

Temporary Local Rules

January 31st 2026



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. This includes areas **fenced** off with toad screens.
2. **Larger sandy areas** on the fairways a result from repairing damage.
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 of are not considered deep.
4. **Seems of Turf**: see scorecard.
5. **No Play Zones** (in case of interference relief **must** be taken):
 - a. The area extend up to one club length beyond the marking or natural boundary.
 - b. Areas marked with No Play zone or "Verboden speelzone" or marked with blue/white sticks.
 - c. Sandy areas fenced off with black toad screens, which are immovable obstructions.
 - d. Large sandy areas where grass cuttings have been scattered. Most are indicated with No Play zone signs.
 - e. Seeded areas (often marked with blue/white sticks).
 - f. Bunkers (incl. the turfed area surroundin the bunker) with a GUR sign.
 - g. 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.

A list of abnormal course conditions per hole, not identifiable by a sign, can be found on our website under Baan → Plaatselijke regels (in Dutch). This list will be updated when necessary, so please check it before you start.

IMMOVABLE OBSTRUCTIONS: toad screens

Roped off areas: the sole purpose is to prevent entry into these areas with a trolley or Handicart.

DROP ZONES (DZ)

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 also 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.
- A mat close in a GUR or No Play Zone is an additional drop zone.

If **mats** are located within a **No Play Zone**, the player **must place a mat behind his ball** and take relief by placing a ball on this mat. Such specific areas will be on the list of abnormal course conditions per hole.

Reference point for drop from GUR

- **Ball found?** Reference point is the point which is the same distance from the hole as the original place of the ball;
- **Ball not found?** Reference point 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.

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 (2 strokes) 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.**