

The 2019 Rules of Golf: Major Changes



Overview

- Spirit of the Game / Etiquette
- The Five Areas of the Course
- Promoting Faster Pace of Play
- Relaxed Requirements and Reduced Penalties
- Simplified Dropping Procedures
- Free Relief – Immovable Obstructions, GUR, Embedded Balls
- Penalty Relief – Penalty Areas, Lost or OB, Unplayable Ball
- Playing Two Balls in Stroke Play
- Team Competitions
- Clubs and Equipment
- Green Reading Materials

Spirit of the Game / Etiquette

Rule 1 includes the expectations of:

- Honesty, Integrity and Consideration
- Reasonable Judgment

Codes of Conducts that include golf penalties are authorized



Spirit of the Game / Etiquette

All players are expected to play in the spirit of the game by:

- **Acting with integrity** – for example,
 - by following the Rules,
 - applying all penalties, and
 - being honest in all aspects of play.



Spirit of the Game / Etiquette

All players are expected to play in the spirit of the game by:

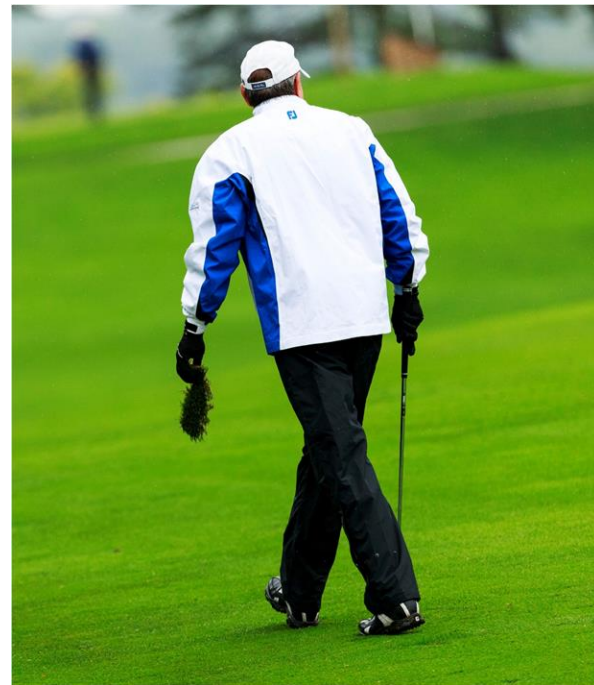
- Acting with integrity...
- **Showing consideration to others** – for example, by
 - playing at a prompt pace,
 - looking out for the safety of others, and
 - not distracting the play of another player.



Spirit of the Game / Etiquette

All players are expected to play in the spirit of the game by:

- Acting with integrity...
- Showing consideration to others...
- **Taking good care of the course** –
for example, by
 - replacing divots, smoothing *bunkers*,
repairing ball-marks, and
 - not causing unnecessary damage to the *course*.



Spirit of the Game / Etiquette

Player's Reasonable Judgment

- Players often have to estimate locations
- Promptness and care in doing so are expected



Spirit of the Game / Etiquette

Player's Reasonable Judgment

- As long as player does what is reasonably expected to make an accurate location judgment
- That judgment will be accepted, even if shown to be wrong after their stroke
- If shown to be wrong before the stroke, it must be corrected

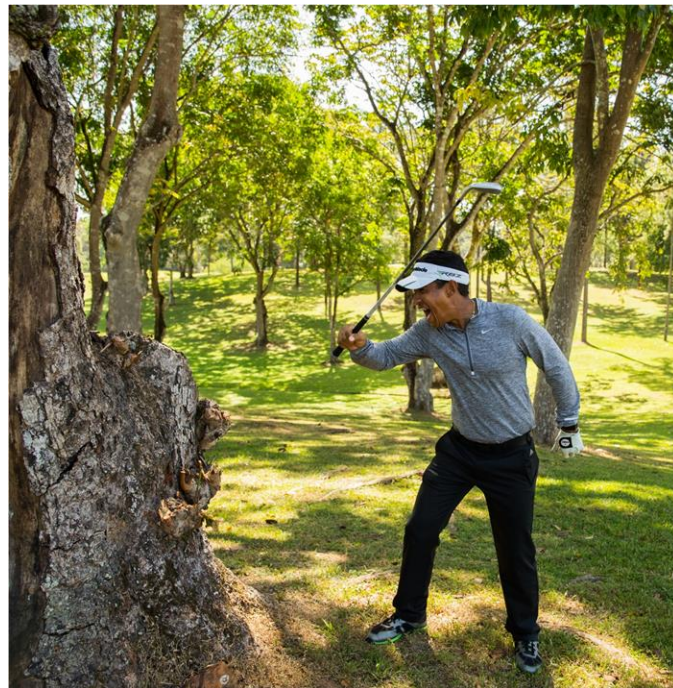


Spirit of the Game / Etiquette

Code of Conduct

“The Committee may set its own standards of player conduct in a Code of Conduct adopted as a Local Rule.”

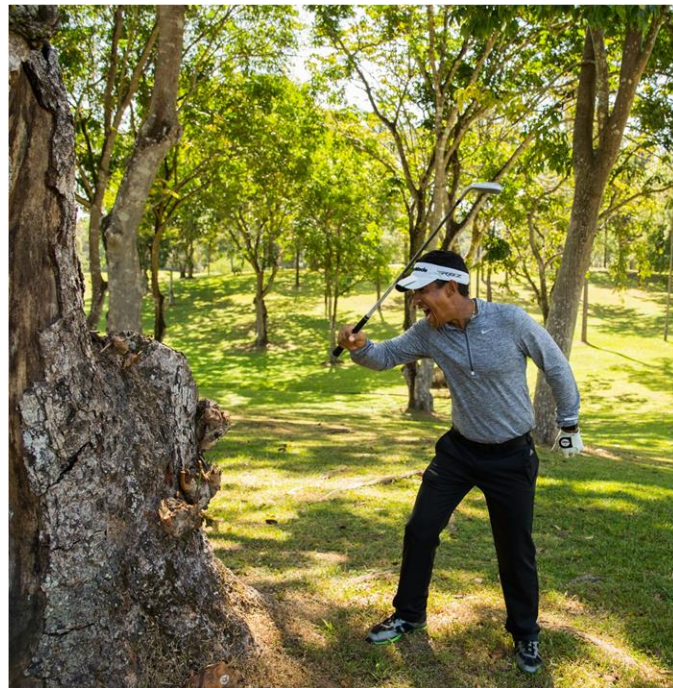
(Rule 1.2b - Standards of Player Conduct; Code of Conduct)



Spirit of the Game / Etiquette

Code of Conduct

- The Code may include penalties, such as
 - a **one-stroke penalty** or
 - the **general penalty**.
- The *Committee* may also disqualify a player for serious misconduct



The Five Defined Areas of the Course (Rule 2.2)

It is important to know the *area of the course* where the ball lies.

They affect a players' options in their play.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

The General Area

The Teeing Area the player must use in starting the hole he or she is playing

All Bunkers

All Penalty Areas

The Putting Green of the hole the player is playing

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE

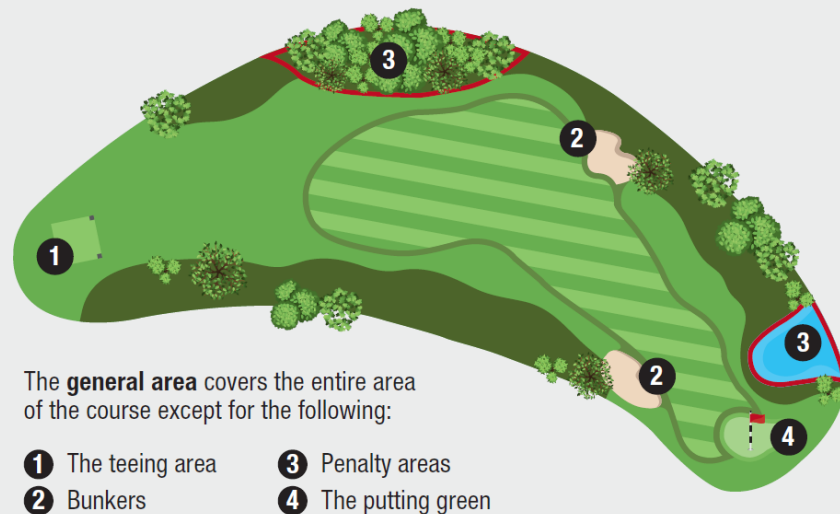


The Five Defined Areas of the Course (Rule 2.2)

The **General Area** covers the entire *course*...except for the other four *areas of the course*.

Certain Rules apply specifically to the other four *areas of the course*.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.

not any other teeing locations on the *course*



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

1 The *teeing area*

2 All **bunkers**

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The *teeing area*
- 2 All *bunkers*
- 3 All *penalty areas*

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE

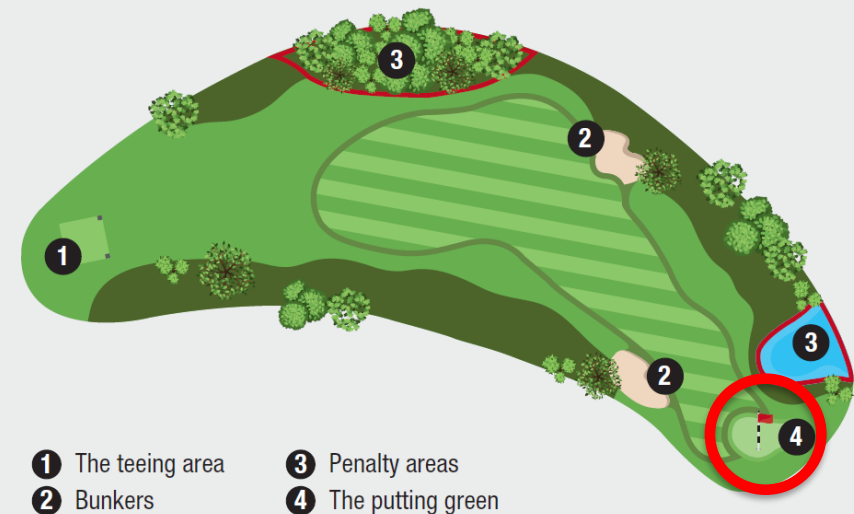


The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The *teeing area*
- 2 All bunkers
- 3 All *penalty areas*
- 4 The **putting green** of the hole the player is playing

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



Promoting Faster Pace of Play

- Prompt Pace of Play (Rule 5.6)
- Ready Golf encouraged (Rule 6.4)
- Search Time reduced to 3 minutes (Rule 18.2)
- Putting allowed with the flagstick in the *hole* (Rule 13.2)
- Optional Local Rule for stroke and distance (CP E-5)
- New Maximum Score stroke play format (Rule 21.2)



Relaxed Requirements and Reduced Penalties

- On the Putting Green
- In Bunkers
- Accidental Acts and Occurrences

Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - Repair of Damage
(Rule 13.1c)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - Repair of Damage
 - Touching Line of Play (Rule 10.2b)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**

- Repair of Damage
- Touching Line of Play
- Accidental movement of ball - no penalty
(Rule 13.1d)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**

- Repair of Damage
- Touching Line of Play
- Accidental movement of ball - no penalty
- After lifting & replacing, if your ball moves, it is always replaced (Rule 13.1d(2))



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - No penalty if a putt strikes an unattended flagstick in the *hole*
(Rule 13.2a)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**

