



ASPLEY HOTEL SOCIAL GOLF CLUB

MEMBERS HANDBOOK

Updated December 2024

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ABOUT ASPLEY HOTEL SOCIAL GOLF CLUB

Preamble

This booklet sets out information, guidance and rules specific to the day to day operations of the Aspley Hotel Social Golf Club (AHS GC) which have been set by the AHS GC committee. These rules and guidance may be amended from time to time by the committee.

Please take the time to read and understand these rules and keep this booklet handy for future reference.

Club Constitution and Rules

The club is officially known as the Aspley Hotel Social Golf Club Inc. The club operates in accordance with the Associations Incorporation Act 1981 and a set of registered club rules which cannot be altered without the approval of the Chief Executive of the Office of Fair Trading. The AHS GC is affiliated with Over and based at the Aspley Hotel.

Code of Conduct

Over the years the Club has developed and maintained excellent relationships with our stakeholders which include the Aspley Hotel, our sponsors, customers, suppliers, vendors, golf club and hospitality venue staff. It is essential to the Club's future that we continue to maintain and grow these relationships.

When attending a Club game, function, or weekend away, members are reminded that they are representing the Club, and that their actions and behaviours reflect not only on themselves, but the Club as a whole.

Club members are to treat stakeholders, members of the public and fellow Club members with courtesy, respect, kindness, consideration, and sensitivity to their rights.

Failure to follow this Code of Conduct will result in action being taken by the committee which may include a verbal or written warning, suspension, or cancellation of membership.

Membership

Financial membership runs on a calendar year basis and expires on 31 December each year. Renewal of membership including payment of annual fees is due at or before the first game played by the member or during the first club activity attended each year.

New members applying to join the club will be provided with an application form which must be signed by a nominator, a seconder and accompanied by relevant fees. Applications for Membership will be considered and accepted (or otherwise) at the next committee meeting.

As the Committee may contact you by email or post during the year, you are responsible for notifying the Secretary or the relevant committee member if your contact details change.

New members are not eligible for Winner or Runner up prizes until a financial member of the club; however they are eligible for nearest the pin (NTP) or similar prizes which are not based on the player's handicap.

Members can remain non-financial and non-participating members for a maximum period of 12 months. If membership is not renewed by 31 December the following year, membership will lapse and you will need to reapply for membership.

Nicknames

As the founding members of the club were considered to be 'colourful golfing identities' of dubious character and reputation, nicknames were used whenever they gathered in a public place. That tradition has continued to this day and all new members should expect to be given a nickname by other members.

Sponsorship

Prizes are awarded during each game for the Winners and Runners Up of each singles game and for the winning team of a pairs game. Singles event prizes should be split into a larger first prize and a smaller second prize and pairs winners provided first prizes of equal value. Sponsors are also responsible for supplying the 'Mars Bar' prize(s) for last place.

Members are encouraged to sponsor prizes for one game each season, with a maximum of two players able to sponsor each game. A total prize value of approximately \$100 is considered appropriate.

As we normally have more players than eligible sponsors, all members are obliged to pay a 'Sponsorship Fee' when applying for or renewing their membership. The 'Sponsorship Fee' will be reimbursed by the Treasurer on the day of sponsorship, so please speak to the Treasurer after the game.

AHSGC Web Site

The club has its own website (www.ahsgc.net) which contains information on the golf calendar, game results, current handicaps, committee contact details and news on upcoming events.

Advice on game cancellations due to inclement weather and changes to details of upcoming games will be posted on the home page. If in doubt whether a game will go ahead, please check the website before leaving home or contact the Club Captain.

Annual General Meeting (AGM)

The AGM is normally held after the second or third game each year at the club to elect committee members and for the committee to provide an outline of the club's plans for that year. As it's your club, all members are encouraged to attend and provide feedback on the previous year and input to the club's future.

You must be a financial member of the AHSGC to be eligible to vote, nominate candidates for election or stand for office.

Club Committee

The Committee consists of the President, Secretary, Treasurer, Club Captain and three ordinary members.

The Committee normally meets during the third week of each month. If you have any suggestions, complaints or special requests, please provide details in writing via the post office box or send an email to the President or Secretary. The club's mailing address is:

Aspley Hotel Social Golf Club
15 Marford Street
WEST CHERMSIDE QLD 4032

Insurance

The club has insurance cover for Public Liability, however as we don't have Personal Accident Protection cover, you are responsible for arranging your own cover. Full details of the club's Insurance can be provided by the committee on request.

Fund Raising

To keep the cost of games down, the club will hold fund raisers from time to time such as a '200 club'. Other fund raisers include 'Hightower's Hat' which is run on game days along similar lines to lotto.

The club is in a healthy financial position through the support provided by our members. Please take the time to assist with any fund raising events when you can.

Club Functions

The club holds an annual Presentation of Trophies event each year. This is normally held in February, with trophies being awarded for the previous calendar year.

THE CALENDAR

The committee will endeavour to book a variety of courses on both sides of the river, though the majority of bookings will be skewed to courses within the Brisbane to Sunshine Coast region. The Club has four major events each year, the Ryder Cup, the Summer and Winter Masters and the Club Championship.

Other games may be played in singles, pairs or as a team of four. A printed Calendar will be produced each year which will provide details on venue, arrival time and the type of event. Details of games played first up each year will be available on the Club website whilst the card is being printed.

A *Golfer of the Year* Trophy is also awarded each year. Please see 'Handicap and Points System' for details of how points are awarded for this trophy.

Ryder Cup

The cup is named after Col Ryder, a previous long term member of the club and is played as a 'one on one' match play format knock-out competition.

A Qualifying Round is played to choose the 16 first round contestants, with reserves ranked in order of results. Please check the calendar before playing the Qualifying Round to ensure you are able to attend all games. If unavailable to attend all games, please notify the Captain on game day.

Should a situation arise where you become unavailable to play the first round, please notify the Captain ASAP so a reserve can be used to fill your position if possible. If you become unavailable after the first round, you will forfeit this game. If both players are unavailable, both forfeit - no reserves may be used after the first round. A player must play the relevant game to win by an opponent's forfeit or that player will also be deemed to have forfeited.

All games must be played according to the schedule; the game cannot be played on any other day or at any other venue.

An explanation of how the Match Play Index works has been included under 'Game Day'. Please note that irrespective of whether you tee off from the 1st or 10th tee, the Match Play Index will apply as per the card. A count back will apply in the event of a tie, with the first player to win a hole being deemed to be the winner of the game

Club Championship

The A, B and C Grade Club Championships are played over four games during the year, with the best three rounds to count.

To qualify for the Championships, you must play at least 50% of games played that year up to and including until the last round of the Championship. If a new member, you must play at least 50% of games from the time you joined the club.

