

Relief Matrix

PROBLEM	STAKE	RELIEF PROCEDURE	PENALTY	RULE
Casual Water		A then B or H		25-1
Embedded Ball		A		25-2
GUR	White Line	A then B or H		25-1
Immovable obstruction (including staked trees)		A then B		24-2
Artificially surfaced roads or paths		A then B –or play as it lies		24-2
Water Hazard	Yellow	D or EF or G	1 stroke	26-1
Lateral Water Hazard	Red	D or EF or CF or G	1 stroke	26-1
Lost Ball		D	1 stroke	27-1
Out of Bounds	White/Black top	D	1 stroke	27-1
Unplayable lie		D or C or E	1 stroke	28

Relief

- A. Nearest point of relief, not nearer the hole.
- B. 1 club length, not nearer the hole.
- C. 2 club lengths, not nearer the hole.
- D. Go back and play from original spot.
- E. Go back as far as you like, keeping flag and spot in straight line.
- F. Where ball last crosses margin of hazard
- G. Play as lies. Without penalty, but DO NOT GROUND CLUB.
- H. Play as lies, without penalty.

Note- redrop ball if it rolls more than 2 club lengths from where dropped, or if closer to the hole - if it happens again then place the ball where the redropped ball landed