- No penalty if a putt strikes an unattended flagstick in the *hole*
- Ball resting against flagstick in the *hole* (Rule 13.2c)



Relaxed Requirements and Reduced Penalties

• In Bunkers

- Loose Impediments may be moved without penalty
- Relaxed restrictions
- Remaining restrictions
 - testing
 - touching near your ball
 - touching during backswing
 - touching with practice swing (Rule 12.2)



Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty
 - Deflection of a Ball in Motion (Rule 11.1)



Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty
 - Deflection of a Ball in Motion
 - Double hitting a ball (Rule 10.1a)



Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty
 - Deflection of a Ball in Motion
 - Double hitting a ball
 - Moving your ball during search (Rule 7.4)



Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty

- Deflection of a Ball in Motion
- Double hitting a ball
- Moving your ball during search
- When replacing a ball (Rule 14.2)
 - ball is always placed (never dropped)
 - if spot not known, estimate



Determining Who or What Moved a Ball at Rest

- **Virtual Certainty**
required to conclude
you caused your ball
to *move*
 - 95% certainty
 - evidence must be
conclusive



Relaxed Requirements and Reduced Penalties

Announcement **not required**
before lifting ball (marking still is)

- to identify it (when necessary)
- to check for cuts or cracks
- to determine if free relief is available (Rule 16.4)
 - *embedded ball*
 - *abnormal course condition*
 - *movable obstruction*



Relaxed Requirements and Reduced Penalties

Announcing Play of Provisional Ball

- Relaxed Announcement Procedure
- Going Back to Play a Provisional Allowed After Going Forward



Relaxed Requirements and Reduced Penalties

Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player must announce [to anyone] that he or she is going to play a *provisional ball*:
- It is not good enough to say:
 - “I’m playing another ball” or
 - “I’m playing again.”



Relaxed Requirements and Reduced Penalties

Announcing Play of Provisional Ball

- The player **must**
 - use the word “provisional”
 - otherwise clearly indicate that he or she is playing the ball provisionally under Rule 18.3.



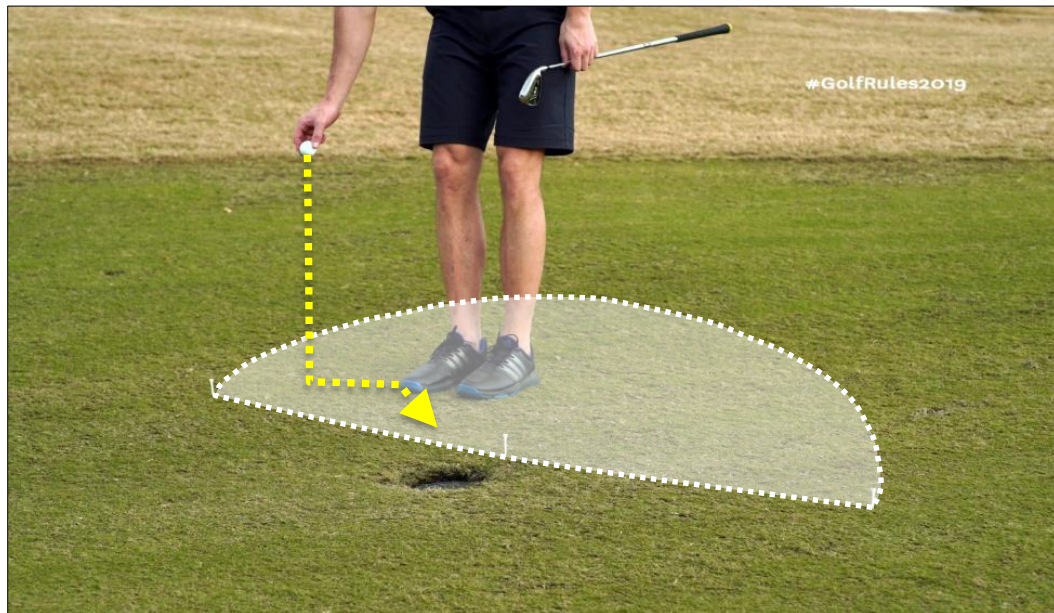
Simplified Dropping Procedures

- Drop in the “right way”
 - Player must *drop*
 - Knee height
 - Straight down
 - No throw, spin or roll
 - Ball must hit in the *relief area*



Simplified Dropping Procedures

- Drop in the “**right way**”
 - followed by an accidental deflection
 - the drop counts



Simplified Dropping Procedures

- **Club-Lengths**

- measured by player's longest club
- other than a putter



Simplified Dropping Procedures

- **Reference Point**
 - the starting point for measuring a *relief area*
- **Relief Area**
 - where ball must be dropped and played from



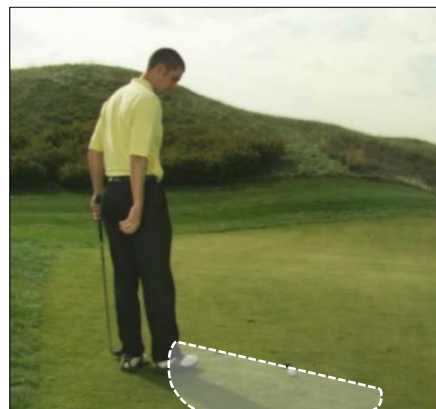
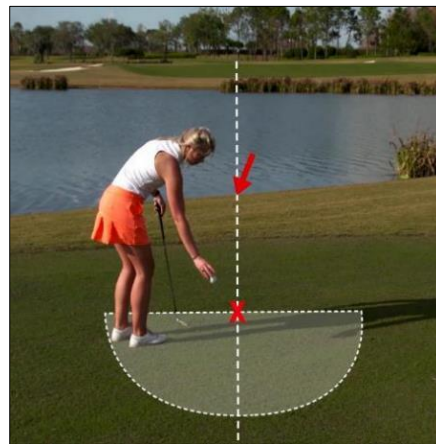
Simplified Dropping Procedures

- **Reference Points - examples**

- *nearest point of complete relief* (Rules 13.1f, 16)
- point original ball last crossed edge of *penalty area* (Rule 17)
- point on reference line for back-on-the-line relief (Rules 16, 17, 19)
- spot where previous *stroke* made (Rules 17, 18, 19)
- point immediately behind where ball is *embedded* (Rule 16)
- spot of the original ball (Rule 19)

Simplified Dropping Procedures

- Reference Points
- **Relief Areas**
 - all within **ONE club-length** of the reference point...



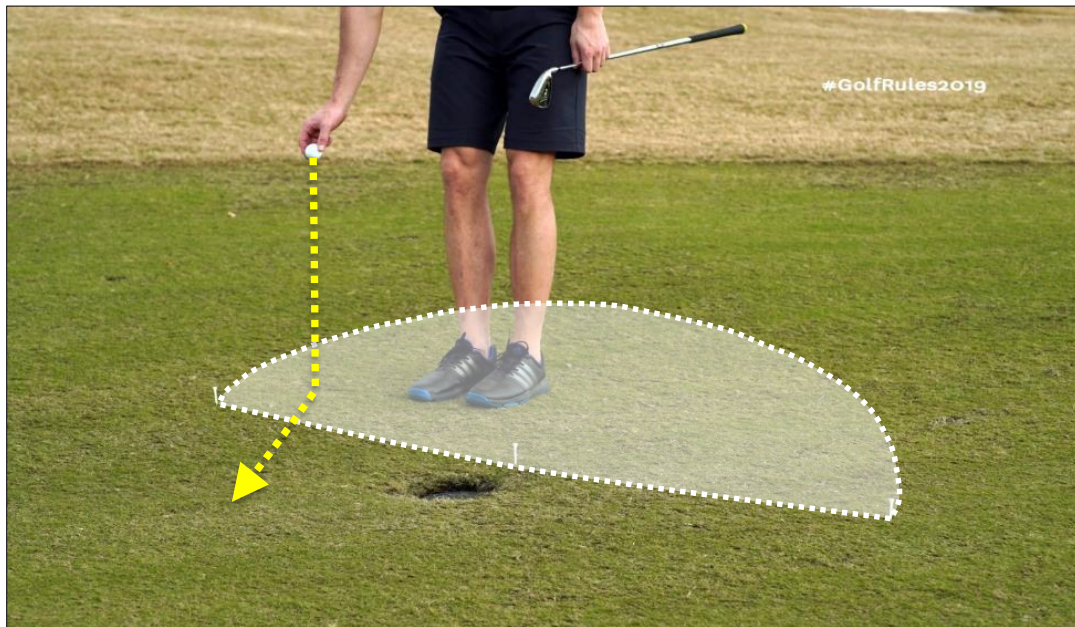
Simplified Dropping Procedures

- Reference Points
- **Relief Areas**
 - all within ONE *club-length* of the reference point
 - except Lateral Relief (TWO club-lengths)
 - > from penalty area (Rule 17)
 - > for unplayable ball (Rule 19)



Simplified Dropping Procedures

- **When to Drop Again**
 - drop, drop, place
 - “wrong way” drop (unlimited drops)
 - > not knee height
 - > hits player or player’s *equipment*
 - > does not hit *relief area* when dropped



Simplified Dropping Procedures

- All drops allow original ball or another ball to be used
 - free relief and
 - penalty relief



Abnormal Course Conditions (Rule 16.1)

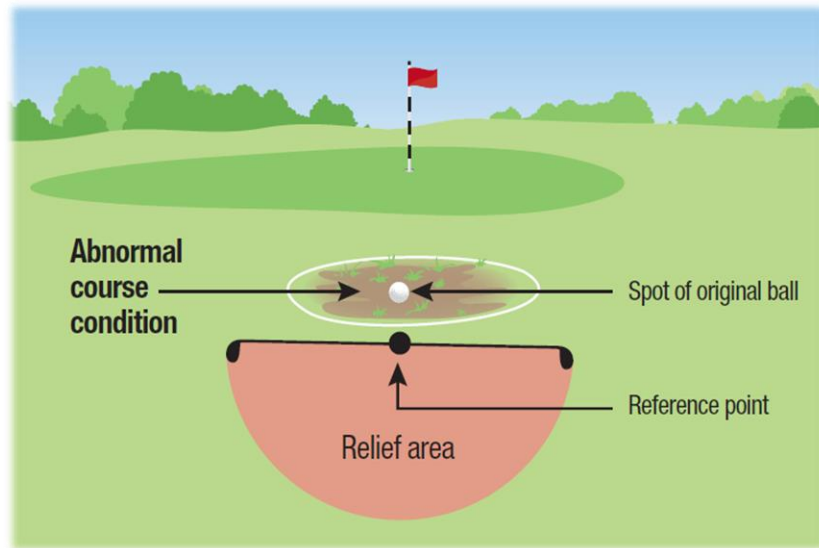
- *Immovable Obstructions*
- *Ground Under Repair*
- *Temporary Water*
- *Animal Holes*



Abnormal Course Conditions (Rule 16.1)