Irrespective of whether you move up or down a Grade during the year, you will compete for the Grade in which you played your first Championship round.

Count-back system for tied scores.

If two or more players tie at the conclusion of the championship games, the winner will be the player who scored best on the last common game played by the players over their three best rounds. If there is still a tie, the normal game count back system will apply to the scores for that game.

Summer & Winter Masters

The Masters games are held over a weekend, with the Winter Masters played mid-year and the Summer Masters towards the end of each year. The venue is usually a resort away from Brisbane, with a bus leaving the Aspley Hotel Saturday morning and returning Sunday evening.

You will be playing for the Masters title, a trophy and the coveted Green Jacket, so the weekend is a significant event on the club's calendar. The game format for these weekends will be determined by the committee and will normally be either: -

- (a) a 2-day, 36-hole single stroke or Stableford event played over Saturday and Sunday to determine the Masters winner.
- (b) a 1-day, 18-hole single stroke event played Saturday to determine the Masters winner, and the Sunday played as a social Ambrose or other team game.

Numbers are restricted, so full payment is essential to book your place. You may make part payments throughout the year; however, this will only be used as an indication of intent to play and will not secure a place ahead of someone paying in full. Full payment will normally be required a month before the weekend. Due to conditions placed on us by the venues, we are unable to guarantee a refund of payment should you make a late withdrawal.

Please note that places may be available for 'day visitors' on the Saturday or Sunday, however to be eligible for the Green Jacket you must stay'n'play for the duration of the weekend.

Bus Trips

A bus is normally used for travel on Masters weekends and depending on the club's financial situation, a bus may be used to travel to other courses. The cost of the bus will be split amongst all players, even if you use your own vehicle to travel to the venue.

HANDICAPS & POINTS SYSTEMS

Handicaps

New members will normally play three games before being allocated a handicap; however, this criteria may be waived should proof of a current handicap be provided to the Club Captain. New members without an AHSGC handicap are not eligible for Winner or Runner up prizes. They are however, eligible for any NTP or similar prizes which are not dependent on their handicap.

The maximum handicap is 36. When calculating handicaps, any strokes more than two over par for each hole are disregarded, i.e. if they score a 7 on a par 4, for the purpose of handicapping their score is 6. If they score a 5 on a par 4, their score remains 5.

The handicap ranges for A, B and C Grades are as published on the club website and on the printed annual Club Calendar. These gradings are reviewed by the Committee prior to the start of each season and may adjusted to try to equalise the number of members in each grade, where possible.

The par score for the day will be based on the actual course par as shown on the scorecard of the course being played. Handicaps will be adjusted in accordance with the formula below after each round.

| Handicaps | Any number over par | Per shot under par |
|-----------|---------------------|--------------------|
| A Grade | Out .3 of a stroke | In .2 of a stroke |
| B Grade | Out .2 of a stroke | In .2 of a stroke |
| C Grade | Out .1 of a stroke | In .2 of a stroke |

Winner of a single event shall lose 1 stroke in addition to the above, and

Runner up of a single even shall lose .5 stroke in addition to the above.

Winners of a 4ball or any pairs event shall lose 1 stroke **only**, and

Runners up of a 4ball or any pairs event shall lose .5 stroke **only**, irrespective of shooting under par or not

All other players handicaps will be let out in accordance with their Grade, as shown in the table above.

Count back System

1-Day Game (18 Holes) - Should two or more player's scores be tied, the net score for the last nine holes on the card (regardless of which hole we started from) will be counted, with the lowest score being the winner. If still a tie, the last six holes will be counted, then, if still a tie, the last three holes. If a tie still persists then the net scores will be counted hole by hole backwards from the 18th, with the first lowest hole score being the winner.

2-Days Game (36 Holes) – In this instance the first countback will be based on the lowest net score for the last day's game (i.e. 18 holes). Then if a tie persists the last day's scores will be counted back as per the 1-Day system above until a winner is determined.

King of the Greens

A Trophy is awarded by Grade each year for the highest number of greens hit in regulation on a Par 3 hole. To ensure your 'K' is counted by the Captain, please place a 'K' at the top of your score card.

Approach Holes

The club normally awards prizes and Golfer of the Year Points at two designated 'Approach Holes' each game. The winner for any Approach hole is the player who hits their 'approach shot' nearest the pin as follows:

- For A and B Grade players their 'approach shot' is their second shot on that hole
- For C Grade players their 'approach shot' is their third shot on that hole.

Golfer of Year

A Trophy will be awarded at the end of each year, with points being allocated as follows:

| Single Event | Pairs Event | Birdies & Pars | Other Points |
|---------------|--------------------|-----------------------------|--|
| 1st 10 points | 1st 10 points each | A Grade 1 point per Birdie | Turning up 1 point |
| 2nd 8 points | 2nd 7 points each | B Grade 2 points per Birdie | Eagle 10 points |
| 3rd 6 points | 3rd 4 points each | C Grade 3 points per Birdie | Approach & NTP A Grade 2 points B Grade 3 points C Grade 4 points |
| 4th 4 points | | C Grade 3 pars = 1 point | |
| 5th 2 points | | | |

GAME DAY

Advice on upcoming games changes and game cancellations due to inclement weather will be posted on the AHS GC web site. If in doubt whether a game will go ahead, please check the website before leaving home or contact the Captain.

Game Fees

Fees for the year are usually set at the AGM. Game Fees are currently \$45 per player for each game, except when playing at premium courses like to Pacific Harbour where carts are included. The fee for these games is usually \$55; club members will normally be advised in advance when a higher fee is payable.

If a Member of a Club, AHS GC members are currently charged \$5 Game Fees per person when games are played at that club.

Visitors

The club welcomes visitors on game day and where possible, visitors will play in the same group as, or be partnered with, the member who invited them.

Please note that as visitors do not have an AHS GC handicap they are not eligible to win prizes except NTP or similar which are not dependent on the player's handicap. Where a member and visitor are playing together in a pairs or team event, neither the members nor visitor are eligible for the Winner's prize.

Visitors may only play a maximum of three times a year as a visitor. Suspended or banned players are not allowed to play as visitors.

Wet Weather Policy

Golf is an all-weather sport, and unless a course has been closed by their staff, games will go ahead as scheduled. The committee will regularly contact course staff to check if a course is open or closed, and will post updates on the web site, Facebook and/or via email.

Weather conditions can change for better or worse on the day and it is up to each member whether they wish to play or not. As a minimum, as long as a group of four play 18 holes, then prizes, Golfer of the Year and King of the Green points will be awarded and handicaps adjusted.

If course staff do not allow carts to be used on the day, Ryder Cup and Championship games will normally be rescheduled; all other games will go ahead as normal.

