If you are putting and another ball is in your way, you must ask to have it marked. If you hit another ball, it is a 2 stroke penalty.

Cart Path: If your ball lands on a cart path, or any other "man-made" obstacle, move the ball two club lengths from the obstacle, but no closer to pin - no penalty.

TIPS FOR SPEED OF PLAY

- If you know you cannot hit the green on your tee shot, tee off, even if the team ahead of you is still putting. Use caution and common sense.
- Take no more than 2 minutes to find lost ball in water, mounds, etc.
- Don't worry about honors, if you are ready, hit.
- Be prepared to tee off after previous player has hit. After everyone has teed off, move directly to your ball and prepare to hit. DO NOT WALK to each other's ball to watch them hit!
- There should NEVER BE AN OPEN HOLE in front of you. KEEP UP WITH THE GROUP AHEAD OF YOU!!
- Be prepared to putt. (You don't have to wait until another player has putted to get your putter and line up your putt.)
- Don't add your score on the green. Move on to the next hole.
- **ALL ROUNDS SHOULD BE COMPLETED IN 1 HR, 45 MIN.**