General Area Relief

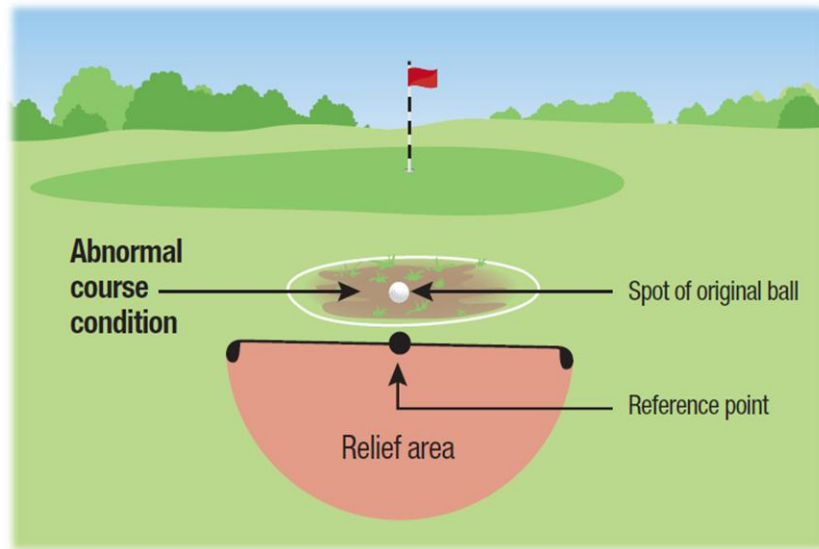
- Free Relief – no penalty
- Player may *drop* original ball or another ball



Abnormal Course Conditions (Rule 16.1)

General Area Relief

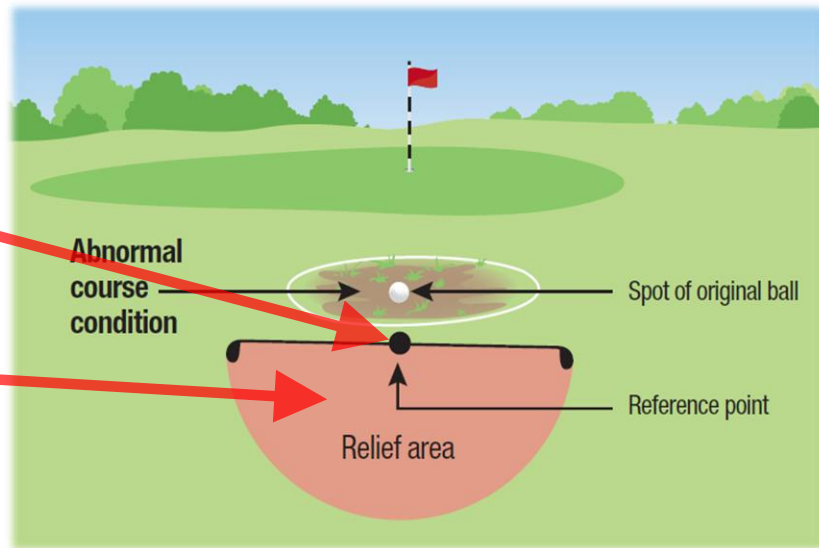
- Reference Point:
- Relief Area Size:
- Limits on Location of Relief Area:



Abnormal Course Conditions (Rule 16.1)

General Area Relief

- Reference Point:
 - *nearest point of complete relief*
 - must be in the *general area*.
- Relief Area Size:
 - ONE *club-length*
 - measured from reference point

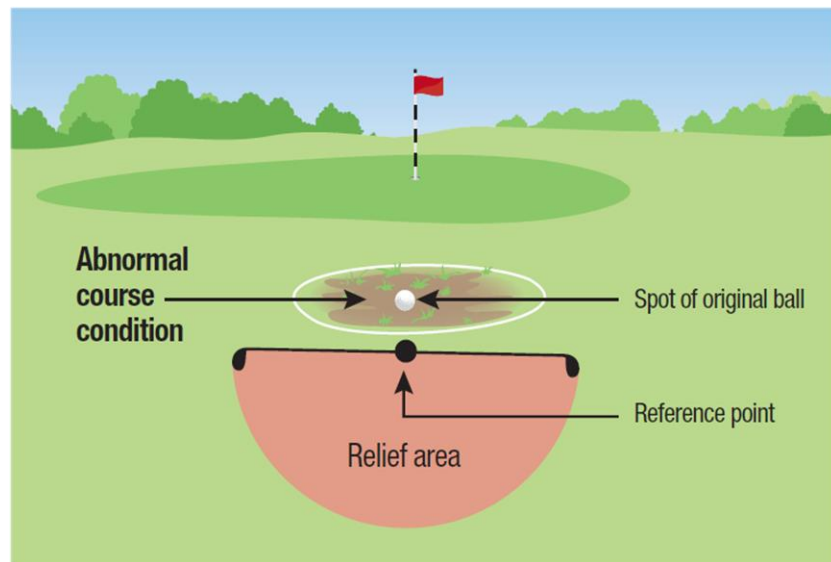


Abnormal Course Conditions (Rule 16.1)

General Area Relief

- Limits on Location of Relief Area:

- not be nearer the *hole* than the reference point
- complete relief for
 - lie
 - stance
 - swing
- must be in the *general area*



Abnormal Course Conditions (Rule 16.1)

Bunker Relief

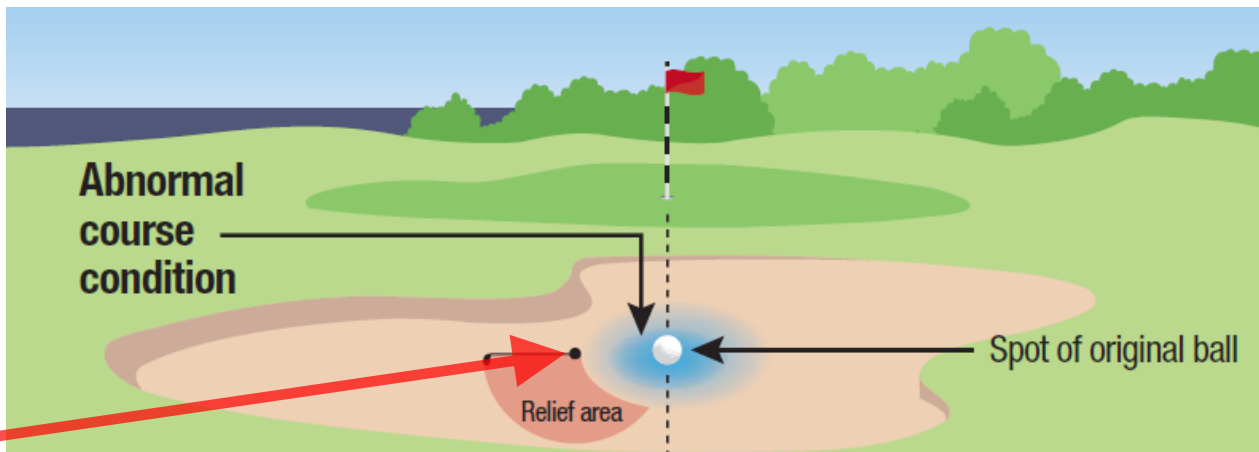
player may choose

- free relief in the *bunker*
- penalty relief outside *bunker* (back-on-the-line)



Abnormal Course Conditions (Rule 16.1)

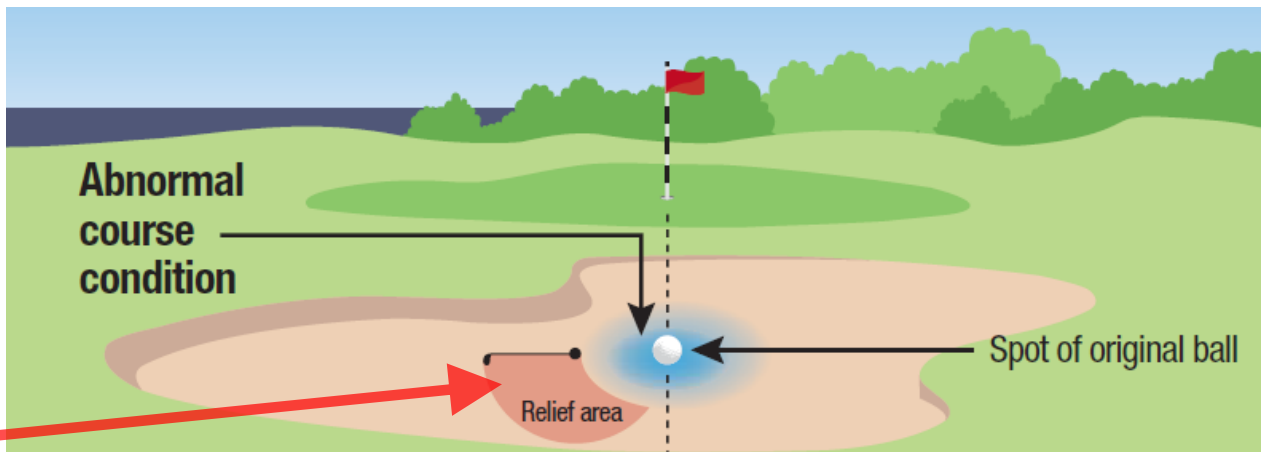
Free Bunker Relief



- Reference Point:
 - *nearest point of complete relief*
 - must be in the *bunker*.

Abnormal Course Conditions (Rule 16.1)

Free Bunker Relief

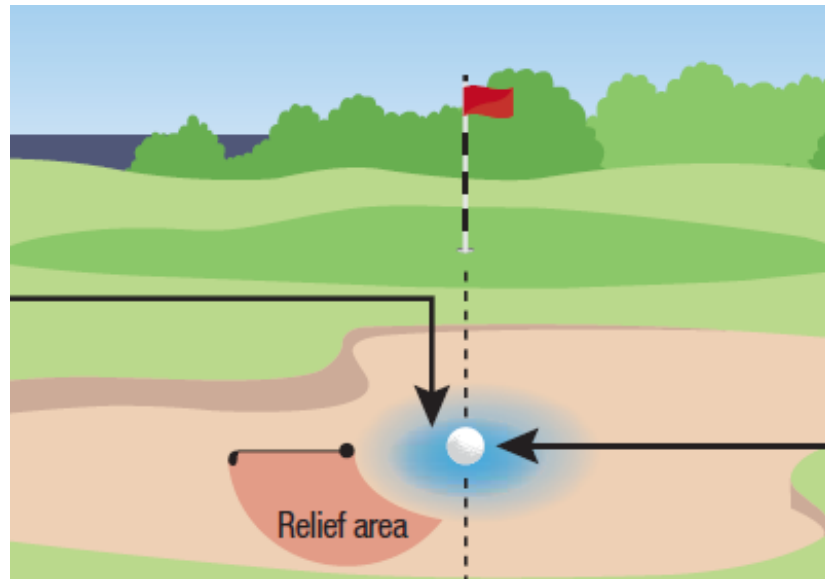


- Relief Area Size:
 - ONE *club-length*
 - measured from reference point

Abnormal Course Conditions (Rule 16.1)