Lost Ball in Casual Water (Modified Rule)

In an endeavour to speed up play, if it is known or virtually certain that your ball has come to rest in a bunker or a puddle or watercourse on the fairway and can't be found due to deep or discoloured water, then the player may take a drop without penalty (as per casual water). The playing group must agree to the free drop and, select where the ball is dropped. Please note that that this modified rule does not apply when a ball is lost in the rough or a penalty area, normal lost ball or penalty relief rules apply.

Arrival Time

The Card and website will advise the arrival time for each game. Please advise the Captain if you are likely to be late or you may be placed into the last group.

Local Rules

Whilst the Captain may advise any local rules in play on the day, please check the board at the club house on arrival. You are responsible for making yourself aware of any local rules in place.

Children

As young children can be a distraction to other members, please consider carefully before bringing them to a game. There are dangers associated with playing golf, so you are solely responsible for them whilst on course.

Children are not permitted to play.

Booking Carts

The club will normally book five carts each game. If you intend to book a cart via the pro shop in advance of game day, please put your name against one of the five already reserved for AHSCG before booking an additional one.

Playing Partners & Order of Play

Playing with AHSGC enables you to meet fellow golfers in an informal club atmosphere and to develop friendship and networks. As such, we do not normally allow members to only play with their mates and playing partners are allocated on a random basis each game.

Unless it is a 'pick you own partner game', you will be allocated into a group based on playing cards, with Aces hitting off first followed by Kings, Queens, Jacks etc. Please see the Captain on arrival to draw a card.

Players in carts shall draw cards along with everyone else. If they find themselves in a group without another player willing to share a cart, they and their partner can arrange to swap with another pair so there are two players in carts in the same group and they can share a cart. The players still retain their same partner as per the card draw.

If you need to get away early, please advise the Captain on arrival or earlier if possible. Approval of requests for early or late positions in the field due to special circumstances is up to the Captain's discretion.

Please note that on occasion the Captain may allocate positions for expediency or draw cards on behalf of players who have advised of their late arrival.

Pairs Games. When playing with a partner (a Pairs game), your partner will be the player who picks the same coloured card as you (Hearts and Diamonds or Spades and Clubs). If there are three players in the group, the 'swinger' will be the person who picks a different coloured card from the other two players. If for example two players pick black cards, the swinger will be the person who picks a red card and they will be the partner for both black card players instead of them partnering each other.

Speed of Play

A quick game is a good game, so AHS GC has adopted the etiquette of 'ready golf', a practice that encourages you to think ahead and be ready to play when it's your turn. The principles are:

On the Tee. If you have the honour you should be ready to hit first. If you have the honour and aren't ready, someone else should hit first.

On the Fairway. Go to your ball as soon as possible and get ready to play your shot. While waiting to hit, survey the shot, select your club, take it from your bag, and stand at your ball ready to step up and make the shot when it's your turn.

If driving a cart, you should drop your partner off, let them choose their clubs (taking extra ones if required), drive to your own ball and get ready to play. Do not wait for your partner to hit their shot, and then drive to your own ball to make your shot.

Players should go to their balls as soon as possible. The only time a player should wait for other players is if the first player's ball is in front of the other players' in such a way that other players could be hit by the first player's shot.

Lost Balls. To keep play moving it's important that everyone helps to find a lost ball. However you should do it after hitting your shot, not before.

Use common sense - the player who is closest to the pin and scheduled to hit last should be the first to help the player whose ball is lost, while the players farthest away from the pin should play their shots first. When the players farthest away have played their shot, they should resume looking for the lost ball, while the players who are closest should get ready to play their shot.

Entering and Exiting Greens. Always leave your bag and/or clubs at the back or side of the green closest to the next tee. If a shot is first played at the front of the green, move your clubs to the back or side of the green before playing your next shot.

Don't stand around chatting and writing down scores. After the group has putted, go to the next tee so the group behind can play their shots.

On the Greens. Get ready to putt before it's your turn. Line up your putt while other players are putting so you're ready to putt when it's your turn.

Putt continuously if the ball is not in someone else's line and you don't need to spend a lot of time surveying the putt. For example, if you just putted and have an open stance to make the next putt, you should make the putt instead of marking the ball and waiting for another turn.

Farthest from the Hole. You should normally play in order of who is farthest from the hole. Examples of common sense exceptions are:

- In a foursome in which one or two players are walking and one or two are using carts, the players with the carts should hit first if they reach the ball first and are ready to play.
- When someone hits a shot, but is still farthest from the hole, other players should hit before that player if they are ready. For example, if a player hits a tree or some obstruction with a second shot and is still farthest from the hole, the players closer to the hole should hit first.
- If someone is off the Green in a sand trap and hits it furthest from the hole, other players should not wait for that player to play the next shot. Play should continue until that player is ready to make their next shot.

Other points to keep in mind are:

- Walk quickly between shots - your position on the course should be 'just behind the group in front' not 'just in front of the group behind'.
- If playing Stableford, pick up your ball if you are unable to score on that hole.

Notwithstanding the need to keep play moving, safety is of utmost importance and you should not play a shot if the group in front is within range.

Marking your Card

There has been much discussion over the years about 'Ks' and Birdies etc not being recorded by the Card Markers and players potentially missing out on prizes. Each player is responsible for ensuring the person scoring their card records any 'K' or Birdie. When comparing scores at the end of the game, it is up to the player to ensure any 'K' and Birdie has been recorded prior to signing the card.

Your score is to be clearly marked where indicated on the card (usually in the top right hand corner). The number of Pars, Birdies, 'Ks' etc that are eligible for points or prizes are to be written NEXT TO THE SCORE ON TOP OF THE CARD. Other methods such as circling a score on the card to record a birdie are not acceptable and may result in the player not being awarded a credit.

If the game involves scoring on a hole by hole basis, the gross **and** net score should be recorded for each hole. This enables scores to be checked by the Captain in the event of a dispute or if players are unsure of how the score is calculated

Stroke & Match Index

Score cards have a called Stroke Index and a Match Index. The Stroke Index ranks the holes from the most difficult (1) to the easiest (18) and is used when playing games such as Stableford or Stroke play.

Most of our games will be played using the Stroke Index. For example, if a player has a handicap of 12, they receive one additional shot for all holes marked 1 – 12. If a player's handicap is greater than 18, then the number of strokes above 18 should be counted when calculating the handicap. For example, if a player has a handicap of 22, he receives two additional shots for holes indexed 1 – 4 and one additional shot for holes indexed 5 to 18.

There will be occasions where a Score card has a more detailed Stroke Index which ranks holes in difficulty up to 36 and will be marked as 1/19, 17/35 or similar in the Stroke Index box. In these instances, ignore the index above 18 and calculate your score using the 1 - 18 Stroke Index.

