

Local Rules

Out of Bounds (Rule 18.2)

1. Over all Boundary Walls and Fences
2. Clubhouse enclosure and car park (defined by kerbing and hard surface)
3. The course-side edge of the public roadway to the clubhouse (left of Hole 10)
4. Defined by the line between the course-side points at ground level of white stakes on Hole 9.

Penalty Areas (Rule 17) & No Play Zone

1. The red penalty area on Hole 10 is defined by red stakes and extends to and coincides with the out of bounds edge as defined above.
2. The beach to the left of holes 2, 3 and 4 is a red penalty area, defined by where the sand and grass meet.
3. All other red penalty areas are defined with red stakes.
4. The shed (red penalty area) on Holes 1 and 18 is a No-Play Zone. The following applies:
 - a. Under no circumstances can you play a ball from within the penalty area.
 - b. Under no circumstances should you pass the boundaries of the shed to retrieve a ball.
 - c. If your ball is in the penalty area or you are 95% sure it is in the penalty area you MUST take relief under penalty of one stroke in accordance with Rule 17.
 - d. If your ball is outside the penalty area, but your area of intended stance or area of intended swing is interfered with by the penalty area: you MUST take free relief under Rule 16.1f (2).

Wrong Greens

In accordance with Rule 13.1f, relief must be taken if your ball lies on a wrong green, or if a wrong green interferes with your area of intended stance or swing.

Abnormal Course Conditions and Integral Objects

1. Ground under repair is defined by any area encircled by a white line.
2. Immovable Obstructions include: All paths including their timber edges, all penalty area markers, bell left of the 8th fairway, black and white ball markers in the rough, shelters, seats, hydrant boxes, plastic grids, steel grids, litter bins, embedded distance stones, sleeper/concrete steps, timber fences around teeing area.
3. All bridges are integral objects.

Movable Obstructions

Rakes and stones in bunkers, yellow and red distance marker posts.

Immovable Obstructions Close to Putting Greens

In addition to the types of interference described in Rule 16.1a, when a ball lies in the general area, interference also exists if an immovable obstruction is: on the player's line of play, is within two club-lengths of the putting green, and is within two club-lengths of the ball the player may take relief under Rule 16.1b. (Exception – There is no relief under this Local Rule if the player chooses a line of play that is clearly unreasonable.)

Paths and Roads

Relief as per Rule 16.1b nearest point of relief not nearer the hole.

Breach of a Local Rule

Loss of hole or two stroke penalty.



THANK YOU TO ALL OUR SPONSORS



STRANDHILL GOLF CLUB



COMPETITION					Handicap Index	Course Handicap	Playing Handicap	Tee	Rating	Slope				
Player A								White	70.7	125				
Player B								Green	68.7	119				
Player C								Red	71.7	126				
Player D														
Date		Golf Net. No:					Home Club							
HOLE	Name	White Yards	Green Yards	Par	S.I	A	B	C	D	WLH Pts	Red Yards	Par	S.I	Marker
1	Carrowdough	494	472	5	10						419	5	8	
2	The Fort	175	169	3	12						133	3	18	
3	Culleenamore	402	375	4	8						330	4	12	
4	Bonc Bawn	354	311	4	6						291	4	2	
5	The Dunes	510	481	5	16						441	5	10	
6	Into the West	406	371	4	2						344	4	4	
7	The Cannon	381	363	4	4						348	4	6	
8	The High Brae	334	317	4	14						307	4	14	
9	Leathros	148	128	3	18						118	3	16	
OUT		3204	2987	36							2731	36		

MARKERS TO THE CENTRE OF THE GREEN: 150 YARDS 100 YARDS

10	The Road	345	319	4	11						312	4	7	
11	Killaspugbrone	352	332	4	15						316	4	11	
12	Carrowbunnaun	366	338	4	7						329	4	1	
13	The Valley	361	346	4	9						327	4	5	
14	The Short Puck	166	148	3	17						137	3	17	
15	Misgaun Maeve	337	328	4	1						301	4	3	
16	Portcurry Point	413	395	4	5						371	5	15	
17	Knocknarea	199	177	3	13						159	3	13	
18	Bustard's Lodge	444	416	4	3						405	5	9	
IN		2983	2799	34							2657	36		
OUT		3204	2987	36							2731	36		
TOTAL		6187	5786	70							5388	72		

HANDICAP

NETT

Holes Won _____

Holes Lost _____

Result _____

**Stableford Points
or Par result**

Marker's
Signature

Player's
Signature

Players Phone No.

Players email:

Remember The 3 Rs: 1. Rake Bunker 2. Repair Divots 3. Repair Your Pitch Mark