Free Bunker Relief

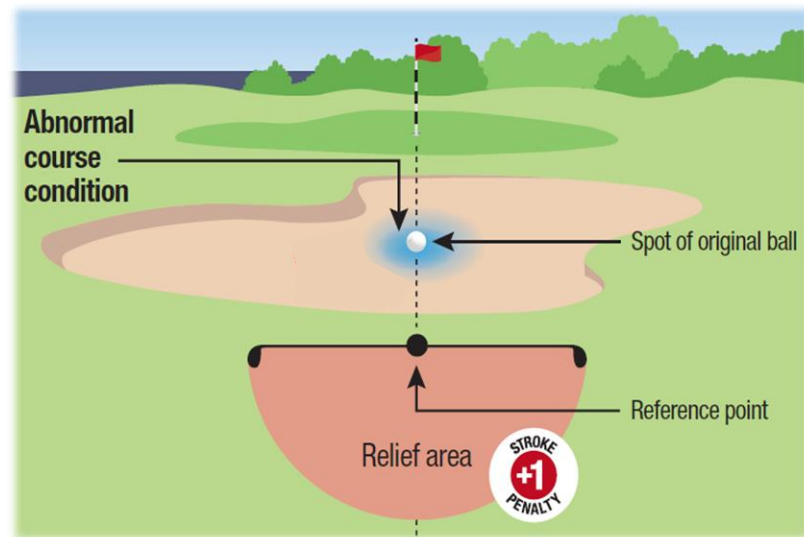
- Limits on Location of Relief Area:
 - must be in the *bunker*
 - not nearer the *hole* than the reference point
 - complete relief for
 - lie
 - stance
 - swing



Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

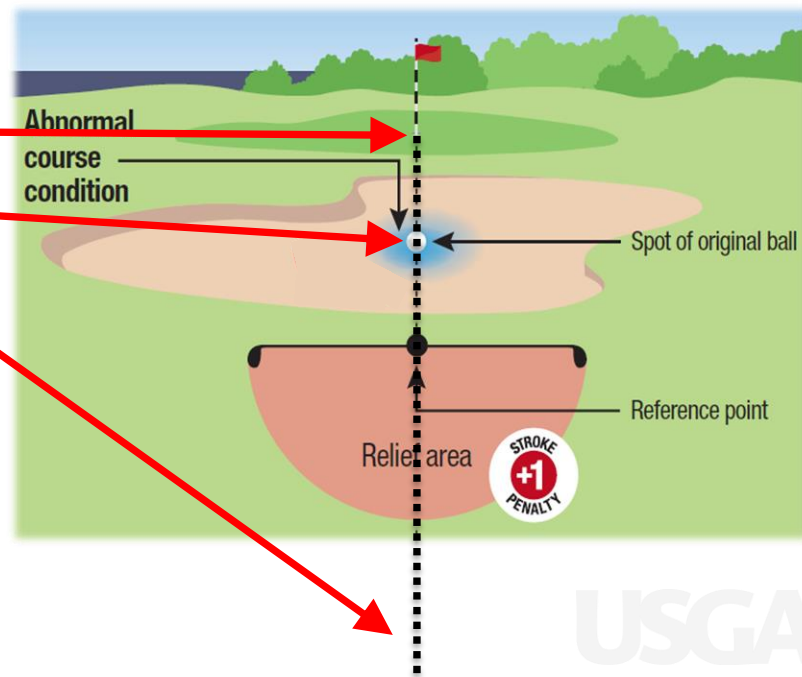
- For **one penalty stroke**,
- Player may *drop* original ball or another ball



Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

- Start by creating a straight reference line
 - from the *hole*
 - through the ball's location
 - no limit how far back it goes

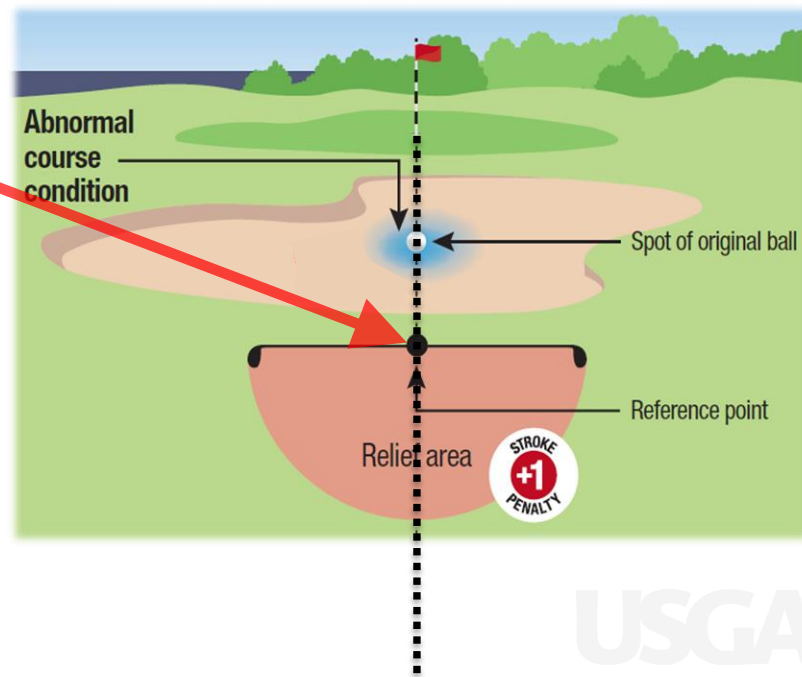


Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

Reference Point:

- a point on the reference line
- chosen by the player

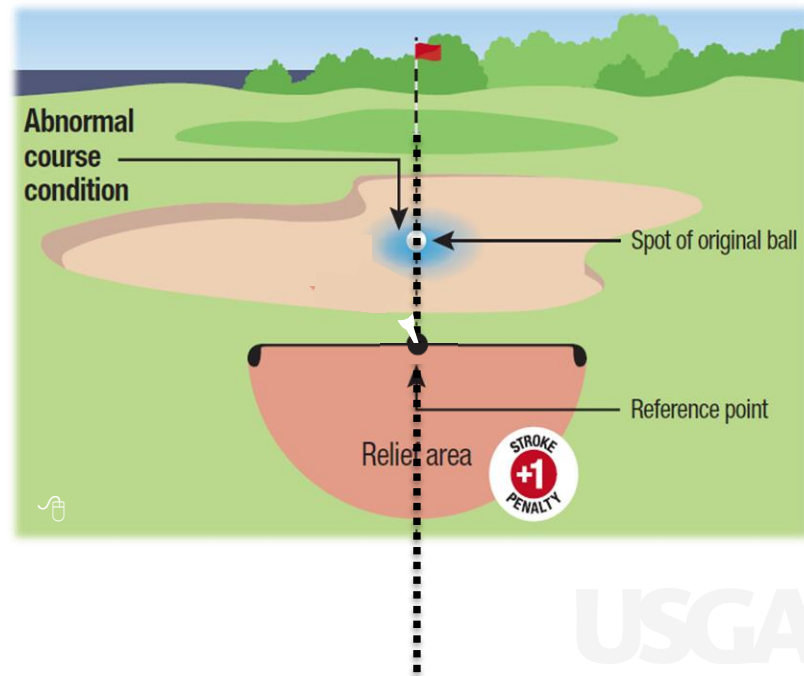


Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

Reference Point:

- the player should choose the point by using an object (like a tee).

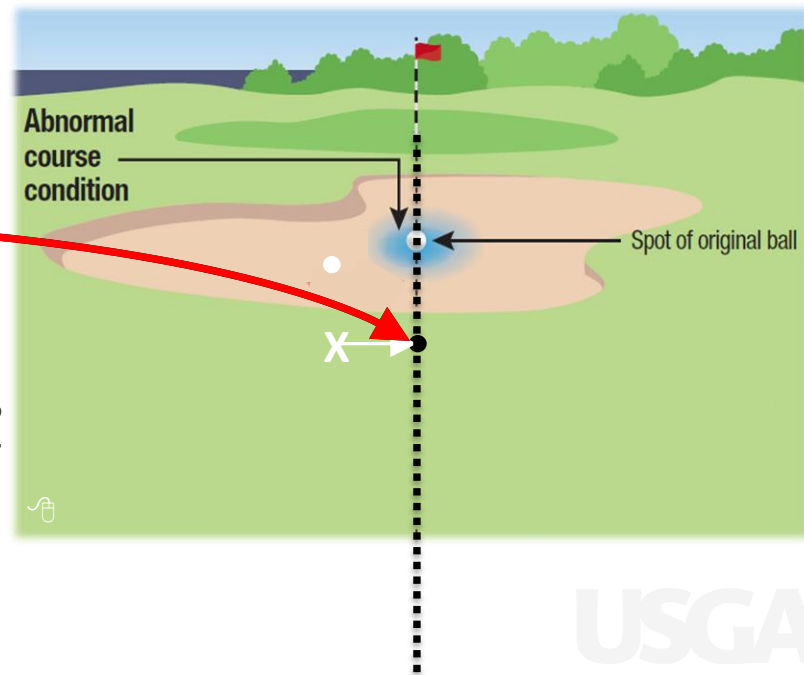


Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

Reference Point:

- the player should choose the point by using an object (like a tee).
- If the player ~~doesn't choose~~, the **reference point** is the point on the line the same distance from the hole as where the dropped ball hits the ground

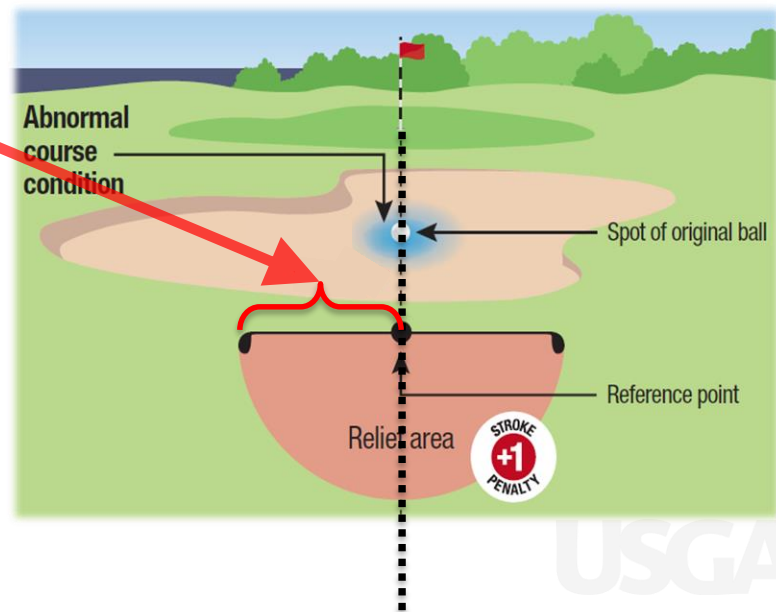


Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

Relief Area Size:

- ONE club-length
- measured from the reference point

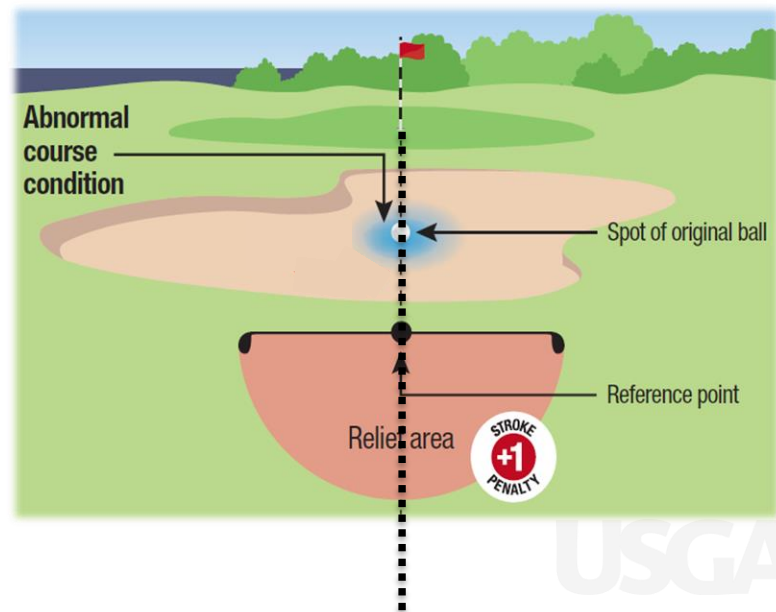


Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

Limits on the Location of Relief Area:

- not be nearer the *hole* than the reference point
- may be in **any** *area of the course...*

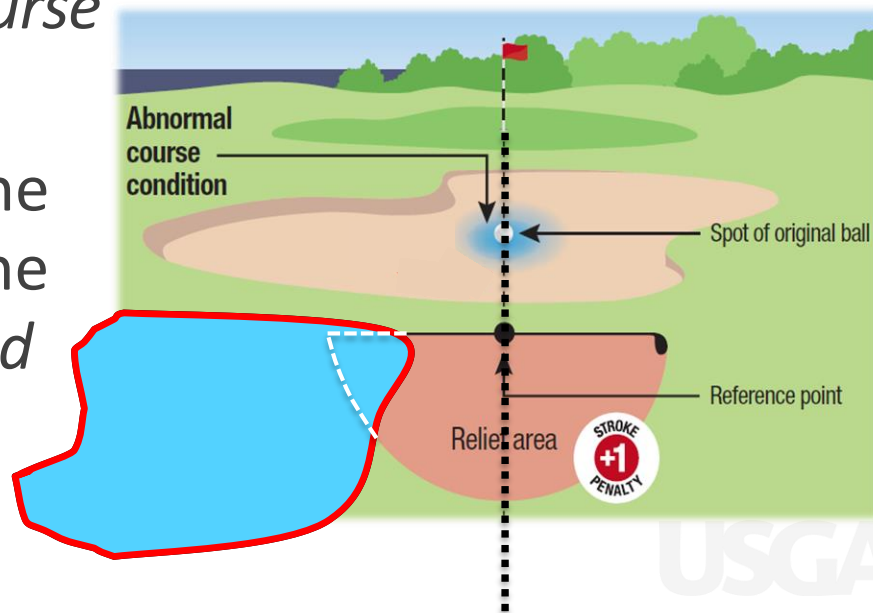


Abnormal Course Conditions (Rule 16.1)

Penalty Relief Outside Bunker (Back-on-the-Line Relief)

Limits on the Location of Relief Area:

- If more than one *area of the course* is in the *relief area*
- the ball must come to rest in the same *area of the course* that the ball first touched when *dropped* in the *relief area*.

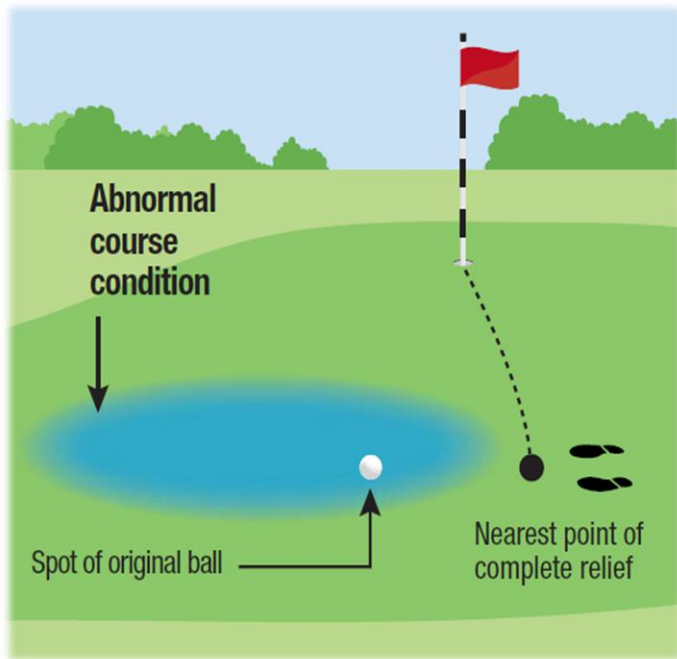


Abnormal Course Conditions (Rule 16.1)

Putting Green Relief

The player gets free relief

- place the original ball or another ball
- on the nearest point of complete relief



Embedded Ball (Rule 16.3)

Free Relief Available

- anywhere in the *general area*
 - not when clearly unreasonable play ball for some other reason
- on the *putting green*
 - mark and lift
 - fix the pitch-mark
- no relief in *bunkers* or *penalty areas*



Embedded Ball (Rule 16.3)

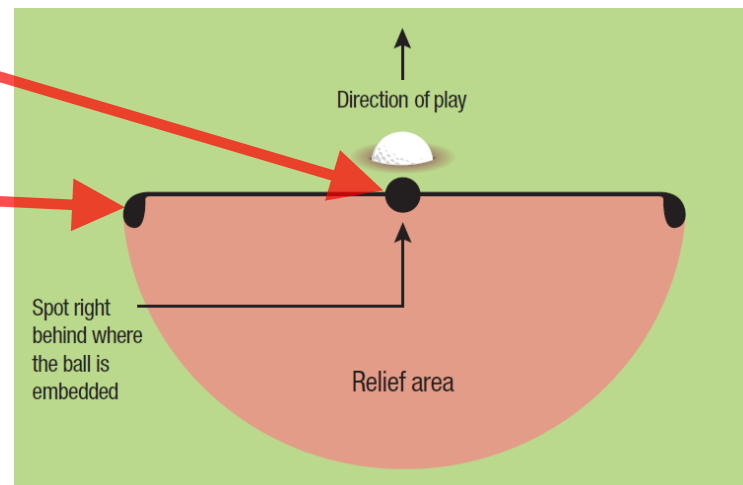
Free Relief for Embedded Ball in General Area

- Reference Point:

The spot right behind where the ball is *embedded*.

- Relief Area Size:

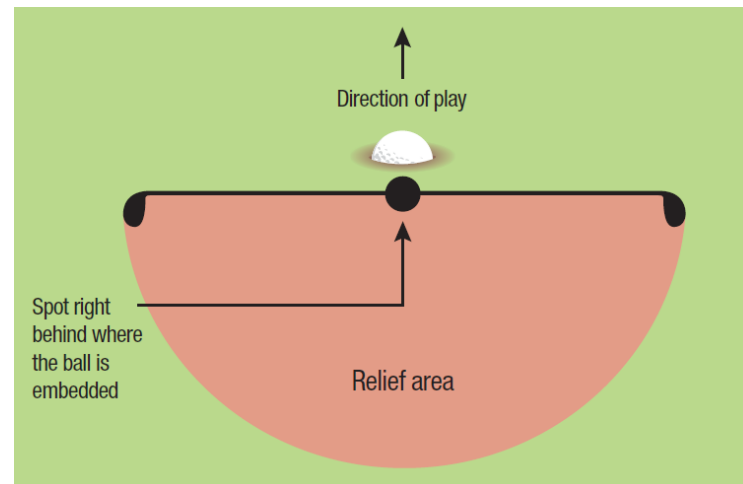
- ONE *club-length*
- measured from the reference point



Embedded Ball (Rule 16.3)

Free Relief for Embedded Ball in General Area

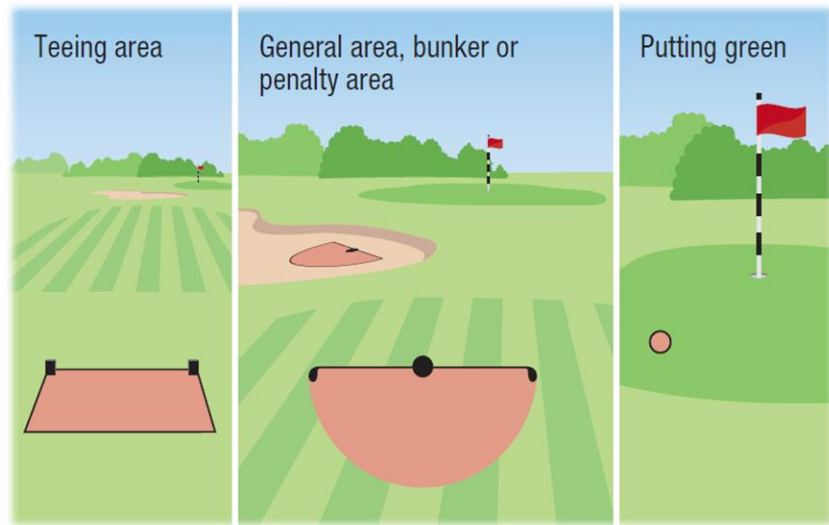
- Limits on Location of Relief Area:
 - must be in the general area
 - not be nearer the *hole* than the reference point



Ball Lost or Out of Bounds (Rule 18.2)

Relief Procedure

- *Stroke-and-Distance* required
- add **one penalty stroke**
- procedure depends on where previous *stroke* was played



Penalty Areas (Rule 17)

- What are they?
- Any *penalty area* can be marked Red
- Play from *penalty areas*
 - move loose impediments
 - make practice swings
 - ground your club
 - touch water



Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

Relief available when player's ball:

- is **found** in a *penalty area*
- is ***known or virtually certain*** to be in a *penalty area* (even though not found)



Relief Options for Ball in Penalty Area (Rule 17.1d)

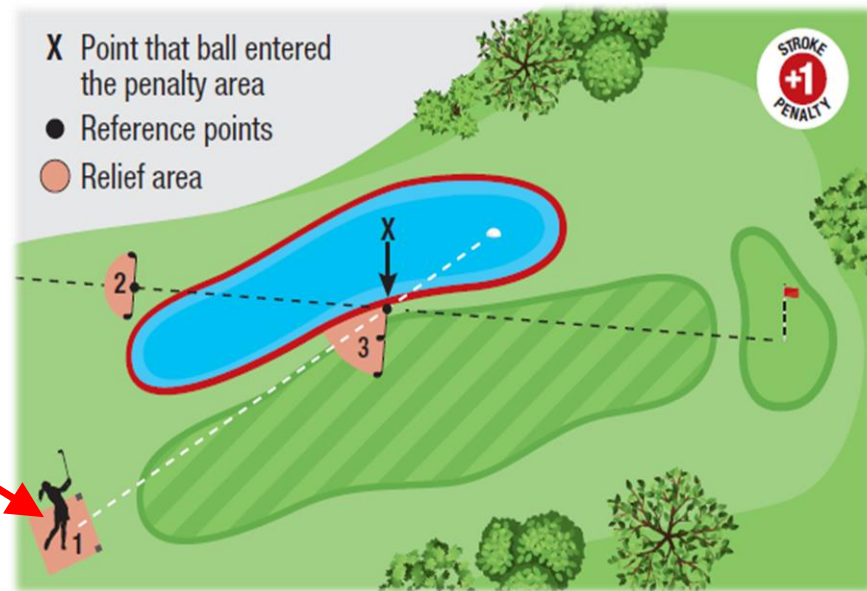
Relief from Penalty Areas

... for **one penalty stroke**:

(1) Stroke-and-Distance Relief

(2)

(3)



Relief Options for Ball in Penalty Area (Rule 17.1d)