Generally only Ryder Cup Games use the Match Index. To allocate strokes for match play, subtract the lower handicap from the higher, and then assign the difference to the player with the highest handicap. For example, Player B's 10 is subtracted from Player A's 14, leaving 4. Player A now has an additional stroke on the top four (1 – 4) Match Index holes, while Player B plays from scratch.

In the case of players playing in a normal club game and a Ryder Cup round, two sets of scores are to be kept, with each to use the appropriate index system.

Stableford

In a Stableford game, the player with the highest number of points is the Winner. You will be awarded points in relation to the par score for each hole, with points being awarded for:

- More than 1 over par - 0 points
- One over par - 1 point
- Par - 2 points
- One under par - 3 points
- Two under par - 4 points
- Three under par - 5 points
- Four under par - 6 points

You must also take into account your handicap for each hole. For example, if a player has a 12 handicap, they receive an additional stroke on the 12 hardest holes (marked 1-12 on the Stroke Index). A 24 handicap player would receive an additional two strokes on holes indexed 1 - 6 and one for the rest.

As an example of calculating your score, if you are playing a par four hole where you have an additional stroke and hole out in five strokes, your five strokes would be reduced to four and you would be awarded 2 points for that hole. Players normally say something similar to 'that's a five a four, two points for me'.

Ambrose

In an Ambrose game, groups of two players (2-man Ambrose) or four players (4-man Ambrose) work as a team. Each player hits off the tee, the best shot is selected and that ball is marked. All other players pick up their ball and hit a second shot from within one card's length of the mark. The best shot is again selected and marked and this continues until the ball is in the hole.

One score is recorded for each hole, with the lowest Net Score declared the winner. Other points to note:

- Players may play in any order
- If playing 2-man Ambrose, a minimum of six drives must be used by each player. If playing 4-man Ambrose, a minimum of three drives must be used by each player. Record each drive on the card as you go.
- If your best ball is played from within a hazard, bunker or rough, then each of the player's balls must be played from within that hazard, bunker or rough.
- Any divot must be smoothed down before the next player hits.
- In the interests of speed, a tap-in putt may be taken, however if the tap-in misses, **then that ball is then in play** and no further putts may be taken from the previous position.

Calculating Ambrose Handicaps.

If playing 4-man Ambrose -

the combined handicap of all players is calculated and divided by 8 to arrive at the team handicap. This is then subtracted from the Gross Score of the Team to arrive at the Net Score. If a 3-man team is needed due to uneven player numbers on the day, that group's combined handicap is divided by 6.

If playing a 2-man Ambrose -

the handicap of the team is calculated by combining the handicaps of the 2 players and dividing by 4 to arrive at the team handicap. This is then subtracted from the Gross Score of the Team to arrive at the Net Score. If a 3-man team is needed due to uneven player numbers on the day, that group's lowest 2 handicaps are combined and divided by 4.

Prizes

If a singles game, Prizes are normally awarded to the Winner and Runner up of each game. If playing a Pairs or team game, prizes are normally only given to the Winners. Ball rundown prizes will be awarded to placegetters 3-5 in singles and 2-3 in pairs and team events. Balls will also be awarded to players who achieve an eagle, birdie, three pars etc that are eligible for points as well as winners of any NTP, Approach or Longest Drive.

The number of balls awarded for a NTP prize usually corresponds with the number of players in the group, and it is customary for the winner to divide the balls between the group. It is not customary however, to share other prizes among the group – those prizes are all yours.

RULES AND SPIRIT OF PLAY

Our Philosophy

Whilst AHS GC is a Social Club, we abide by the *R&A and USGA Rules of Golf (effective January 2019)* and normal rules and penalties apply during both social and championship games. If in doubt about a ruling or golf etiquette, discuss the issue with members of your group. Alternatively, consult the Captain at the end of the game.

In the interest of maintaining prompt pace-of-play, the club has created a **Mercy Rule**, and also adopted the published Modified Local Rules (2019) in relation to relief from **Out of Bounds** balls and **Lost Balls**. All members are encouraged to familiarise themselves with these rules, as well as the other few 'commonly misinterpreted' rules as summarised below. These rules apply to all games including Club Championship and Ryder Cup games:

1. Mercy Rule

If you're having a shocker on a particular hole and have simply 'had enough' you can invoke the Mercy Rule.

To invoke the Mercy Rule, your score will be 7 over par for that hole; i.e. 10 for a Par 3, 11 for par 4, 12 for Par 5 and 13 for a Par 6 if we ever get to Coral Cove again. Your score for that hole will be counted as 7 over par on the score card.

You may elect to invoke the rule during any game, however if playing singles:

- you will be ineligible to win any prizes in that game except for NTP or similar prizes which are not dependent on your handicap, and
- if you elect to invoke the rule during a **Championship** round, that round will not count and you're down to three games left, and
- if you invoke the rule during a **Masters** round you will not be eligible for the Green Jacket. You are however, still eligible for the Yellow Jacket.

If you invoke the Mercy Rule during a 4 ball or team event your team will not be eligible to win any prizes during that game **unless** it is a 'best ball' or similar event where the person who invokes the Mercy Rules score would not be counted.

You will still be eligible for the Mars Bar in all games.

Of course, you may elect to hole out, no matter what the score is. It's totally up to you whether you wish to invoke the Mercy Rule or not.

2. Out of Bounds or Lost Ball – Modified Rule

NB: *The sole intent of this ruling is to speed up play by offering an **alternative** to:*

