

## QUAIL HOLES

- #1 – RR Ties – Integral part of course. No free relief.
- #2-3 Tee shot or second shot hit into the water - **Red Penalty Area**.
- #4 – Tee shot hit to the right into the desert. Options – **Provisional Ball** or **Hit Another ball** or **Unplayable** or **Alternative to Stroke and Distance for Lost Ball (Local Rule #8)**.
- #5 – Tee shot or second shot to the right into the **Obstruction (Cart Path/River Rocks)** If ball is found in the obstruction, you may either play it from the obstruction – no penalty – free relief and drop ball in relief area of one club length, no closer to the hole. **Rule 16**. RR Ties up by green, if on cart path relief allowed, if in flower bed – integral part of course no relief.
- #8 – Tee shot – Goes into the water -**Red Penalty Area**. 3 Options – hit again from the teeing area (you may tee the ball up) or go to the drop area (no tee). If the ball crosses the red penalty line off the tee and then comes back into the water, you can still use the lateral relief – 2 club lengths, no closer to the hole. **Red Penalty Area. Rule 17**. If the ball goes into the **Red Penalty Area** up by the green, two club lengths lateral relief, no closer to the hole. **Rule 17**.

## COYOTE HOLES

- #1, 2, 3, 7 & 9 – **Obstruction** (Cart Path/River Rock) (Local Rule). **Rule 16**.
- #6 – Tee shot or second shot goes into the desert on the right. Options – **Provisional Ball** or **Hit Another Ball** or **Unplayable Ball**, or **Alternative to stroke and Distance for Lost Ball (Local Rule #8)**.
- #9 – Tee shot into desert in front of teeing ground. Options – **Provisional Ball**, if you think you may be able to find your original ball and hit it (or take an **unplayable**) or **Hit Another ball** from the tee and it becomes the ball in play. Going into the water-**red penalty area**-see options.

## ROADRUNNER HOLES

- #3 – Tee shot or second shot into the desert right or left. Options - **Provisional ball**, **Unplayable Ball** or **Hit Another Ball** or **Alternative to Stoke and Distance for Lost Ball (Local Rule #8)**.
- #4 – Tee shot or second shot into **Red Penalty Area**. **Rule 17**.
- #5 – If any of your shots go into the desert, or **red penalty areas** you may play the ball as it lies, or take penalty relief for a one stroke penalty, best option, or use **Stroke and Distance**.
- #6 – If your tee shot goes into the ditch, you can play the ball as it lies or take an **Unplayable**.
- #8 – If either your first, second or third shot goes into the **Red Penalty Area** (water), you may take penalty relief. Best option would probably be two club lengths from where

the ball entered the penalty area, no nearer the hole (one stroke penalty). If the ball crosses the Red **Penalty Area** (line) up by the green and comes back down into the water, you can still use this option, just make sure you are not nearer the hole, one stroke penalty. If it doesn't cross the red penalty line up by the green, must go **Back on the Line of Relief. (Rule 17)**

- #9 – Tee shot or second shot goes into the desert on the right, you may play a **provisional ball**, or **Hit Another Ball** from the original spot or an **Unplayable Ball, or Alternative to Stroke and Distance for Lost Ball (Local Rule #8)**. If your ball goes into the ditch in front of the green you may either play your ball from there (no penalty) or **Unplayable Ball**. (The rock wall is an Integral Object with no free relief.)

**Alternative to Stroke and Distance for Lost Ball – See Local Rules #8.**

**Provisional Ball** – must announce as such before hitting and will be hitting three. **Stroke and Distance. Rule 19**

**Another Ball** – when you hit another ball from the tee or elsewhere on the course and don't announce it as a Provisional, it becomes the ball in play and you cannot play your original ball if found.

**Back on the Line of Relief** -A reference line going straight back from the hole through the estimated point where the original ball last crossed the edge of the penalty area.

**Unplayable Ball** – Player may call her ball unplayable anywhere on the course except a penalty area. 3 Options – **Stroke and Distance** – play a ball from where the previous stroke was made;

**Back on the Line of Relief** – reference line going straight back from the hole through the spot of the original ball as far back as she wants; **Lateral Relief** – Size of Relief -Two club lengths not nearer the hole, may be in any area of the course. **Rule 19**

**Red Penalty Area- One stroke Penalty- Stroke and Distance, back on the Line of Relief, Lateral Relief** – where is ball last crossed the edge of the Red Penalty Area – two club lengths from the reference point not nearer the hole. **Rule 17**

**Stroke and Distance-** Play the original ball or another ball from where the previous stroke was made **Rule 14.6**

**Doubt as to Proper Procedure – Rule 20.1c** If a player is uncertain about the right procedure while playing a hole in stroke play, she may complete the hole with two balls without penalty. She must decide to play two balls after the uncertain situation and before making a stroke, and needs to choose which ball will count if the Rules allow the procedure by announcing her choice to her fellow competitors. Then discuss situation with Rules committee before signing her scorecard.

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