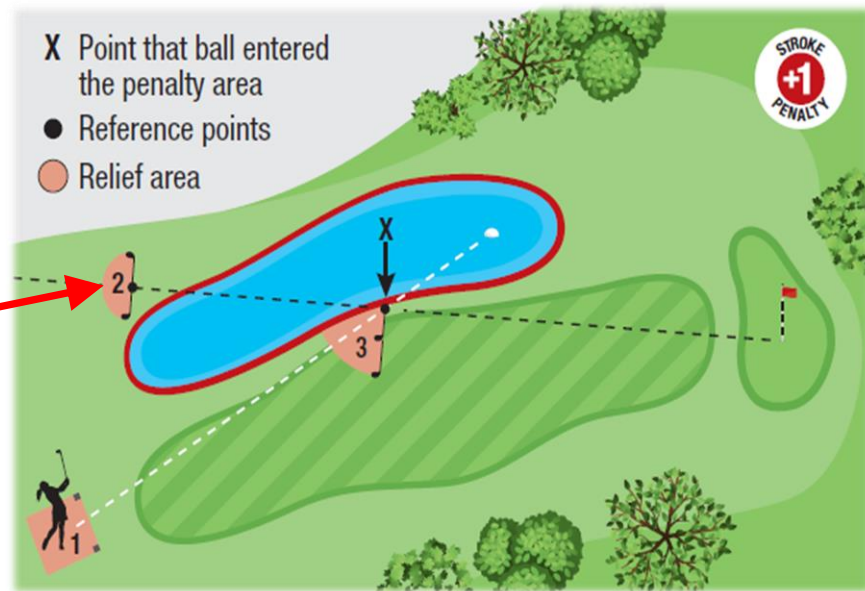
Relief from Penalty Areas

... for **one penalty stroke**:

(1) Stroke-and-Distance Relief

(2) Back-on-the-Line Relief

(3)



Relief Options for Ball in Penalty Area (Rule 17.1d)

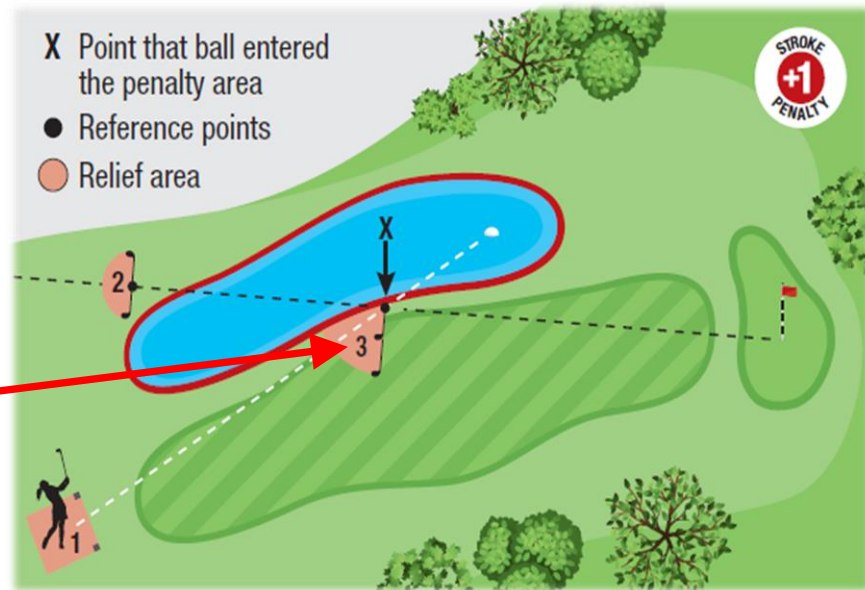
Relief from Penalty Areas

... for **one penalty stroke**:

(1) Stroke-and-Distance Relief

(2) Back-on-the-Line Relief

(3) Lateral Relief
(Red Penalty Areas Only)



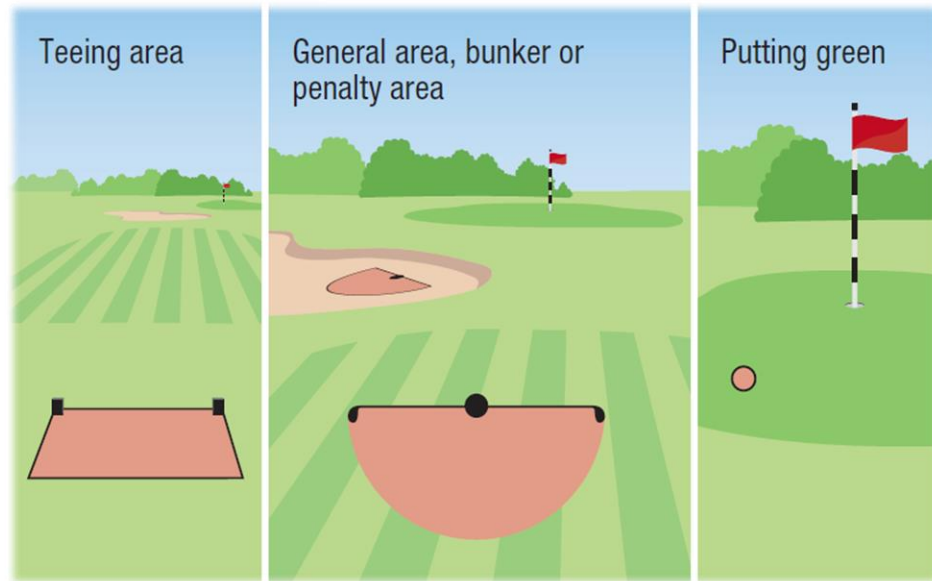
Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(1) Stroke-and-Distance Relief

available from **Red** and **Yellow** *penalty areas*

Play from where the **previous *stroke*** was made
(see Rule 14.6)



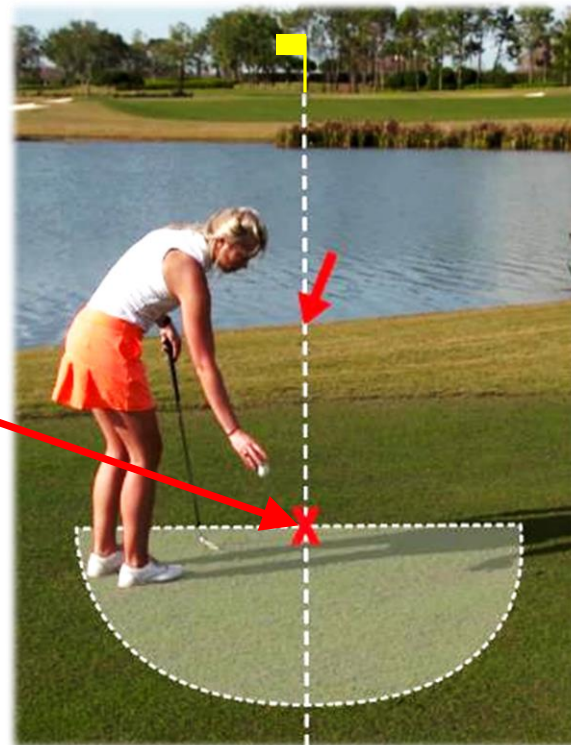
Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(2) Back-On-the-Line Relief

Reference Point:

- a point on the reference line
- chosen by the player
- the player should choose the point by using an object (such as a tee).



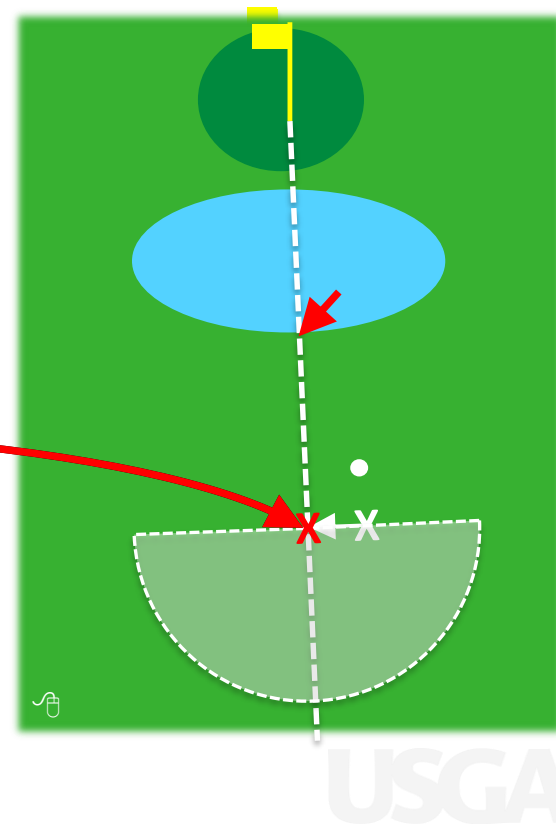
Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(2) Back-On-the-Line Relief

Reference Point:

- If the player doesn't choose, the reference point is the point on the line the same distance from the hole as the dropped ball hits the ground



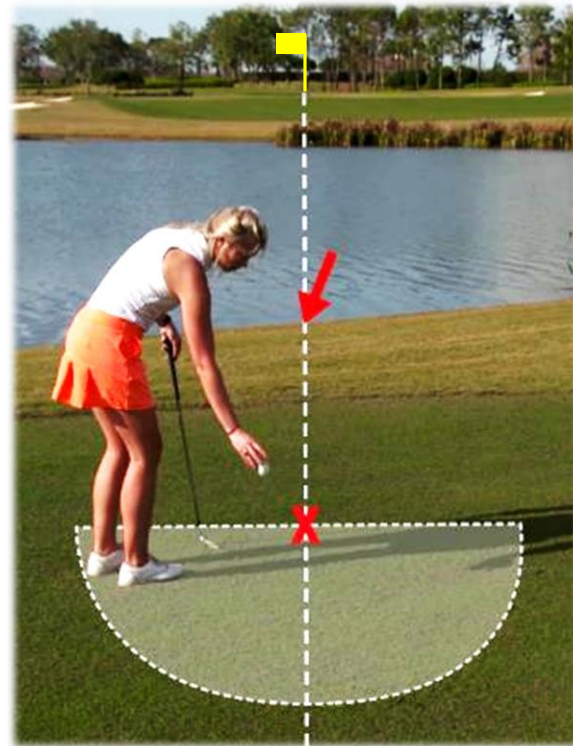
Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(2) Back-On-the-Line Relief

Relief Area Size:

- ONE club-length
- measured from the reference point



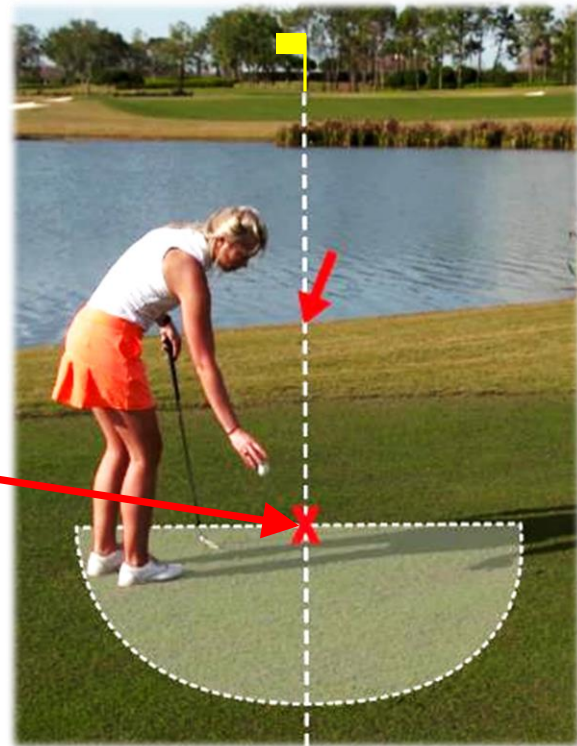
Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(2) Back-On-the-Line Relief