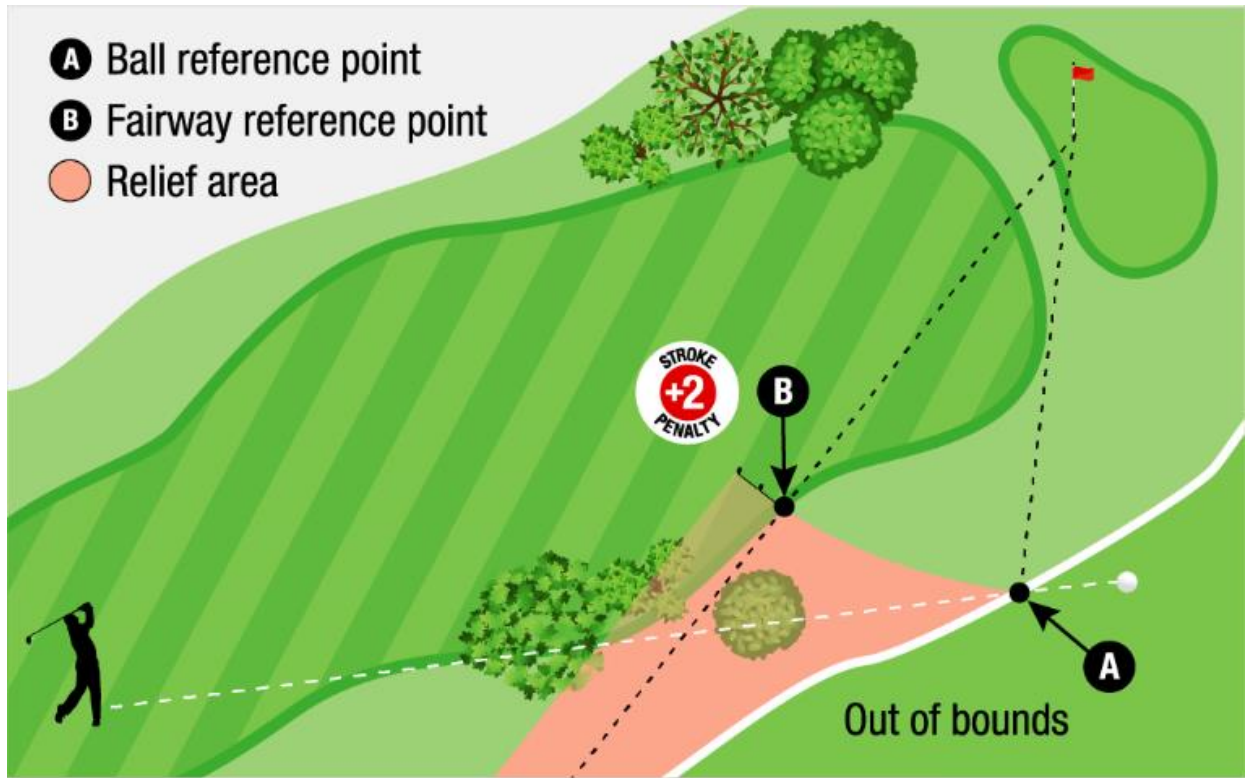
1. *the normal Provisional Ball rule, and*
2. *to the normal Stroke & Distance Rule - as it allows a player to play on without having to either re-play the shot immediately, or having to return to the location of the previous shot.*

If it is certain or very likely that you have hit a ball Out of Bounds or into rough (excluding Penalty Areas) where it may be lost, you may hit a provisional ball as per normal golf rules, **or** you may opt to apply the modified rule. If the provisional ball is also lost or is found to have gone out of bounds, this ruling will apply to the provisional ball.

If you cannot find your ball within three minutes or discover/confirm that the ball has gone out of bounds, you may, under penalty of **two shots**, drop your ball in the vicinity of where it went out of bounds or was lost, provided it is anywhere within the applicable **Relief Area** as set out in the following diagrams - Dia. 2a, 2b and 2c.

If there is any doubt about where a ball should be dropped, a majority consensus of that playing group shall apply.

Dia. 2a
RELIEF AREA – BALL OUT OF BOUNDS
Penalty – 2 Shots

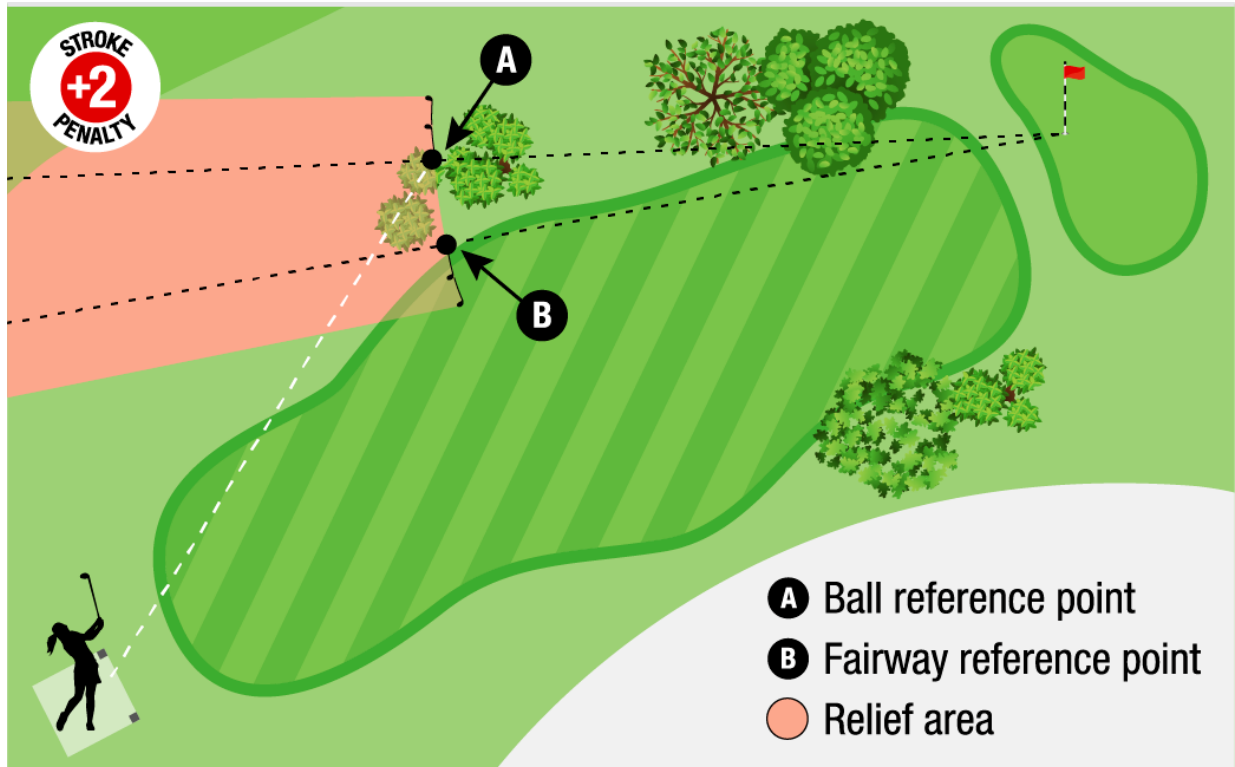


| Reference Point | Size of Relief Area | Limits on Relief Area |
|--|--|---|
| <p>A. Ball Reference Point: The point where the original ball is estimated to have last crossed the edge of the course boundary to go out of bounds (point A)</p> <p>B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p> | <p>Anywhere between:</p> <ul style="list-style-type: none"> • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line but still on the course), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line) | <p>The relief area:</p> <ul style="list-style-type: none"> • Must not be nearer the hole than the ball reference point, and • Must be in the general area |

Dia. 2b

RELIEF AREA – LOST BALL (not in a Defined Penalty Area)

