



Local Rules

Black and White stakes defining “out of bounds” within the course are defined as “immovable objects” Rule 24-2.

Ground Under Repair will be defined by (a) wheel tracks by buggies, machinery, tractors or areas marked by white turf paint. There are patchy areas that are too sandy for relief under the local GUR system, under these abnormal playing conditions you can sought relief with a drop “no nearer the hole” Rule 25-1, most of these areas will be marked, although not all. Just use common sense, if it’s too sandy, take a drop, but remember, your playing partners are always watching.

A Players ball lying in Pig Diggings in any rough or defined hazard will attract a free drop at the nearest point of relief in the hazard that is being played.

All penalty areas are defined by RED STAKES

Due to sand based nature of this course PREFERRED LIES of 1 scorecard width (opened) is permissible only on fairway of the hole being played to.

A Drop Zone will be in Play in front of 6/17 due to abnormal ground conditions, IT WILL HAVE PAINTED WHITE LINES OR 2 ORANGE MARKERS, the DZ is in the area ahead of and to the right of the GUR. Other drop zones may be in force from time to time due to either Abnormal weather condition and or Abnormal ground conditions. This and any other daily local rule can be found on the notice board situated in the Clubhouse area.

For the SAFETY of all players an AIR HORN is placed just before the 100m marker on the 4th / 13th hole which is a sharp righthand dogleg, some players prefer to hit to the corner whilst others like to go over the top, when playing this hole YOU MUST SOUND OFF 2 SHARP BLASTS ON THE AIR HORN to advise those on the tee that your group is heading out of range.