

COURSE RULES - GARNET LAYOUT

General Rules

Creeks and Pond are O.B. when surrounded by water. Beyond creeks is O.B. on holes #3 & #10 only. (*Exposed roots suspended over water are not considered a playing surface or inbounds*).

Roads and beyond are O.B. except on #8, #10 & #14, where roads are *not* O.B.

Debris piles are casual hazards.

Landscape timbers, flags, posts or rope define some O.B.s, such as the center of creek on #10 where it runs dry, and the edge of the road on #13. Where not present, O.B. is defined by road or water's edge, and group's best judgment.

Bridges are inbounds, even when over O.B. water.

Gulleys in fairway on #14 and 16 are casual obstacles.

Provisionals should be thrown if there are any doubts.

Specific Rules & Situations

HOLE 1---Hole plays as an "island hole" drive must come to rest inside timbers. If not, it's O.B.; play from drop zone about 80' in front of tee (blue & white stakes, with turf). If drop zone throw does not come to rest inside timbers, throw from drop zone next to timbers (blue & white stakes). (*Special rule for this event; area between tee and flag line is inbounds; you can lay up to it, then throw to green. If 2nd throw doesn't come to rest on green, go to 1st drop zone, now throwing 4. Otherwise, ignore white flags.*)

* **HOLE 1 (Sunday rounds)** -- O.B. island is reversed. Area inside timbers, and outside white flags, is O.B. If drive does not come to rest inbounds, throw from drop zone. If subsequent throws go O.B., play as regular O.B. (*no "2nd drop zone", as on Saturday*).

HOLE 3---Creek and beyond is O.B. On green, area between landscape timbers and creek is also O.B.

HOLE 5---Ignore white posts.

HOLE 6---Creek is O.B.

HOLE 7---Creek is O.B., and between white posts and creek is O.B. If you go O.B. below white posts (i.e., between boulders), throw from the drop zone (blue stakes).

HOLE 8---Creek is O.B. Beyond fence is O.B. (*If your disc goes over fence, leave it and let us know; we will retrieve it after round.*) Road is not O.B., and flags do not apply.

HOLE 9---Inside fenced pasture is O.B.

HOLE 10---Creeks and beyond are O.B. Road is not O.B.

HOLE 12---Pond and creek are O.B. *Caution, after teeing, to watch for overthrows from hole 16.*

HOLE 13---All players will tee from the long tee, except as shown on format sheet. This is an "island hole"; drive must come to rest between pond and road. (*Note that it's not a full island; you have the option to throw along dam and around pond*). If not, it is O.B. and lie is drop zone at short tee (tee with blue stakes). If throw from drop zone goes O.B., play as regular O.B.

HOLE 14---Road is not O.B. Gullies are casual obstacles.

HOLE 15---Cedar tree is mandatory; throw must pass to left, or go to drop zone (blue stakes). Mando is defined by center trunk of tree.

HOLE 16---Gullies are casual obstacles; rocks spillway are casual obstacles (relief is optional).

HOLE 18---The "Quarry" (dirt pit) before the basket is O.B., marked by white stakes, flags, or timbers. On the side of the mound facing the quarry is a required "casual relief zone"; if any part of disc is within zone, throw from white flags below sign, with no penalty. *Caution: Crossing fairways; may sure player on hole #3 have passed before throwing.*