Penalty – 2 Shots

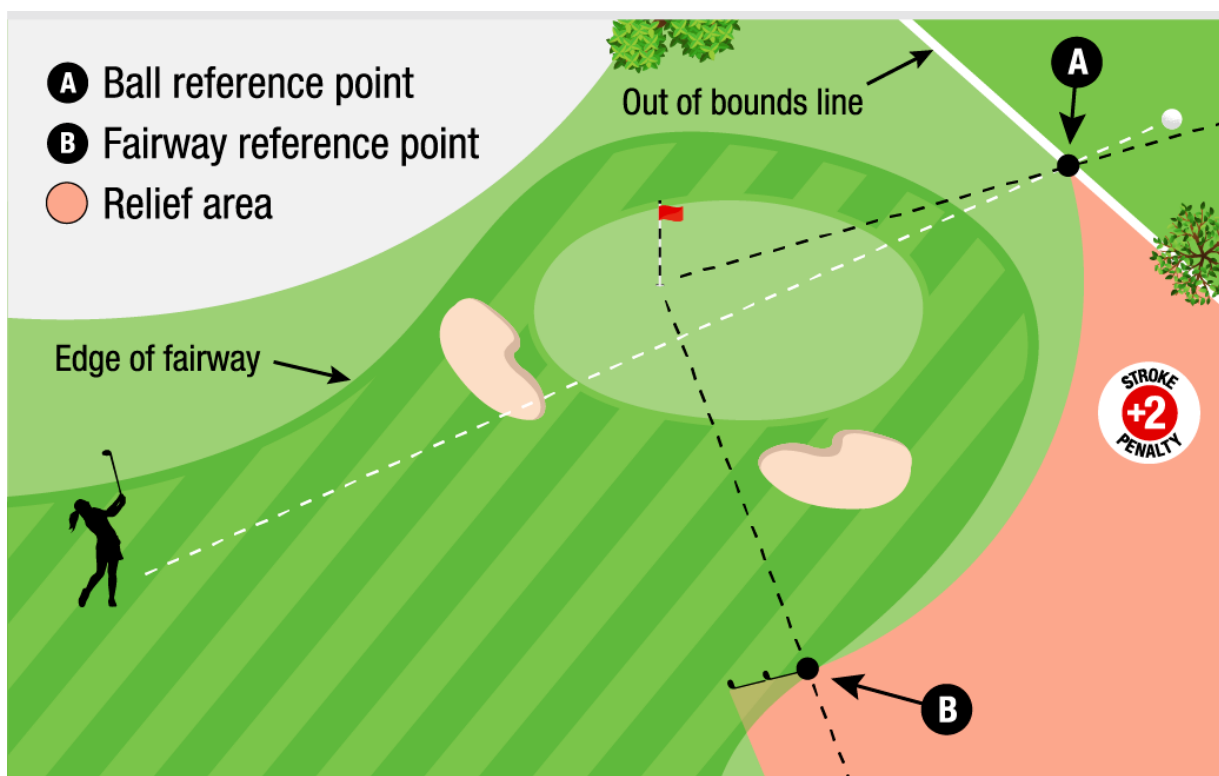


| Reference Points | Size of Relief Area | Limits on Relief Area |
|--|---|--|
| <p>A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course (point A)</p> <p>B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p> | <p>Anywhere between:</p> <ul style="list-style-type: none">• A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and• A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line) | <p>The relief area:</p> <ul style="list-style-type: none">• Must not be nearer the hole than the ball reference point, and• Must be in the general area |

Dia. 2c

RELIEF AREA – LOST BALL or BALL OUT OF BOUNDS (when close to the Green)

Penalty – 2 Shots



| Reference Points | Size of Relief Area | Limits on Relief Area |
|--|--|---|
| <p>A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course or last crossed the edge of the course boundary to go out of bounds (point A)</p> <p>B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p> | <p>Anywhere between:</p> <ul style="list-style-type: none"> • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line) | <p>The relief area:</p> <ul style="list-style-type: none"> • Must not be nearer the hole than the ball reference point, and • Must be in the general area |

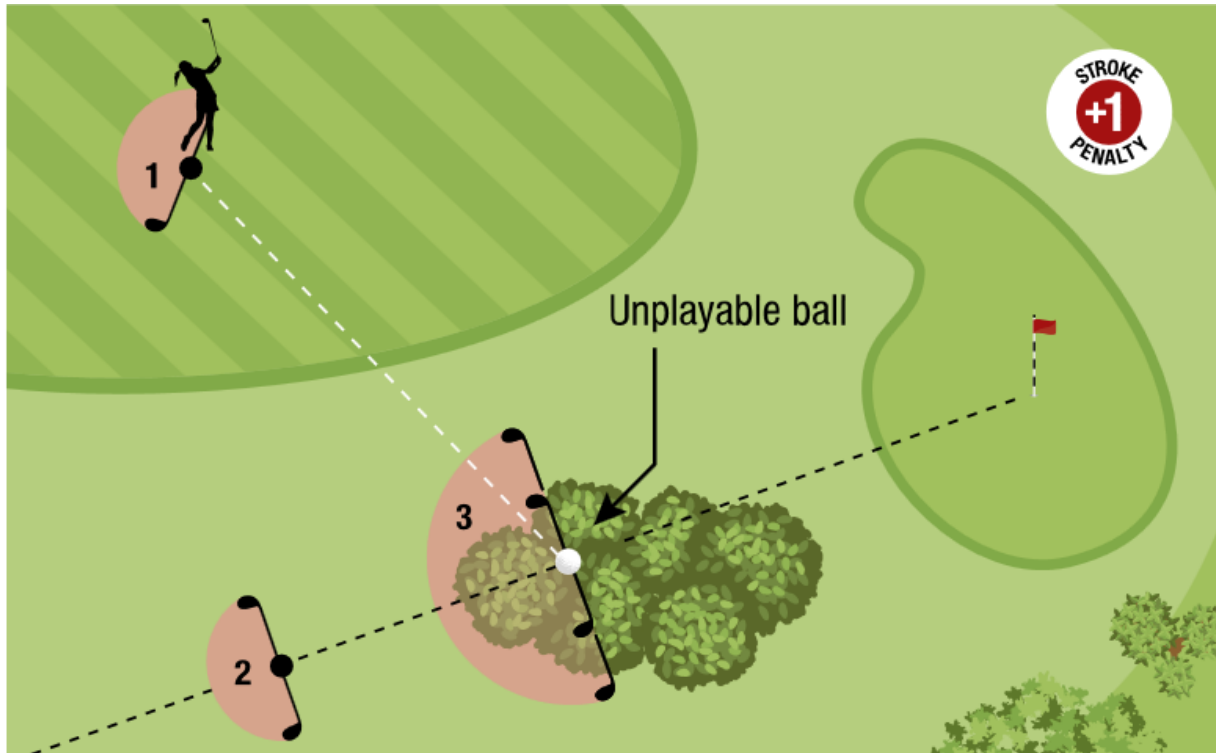
3. Unplayable Lie.

