



GENERAL RULES

White stakes and all paved roads around the perimeter of the golf course define as out-of-bounds. The penalty for hitting your ball out-of-bounds is one stroke and distance. You must hit your next shot from the spot that you last hit the ball.

You may look for a lost ball for 5 minutes. If after 5 minutes you have not found your ball, you must go back to where you last hit the ball and hit another one. The penalty is one stroke and distance.

When dropping a golf ball, stand erect, hold the ball at shoulder height and arms length and drop it.

Water hazards are identified by yellow and red stakes. Yellow stakes are a water hazard and red stakes are a lateral water hazard.

A player may take a free drop under the following conditions (free relief consists of stance and the one club length no nearer the hole):

- Casual water - water accumulation on the course not in a hazard.
- Ground under repair - any portion on the course so marked.
- Burrowing animal holes or runaways (not in a hazard) that interfere with stance or swing. There is no penalty if a ball is lost in a burrowing animal hole. However, everyone in the group should agree that the ball did go in the hole.
- Fixed man-made obstruction. For example, the fence behind #1, #3 and #16, along #10 and #17, the pump house adjacent to #16 and the latrine. Through the fence behind #1 and #3 and along #10 and #17 is out-of-bounds. Against the fence on these holes is in-bound and is free relief-drop no nearer the hole.

In general, anytime a penalty is incurred, you get stance and two club lengths relief. Anytime a player gets free relief, you get stance plus one club length.

These rules are not inclusive by any means. Remember, the better you know the rules the more you will enjoy the game and the more the rules will work for you.

ETIQUETTE AND RULES



for Whispering Winds Golf Course



784-2800

**Whispering
Winds G.C.**

ETIQUETTE

Repair all divots, those pieces of sod you dig up in the fairways, by filling them with sand and seed, which is located in the sand container on the cart.

Repair all ball holes, holes your ball makes when it hits the greens.

Do not damage the greens by throwing flagsticks, carelessly swinging at missed putts or leaving spike marks by scuffing your feet. Spike marks should be repaired upon completion of the hole.

Let faster players play through:

- If there is a complete hole in front of your group, you may be playing too slow.
- If the player, behind you are waiting, they are playing faster and should be allowed to play through.

-Invite people to play through before you are asked.

Keep carts on cart paths and observe the 90-degree rule. Stay at least 50-feet from the greens.

No one should move, talk or stand close to or directly behind the ball or the hole when a player is addressing the ball or making the stroke.

Golf is a gamesmanship game where courtesy is always rewarded.

HINTS FOR FASTER PLAY

1. Players should play without delay but never play until the players in front are out-of-range.
2. Be prepared to play when it's your turn.
3. Measure yardage from back markers forward.
4. Select a club while others hit.
5. Have your gloves on when approaching the ball.
6. If someone is slightly behind you but not ready, you should hit while they prepare to hit.
7. Play a provisional ball if you think your original may have gone out-of-bounds.

Help others find their golf balls. If a ball is lost, ask the group behind to play through while you look. Remember only five minutes is allowed when looking for a lost ball. One player at a time should hit while others look for the ball.

Around the green, play in order of distance or those who are ready to hit.

On the green, all players should mark and pickup their ball. The correct way to mark a ball is to place a coin or ball marker directly behind the ball without touching it.

When preparing to putt, all players should repair ball marks, remove gloves, red the



green, etc at the same time. Once putting starts, there should be minimum delays. Remember, once a player starts to putt, he may elect to continue until his ball is in the hole.

If not playing a match, consider giving short putts (3 feet or less) so that play can move on. During a match, concede the hole to your opponent when it is obvious that you have lost the hole.

Once all players have finished putting, replace the flag and move off the green before scoring, **changing equipment, etc.**

TIP: A foursome of courteous golfers should always finish 18 holes in 4 hours to 4.5 hours. Your goal is take no more than 4 hours so that others may also enjoy the course.