

## TEMPORARY LOCAL RULES

### ABNORMAL COURSE CONDITIONS

**Effective: 1<sup>st</sup> September 2025**

The Construction Zone **beyond the orange fencing** behind the 15<sup>th</sup> Temporary Green is now a **No Play Zone**.

If a players ball comes to rest beyond the Fence line free relief **must** be taken.

- If a players ball lies on such (NPZ), or
- If the (NPZ) interferes with a players stance or swing,
- **Free relief must be taken** at the nearest available **Drop Zone** no nearer to the hole.

**The repaired/bare/dead patches** on any affected green are declared as Abnormal Course Conditions (ACC).

- if a players ball lies on such ACC, or
- the ACC interferes with a players line of play (Not Stance), free relief may be taken in accordance with Rule 16.1d, therefore:

If a player's ball is on the putting green and there is interference by such abnormal course condition, the player may take free relief by placing the original ball or another ball on the spot of the nearest point of complete relief.

- The nearest point of complete relief must be either on the putting green or in the general area.
- If there is no such nearest point of complete relief, the player may still take this free relief by using the point of maximum available relief as the reference point, which must be either on the putting green or in the general area.

**Any bare or sandy patches on the Fringe (Collar) of the Green on the 1st and 4th** hole are also declared as ACC. If a players ball lies on the Fringe or Collar, and:

- a players ball lies on such ACC, or
- the ACC interferes with a players line of play (Not Stance), free relief may be taken in accordance with Rule 16.1b, therefore:

If a player's ball is in the general area and there is interference by such ACC, the player may take free relief by dropping the original ball or another ball in the following manner:

- Within one club length of the nearest point of complete relief,
- in the general area,
- no nearer the hole.

(The ball may not be dropped on the Green)