You can declare your ball as 'unplayable' at any time and anywhere on the course, except when it is in a designated Penalty Area. The following relief rules apply (Diagrams 3a including alternate, and 3b)

Dia. 3a

RELIEF AREA – UNPLAYABLE LIE

Penalty – 1 Shot



A player decides that his or her ball in a bush is unplayable. The player has **three options**, in each case adding one penalty stroke:

- (1) The player may take stroke-and-distance relief by playing the original ball or another ball from a relief area based on where the previous stroke was made
- (2) The player may take back-on-the-line relief by dropping the original ball or another ball in a relief area based on a reference line going straight back from the hole through the spot of the original ball. The reference point is a point on the course chosen by the player that is on the reference line and is farther from the hole than the spot of the original ball. There is no limit on how far back on the line the reference point may be. The relief area is one club-length from the reference point, is not nearer to the hole than the reference point and may be in any area of the course. In choosing this reference point, the player should indicate the point by using an object (such as a tee).
- (3) The player may take lateral relief. The reference point is the spot of the original ball. The relief area is two club-lengths from the reference point, is not nearer to the hole than the reference point and may be in any area of the course.

OR

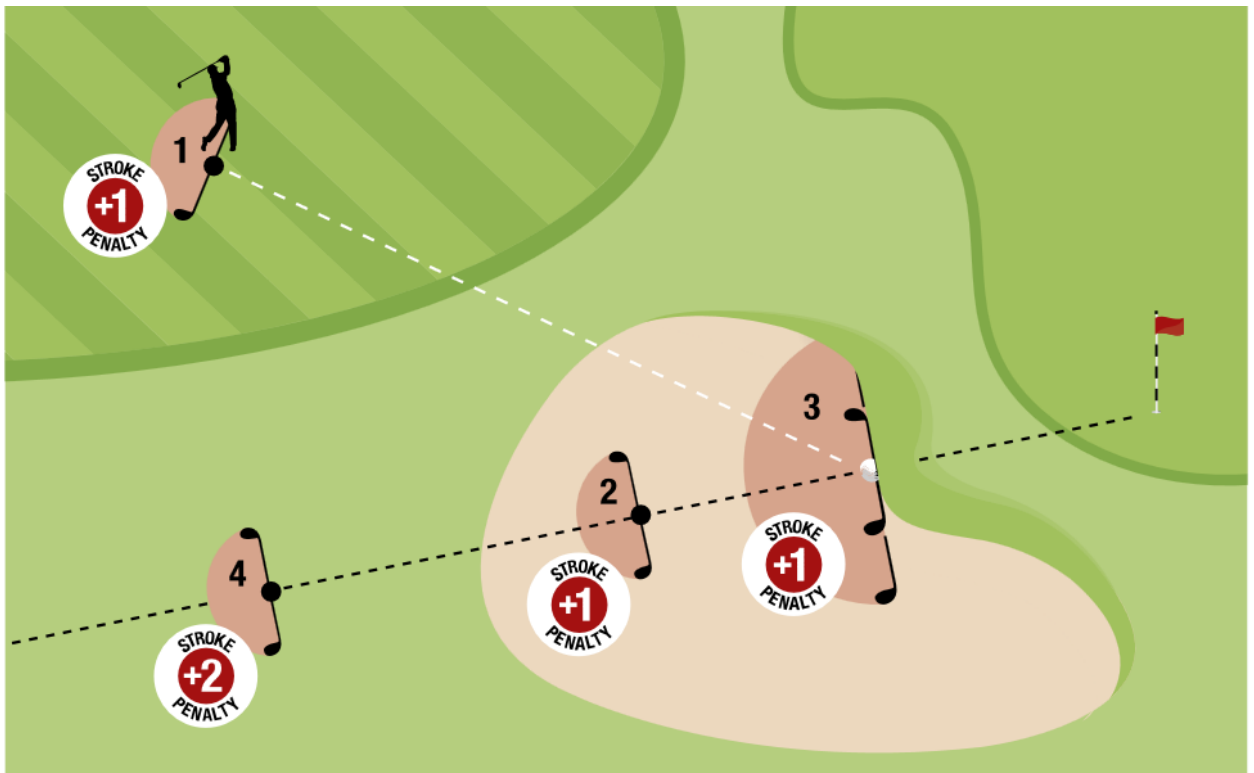
3a alternate

AHSGC - ADDITIONAL RELIEF Option UNPLAYABLE LIE

Penalty – 2 Shots

If Options (2 and (3) above are not viable, in accordance with our philosophy of speeding up play a player may drop a ball within two club lengths from the edge of the fairway equidistant from the hole and where the ball lies. You must penalise yourself **two shots**, with the rationale being that an unplayable lie results in a one shot penalty. Rather than return to where the previous shot was played under Option (1), You would hit another shot to get to this position.

Dia. 3b
RELIEF AREA – UNPLAYABLE LIE (Bunker)
Penalty – 1 or 2 Shots



A player decides that his or her ball in a bunker is unplayable. The player has **four options**:

- (1) For one penalty stroke, the player may take stroke-and-distance relief.
- (2) For one penalty stroke, the player may take back-on-the-line relief in the bunker.
- (3) For one penalty stroke, the player may take lateral relief in the bunker.
- (4) For a total of two penalty strokes, the player may take back-on-the-line relief outside the bunker based on a reference line going straight back from the hole through the spot of the original ball.