Limits on Location of Relief Area:

- not be nearer the *hole* than the reference point
- may be in **any** area of the course (except the same *penalty area*)



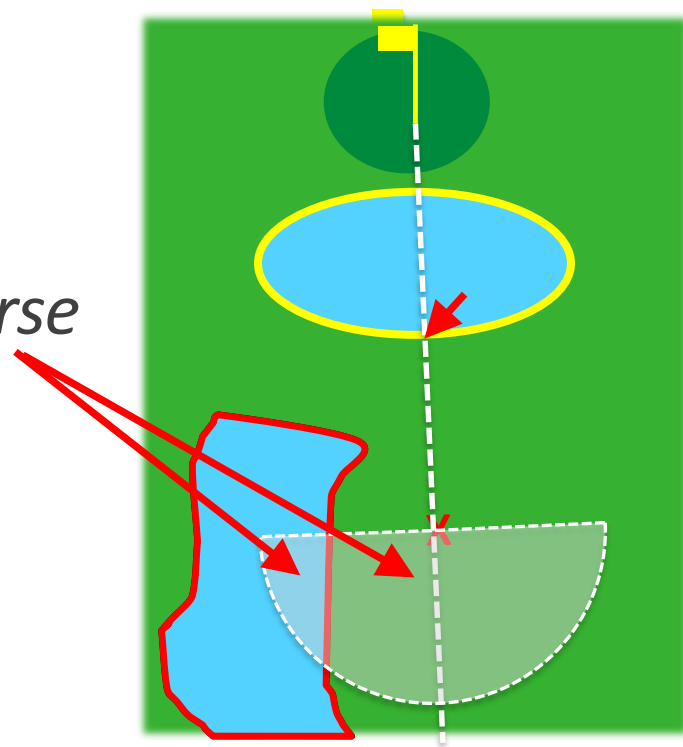
Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(2) Back-On-the-Line Relief

Limits on Location of Relief Area:

- If more than one *area of the course* is in the *relief area*
- the ball must come to rest in the *same area of the course* that the ball first touched when *dropped* in the *relief area*.



Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(3) Lateral Relief (only for **Red** *penalty areas*)

Reference Point:

- where the original ball last crossed the **edge** of the **red** *penalty area*



Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(3) Lateral Relief (only for **Red** *penalty areas*)

Reference Point:

- where the original ball last crossed the edge of the red *penalty area*

Relief Area Size:

- TWO club-lengths
- measured from reference point



Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

(3) Lateral Relief (only for **Red** *penalty areas*)

Limits on Location of Relief Area:

- not be nearer the *hole* than the reference point
- may be in **any** *area of the course* (except the same penalty area)



Relief Options for Ball in Penalty Area (Rule 17.1d)

Relief from Penalty Areas

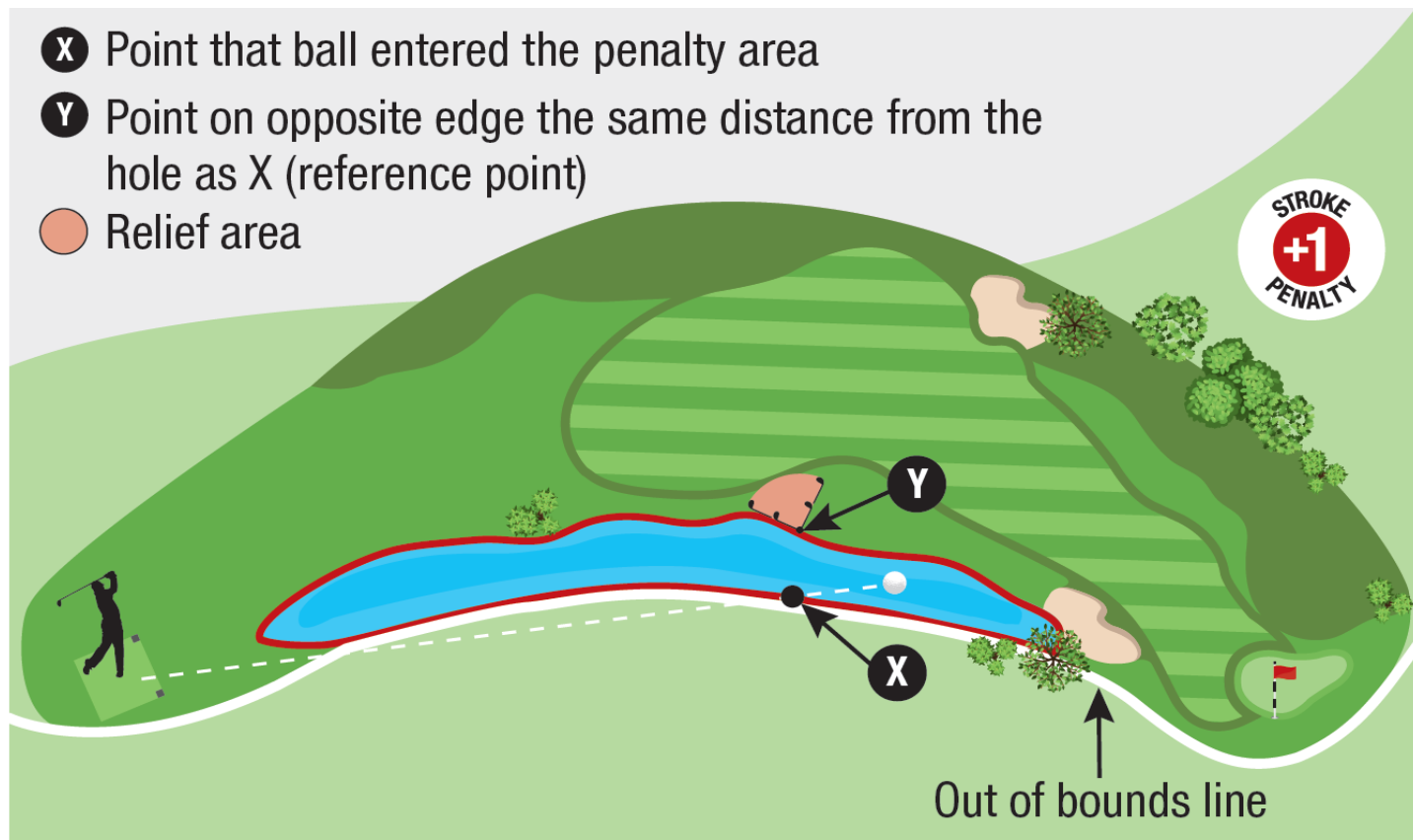
(3) Lateral Relief (only for **Red** *penalty areas*)

Limits on Location of Relief Area:

- If more than one *area of the course* is in the *relief area*
- the ball must come to rest in the **same *area of the course*** that the ball first touched when *dropped* in the *relief area*.



Penalty Area Opposite Edge Local Rule Relief



Penalty Area Opposite Edge Local Rule Relief

Reference Point:

The estimated point on the opposite edge of the *penalty area* that is the same distance from the *hole* as the estimated point where the original ball last crossed the edge of the red *penalty area*.

Unplayable Ball – Relief Options (Rule 19.2)

A player may take unplayable ball relief

- using one of the three options in Rule 19.2a, b or c,
- in each case adding **one penalty stroke**.



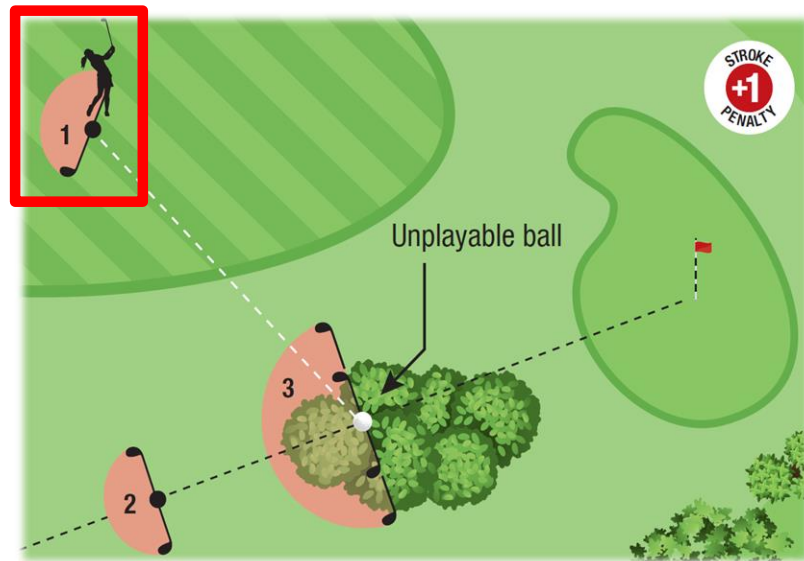
Stroke-and-Distance Relief

Back-On-the-Line Relief

Lateral Relief

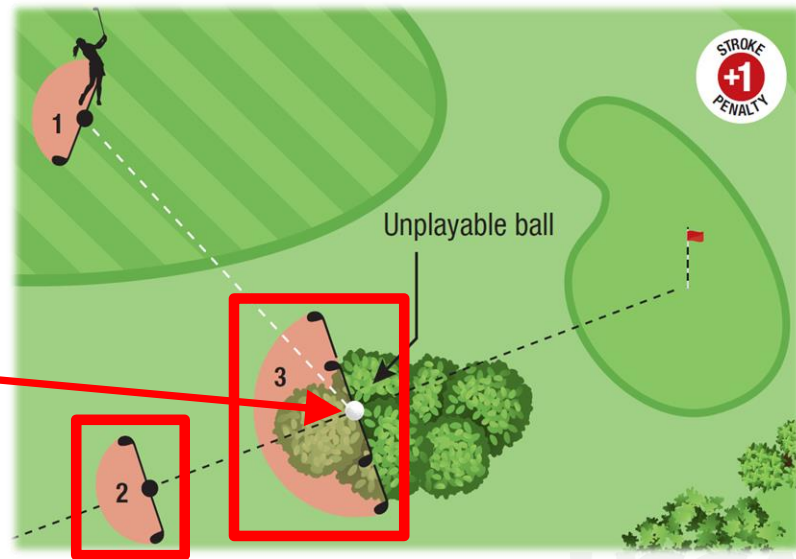
Unplayable Ball – Relief Options (Rule 19.2)

- The player may take stroke-and-distance relief ... even if the original ball has not been found and identified....



Unplayable Ball – Relief Options (Rule 19.2)

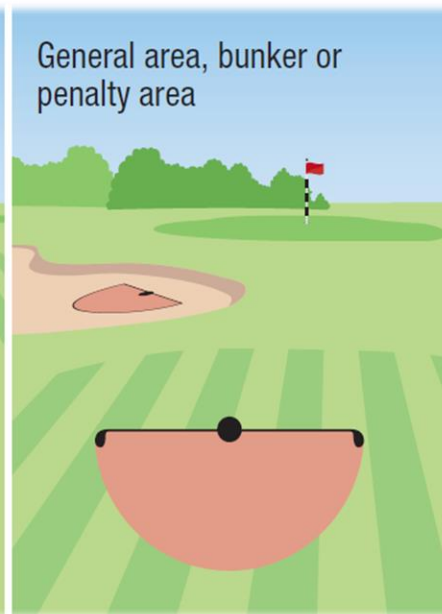
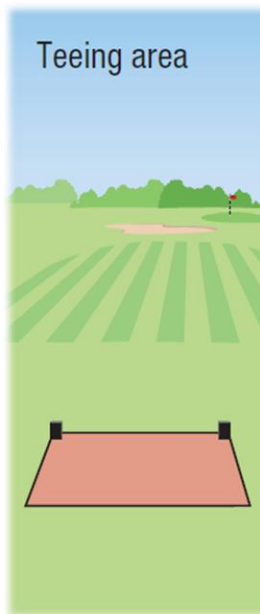
- The player may take stroke-and-distance relief ... even if the original ball has not been found and identified.
- **But** to take
 - back-on-the-line relief or
 - lateral reliefthe original ball must be found.



