



### 1. Local Rules

**For the local rules, the Hard Card of the KBGF do apply (See website KBGF).**

**Out of Bounds** ( Rule 27-1)

- North Course: Beyond line of posts on the left of hole 9; when playing hole 8, white posts are deemed to be immovable obstructions.

**Ground under repair** (Rule 25)

Ground under repair is defined by blue stakes (play prohibited) or white lines (play optional). Relief must be taken according Rule 25-1.

**Dropping zone**

On North Course 12 & 15, for a ball lost in the water hazard, additionally to rule 26, a dropping zone is foreseen,

Hole 12 : situated left to the frontal water hazard between hole 12 & 13.

Hole 15 : in the beginning of the lateral water hazard

In case the ball is dropped in a divot within the dropping zone, the ball may be placed.

**Immovable Obstructions** (Rule 24-2)

All roads and paths are integral parts of the course except paths covered or partly covered with black grit. Such paths covered or partly covered with black grit may be considered as immovable obstructions and players may obtain relief and proceed as per Rule 24-2.

**Young plants**

In many areas on the course, young trees and plants have been recently planted. If such a tree or plant interferes with a player's stance or the area of his intended swing, the ball must be lifted, without penalty, and dropped in accordance with the procedure prescribed in Rule 24-2.

**Temporary local rules are specified on the notice board.**



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## 2. General Information

### Distance markers

- Brown posts: 150 meters to the center of the green.
- Sprinkler heads: distance to the front of the green.

### Trolleys & buggies

- Keep away from tees and greens (> 10 meters).
- Respect trolley and buggy boundary around greens (white line).

### Pin Positions

- Red Flag: Front of the green.
- Yellow Flag: Center of the green.
- White Flag: Back of the green.

### Lightning

When play is suspended for lightning, players shall discontinue play (= stop) immediately and shall not thereafter resume play or practice until the Committee has ordered a resumption of play:

- One long siren blast: STOP PLAY immediately, mark ball, seek shelter;
- Two siren blasts: Resume play;
- Three siren blasts: Play is stopped, player is allowed to finish the hole (ex. twilight, faint light);

**Emergencies: call 03 380 12 80**