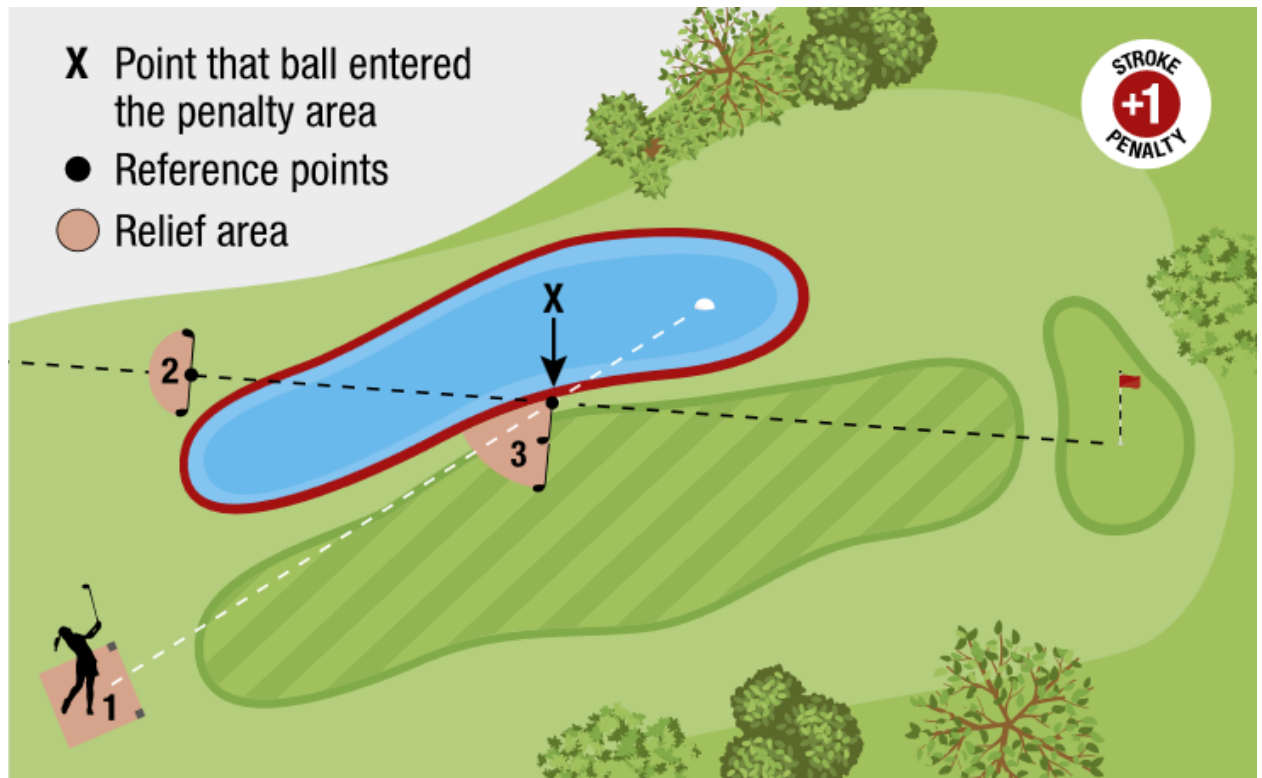
4. Relief from Red & Yellow Penalty Areas

If you hit your ball into a Red or Yellow marked Penalty Area you can choose to 'play the ball as it lies' for no penalty, **or** use one of the Relief options shown in the following diagrams (Dia. 4a and 4b).

Dia. 4a


RELIEF AREAS - BALL IN RED PENALTY AREA

Penalty – 1 Shot

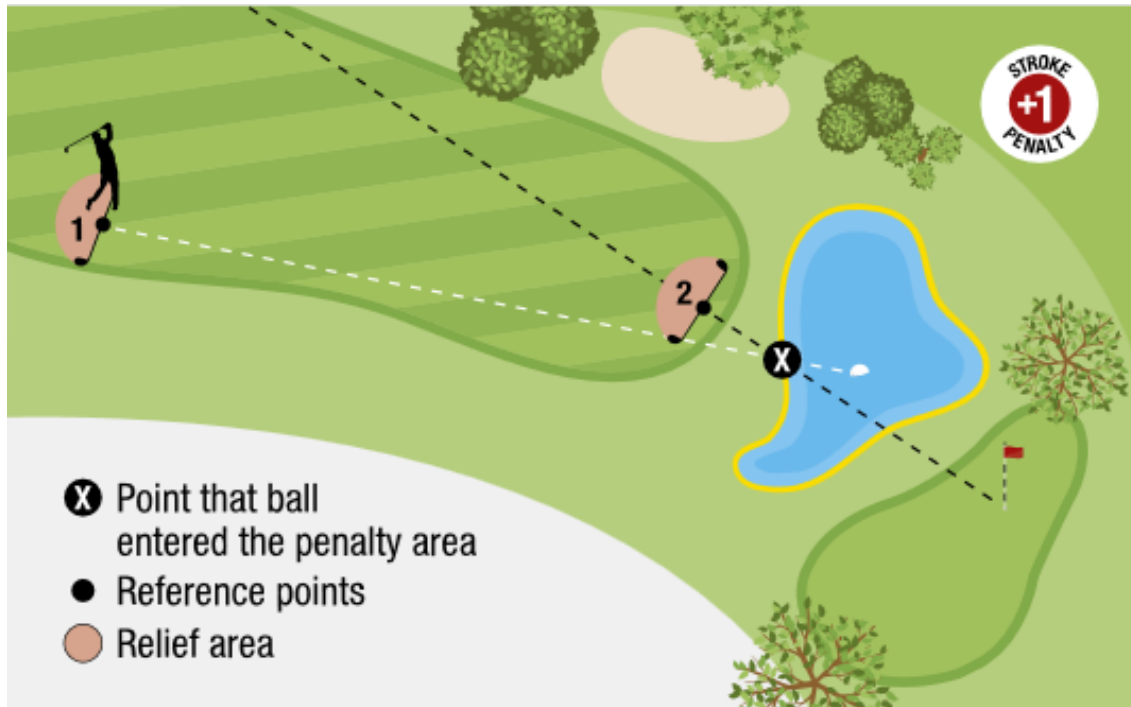


When it is known or virtually certain that a ball is in a red penalty area and the player wishes to take relief, the player has **three options**, each for one penalty stroke:

- (1) The player may take stroke-and-distance relief (see point (1) in Diagram #1 17.1d).
- (2) The player may take back-on-the-line relief (see point (2) in Diagram #1 17.1d).
- (3) The player may take lateral relief (red penalty area only). The reference point for taking lateral relief is point X.

| Reference Point | Size of Relief Area | Limits on Relief Area |
|---|---|---|
| The estimated point where the original ball last crossed the edge of the red penalty area (point X) | Two club-lengths from the reference point  | The relief area: <ul style="list-style-type: none"> • Must not be nearer the hole than the reference point, and • May be in any area of the course except the same penalty area |

Dia. 4b
RELIEF AREAS - BALL IN YELLOW PENALTY AREA
Penalty – 1 Shot



When it is known or virtually certain that a ball is in a yellow penalty area and the player wishes to take relief, the player has **two options**, each for one penalty stroke:

- (1) The player may take stroke-and-distance relief by playing the original ball or another ball from a relief area based on where the previous stroke was made (see Rule 14.6 and Diagram 14.6).

| Reference Point | Size of Relief Area | Limits on Relief Area |
|---|--|---|
| The spot where the player's previous stroke was made (which if not known must be estimated) | One club-length from the reference point | The relief area: <ul style="list-style-type: none"> • Must not be nearer the hole than the reference point, and • Must be in the same area of the course as the reference point |

- (2) The player may take back-on-the-line relief by dropping the original ball or another ball in a relief area based on a reference line going straight back from the hole through point X.

| Reference Point | Size of Relief Area | Limits on Relief Area |
|--|--|---|
| A point on the course chosen by the player that is on the reference line through point X (the point where the ball last crossed the edge of the yellow penalty area). There is no limit on how far back on the line the reference point may be | One club-length from the reference point | The relief area: <ul style="list-style-type: none"> • Must not be nearer the hole than the reference point, and • May be in any area of the course except the same penalty area |

Player Notes:

In choosing this reference point, you should indicate the point by using an object (such as a tee).