



Mangrove Mountain

MEMORIAL CLUB & GOLF COURSE



Golf Handbook

January 2014 – December 2014

Local Rules

- **Preferred Lies:** A Ball lying on any fairway, provided the ball is marked, may be lifted cleaned and placed within 15cm of the balls original position, **but not nearer the hole.**
- **Embedded (Plugged) Ball:** A ball embedded in its own pitch mark in the ground, through the green, may be lifted, cleaned and dropped without penalty, as near as possible to the spot where it lay, **but not nearer the hole.**
- **Ground Under Repair:** Any area defined by white pegs or white lines is GUR, Rock on any fairway is GUR, Wheel ruts through the green are GUR.
- **Roads and Pathways:** All roads and pathways are immovable obstructions, and relief may be taken, without penalty.
- **Staked Trees:** If a staked tree interferes with a players stance or swing, relief may be taken without penalty.
- **Trees Under 2 Meters High:** Free relief may be taken from any tree that is under 2 meters high.
- **Provisional Ball:** If it is impractical to determine whether a ball is in the water hazard or lateral water hazard, a provisional ball may be played. In such a case if the original ball is found, the original ball must be played. If the original ball is deemed lost, the provisional ball can be played with the applicable penalty.
- **Power Lines:** If a ball strikes an overhead power line or pole, the ball must be replayed without penalty.
- **Distance Measuring Device:** Devices that measure distances only may be used.
- **Marker Stakes:** All marker stakes are to be treated as immovable obstructions:
 1. Yellow stakes define water hazards.
 2. Red stakes define lateral water hazards.
 3. White stakes define GUR
 4. White stakes with Black tops define Out Of Bounds.
- **Penalty For Breaches:** Stroke Play – 2 Strokes, Match Play – Loss of Hole.

Safety and Etiquette

All players should be familiar with the Rules of Golf, the clubs local rules and the conditions under which the events are played. It is the responsibility of the lowest marker in each group to ensure the following.

- Don't take practice swings until others are in a safe distance away.
- There should be no play until the group in front is out of range.
- Never throw a club in anger, it's rude and dangerous.
- Players must carry and use a sand bucket, fill in your divots and other divots nearby.
- Players must repair lob marks on the greens and rake bunkers after use.
- In the interest of all, play without delay and keep your place in the field.
- Players should leave the green immediately after holing out.
- If searching for a ball, do not hold up the group behind, call them through if necessary.
- For safety and pace of play reason, players should leave the 18th green via the southern pathway.
- The Pro Shop must be contacted for all cancellations.
- Green Staff have the right of way at all times.
- If a player consistently disregards these guidelines, either during a round, or over a period of time, the Match Committee may take disciplinary action against the offending player or players.

Slow Play

Slow play detracts from other player's enjoyments of the game and is contrary to the spirit of the game of Golf. If there is a clear fairway in front of you, your group is TOO SLOW. These hints will help to speed up your play:

- Be ready to hit off at your correct time.
- While waiting for others to hit, walk to a safe point level with your ball and assess your next shot.
- Limit the number of practice swings (preferably to 1)
- Don't forget to ring the bell on blind holes.
- Provided that you aren't distracting others, use the time while they are putting to assess the line and speed of your next putt.
- Whenever possible, putt out rather than marking your ball.
- Mark your card while others are either putting or hitting off.
- Don't stand on ceremony on the tees. If the player with the honour isn't ready, the first player ready should volunteer to hit off.
- When playing from a motorised cart, drop one player off at their ball with a selection of clubs, then drive to the next player's ball and meet further down the fairway. As a general rule enter the cart with clubs in hand, putting them away after stopping to hit the next shot.
- Always keep up with the group in front, if your group is falling behind are you are holding up the following group, CALL THEM THROUGH.
- The Match Committee has the power to penalize slow players.

Motorised Carts

Members must produce evidence the Secretary Manager that personal vehicles intended for use on the course are insured for public risk, and obtain approval before such a vehicle is used.

All Carts must observe the following:

- Carts must not be driven on or over tees or mounds.
- Carts must not be driven within 10 meters of the greens.
- Cart paths must be used wherever possible.
- Drivers should use common sense and not drive in wet areas.
- Carts must be driven in a manner and at speeds that are respectful to the cart, the course and other players.
- Drivers must comply with any instructions displayed on the cart or from the pro shop and with all signs on the course regarding prohibited areas
- Drivers may find themselves liable for damages caused to the cart or the course if they are found to be negligent or not complying with cart instructions.
- Non Members are required to leave proof of ID at the Pro Shop.

Ready Golf

All players must do their best to keep up with the group in front. If you are falling behind be prepared to play "Ready Golf". This means that the first player ready hits rather than the player furthest from the hole (make sure it is safe to do so and the rest of the group know you are hitting) and when the first two players have putted proceed to the next tee and hit off. This should enable you to regain your place in the field quickly.

Care Of The Course

Players are requested to take an interest in the course and repair any damage to greens, fairways, bunkers and rough.

- Place litter in the bins provided
- All players must carry and use a sand bucket and pitch reparer.
- Divots must be replaced, covered with sand, and levelled. Nearby divots should also be repaired.
- Lob marks on greens should be repaired by pulling the surrounding grass to the middle of the mark with a pitch reparer and tapping down with your putter. Never dig under a lob mark and lever the soil upwards.
- Players are expected to rake bunkers after use as well as indentations left by others, and when leaving to place the rake in the bunker in the direction of play.
- Metal spikes are prohibited on the course.
- Do not take divots with practice swings.

Volunteer Working Bees

Working Bees helped create the course and foster the Club spirit that endures today. Working bees are still essential; the Golf Committee has made the first Thursday of each month our volunteer working bee days (9:00am – 1:00pm). If you can spare a few hour please come along and help. The work is not hard, (repairing divots on tees, weeding, light gardening, replacing pegs, edging bunkers etc. Just turn up and report to Mark our greenkeeper, your help will make the course better and you will enjoy the camaraderie.