

Temporary Local Rules

13 March 2024



In addition to the local rules published on the scorecard and the notice board, the following temporary local rules are in effect.

ABNORMAL COURSE CONDITIONS (GUR) FROM WHICH RELIEF MAY OR **MUST** BE TAKEN ACCORDING TO 16-1F

1. Large sandy areas outside the fairways (e.g. on holes 4 through 7 and 11 & 12). Also, areas **fenced** off with toad screens are included in these areas.
2. On various holes damage within the **fairways** has been repaired. One can recognise these areas as larger sandy spots.
3. **Deep ruts**: ruts are considered deep when they are so deep that one cannot hit the ball properly. A pattern in the ground which the ball can sit on top off are not considered deep.
4. **Areas repaired with cut turf** on the fairway: free relief **must** be taken for seems of turf according to model local rule F-13 (noted on the scorecard). Some of these areas are **no play zones** (see "Areas per hole").
5. **No Play Zones** (in case of interference relief **must** be taken):
 - a. Large sandy areas in which grass cuttings have been scattered.
 - b. Areas fenced off with high fences in which **young plants** have been planted (left of holes 5 & 7). These areas **may not be entered**. The boundary of these areas is at 1 club length from the temporary fence. Relief **must** be taken on the side of the fairway.
 - c. Area of the **driving range** where turf has been removed.

General rules for GUR

- When the **ball is found** free relief is available under the Nearest-point-of-Relief principle. This implies that the ball can be dropped outside the area at the same distance from the hole as the original place of the ball; see diagram in appendix.
- When the **ball is not found**, the only reference point for taking free relief is the point of entry of the GUR area. On hole 7, this can be really close to the tee. One **must** drop a ball at this point.
- In case after dropping the ball is in another GUR area, one is allowed to play the ball, but one can also take free relief from this area.

Explanation per hole (when not mentioned, an area is not GUR)

- **Hole 1**: The area short of the fairway is a **no play zone** (scattered grass cuttings).
- **Hole 2**: The fairway from the beginning up to the area past the pond is GUR.
- **Hole 4**: Large sandy areas on the right.
- **Hole 5**: The left side of this hole is GUR and a **no play zone** (scattered grass cuttings) and there is an area of young plants (**no entry zone**). There is a drop zone behind the green for balls in the GUR behind the front of the green seen from the centre of the fairway.
- **Hole 6**: All large sandy areas are GUR.
- **Hole 7**:
 - The area short of the fairway is a **no play zone** (scattered grass cuttings).
 - Left and right there are large sandy areas.
 - In the sandy area on the left there is a **no play zone** (scattered grass cuttings) and there is an area of young plants (**no entry zone**).
- **Hole 9**: All returfed areas are **no play zones**.
- **Hole 10**:
 - The area short of the fairway is a **no play zone** (scattered grass cuttings).
 - The returfed area is a **no play zone**.
 - 25 – 75-meter short left of the green is GUR (there is a sign)
 - The water left and behind the green marked with green topped stakes is a **no play zone**. Short left of the green is a drop zone for this area.
- **Hole 11**: The area short of the fairway is a **no play zone** (scattered grass cuttings).
- **Hole 12**: The area left of the path, marked with blue topped stakes, is GUR.
- **Hole 13**: The various returfed areas are GUR. The turf nursery left of the hole before the maintenance path is a **no play zone**.
- **Hole 14**: The area short of the fairway is a **no play zone** (scattered grass cuttings).
- **Hole 16**: The area short of the fairway is a **no play zone** (scattered grass cuttings).

IMMOVABLE OBSTRUCTIONS: toad screens

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DROP ZONES

On various holes there are drop zones as an extra option to take relief in addition to the options provided under Rule 16.1f. On these holes, the player may take relief from such an area by dropping a ball in the drop zone.

- The ball must be dropped within one club length of the DZ sign.
- The drop zone may not be closer to the hole than where the ball originally lay.
- The ball MUST land and come to rest in the drop zone. In case the ball lands outside the drop zone, the ball must be dropped again (no limit on the number of drops). In case the ball lands in the drop zone, but comes to rest outside the drop zone, once, the ball must be dropped again and then placed where the ball landed on the second drop in case the ball rolled outside the drop zone again.

The penalties mentioned below for breaching a local rule and the code of conduct will be applied separately and cumulatively.

Penalty for Playing Ball from a Wrong Place in Breach of Local Rule: *General Penalty Under Rule 14.7a.*

CODE OF CONDUCT

Penalty for entry into a no-play-zone into which entry is forbidden:

- **General penalty in competitions;**
- **The board will decide on possible disciplinary measures.**