Unplayable Ball – Relief Options (Rule 19.2)

(1) Stroke-and-Distance Relief

Play the original ball or another ball from where the **previous stroke** was made (Rule 14.6).

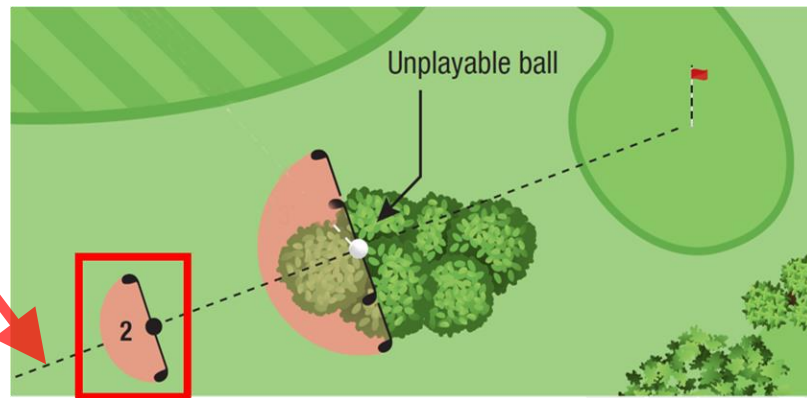


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Drop the original ball or another ball in a *relief area* based on a reference line going straight back

- from the *hole*
- through the **spot**
of the original ball

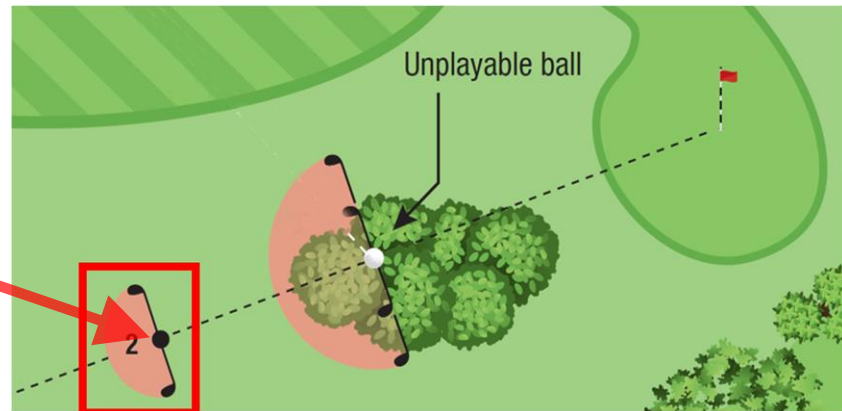


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Reference Point:

- a point on the reference line
- chosen by the player
 - farther from the *hole*
 - than the spot of the original ball

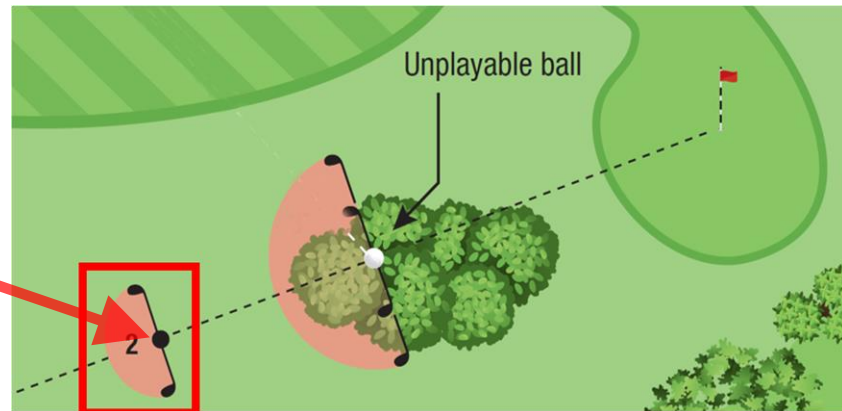


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Reference Point:

- the player should choose the point by using an object (such as a tee).
- If the player doesn't choose, the reference point is the point on the line the same distance from the hole as the dropped ball hits the ground

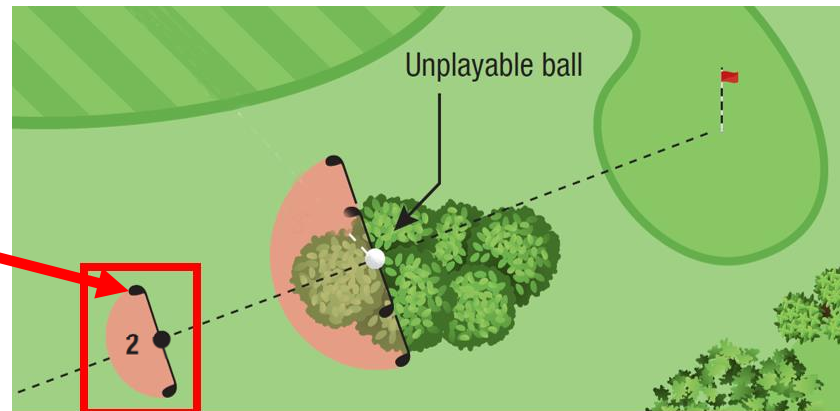


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Relief Area Size:

- ONE club-length
- measured from the ball

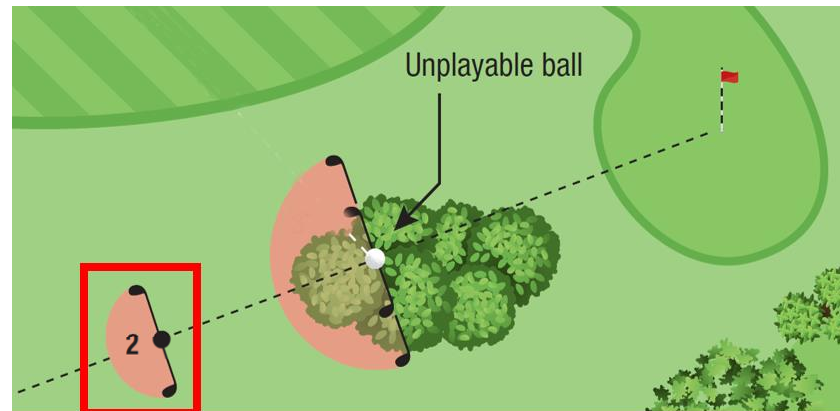


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Limits on Location of Relief Area:

- not be nearer the hole than the reference point
- may be in **any** *area of the course*

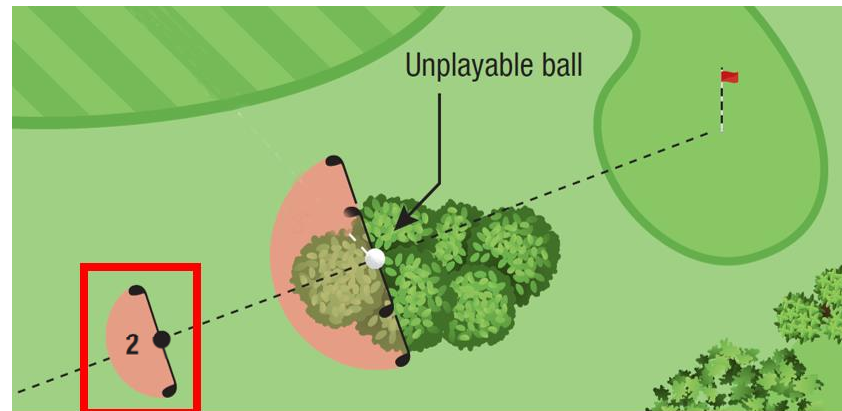


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Limits on Location of Relief Area:

- If more than one area of the course is in the relief area,
- the ball must come to rest in the **same area of the course** that the ball first touched when *dropped* in the *relief area*.



Unplayable Ball – Relief Options (Rule 19.2)

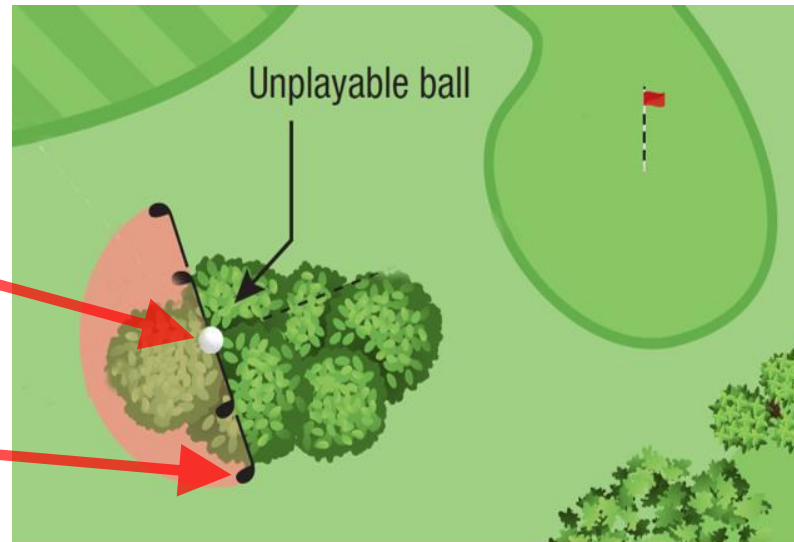
(3) Lateral Relief

Reference Point:

- spot of the original ball

Relief Area:

- TWO club-lengths
- measured from the ball

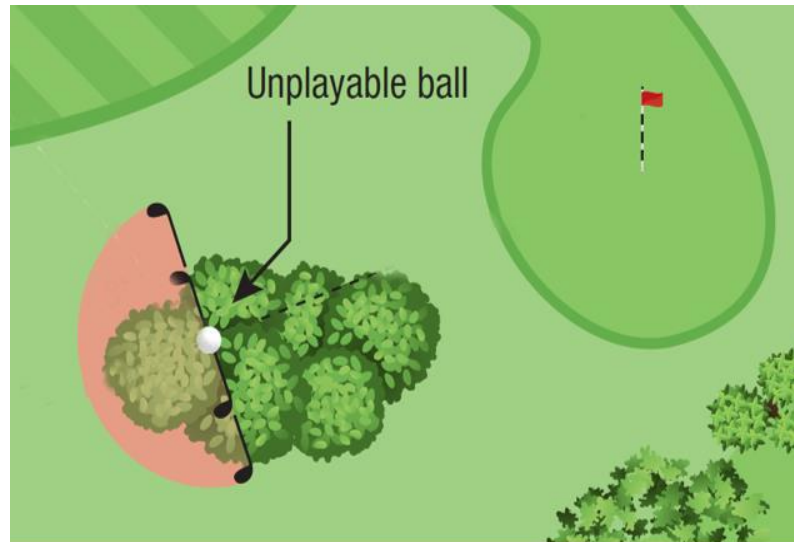


Unplayable Ball – Relief Options (Rule 19.2)

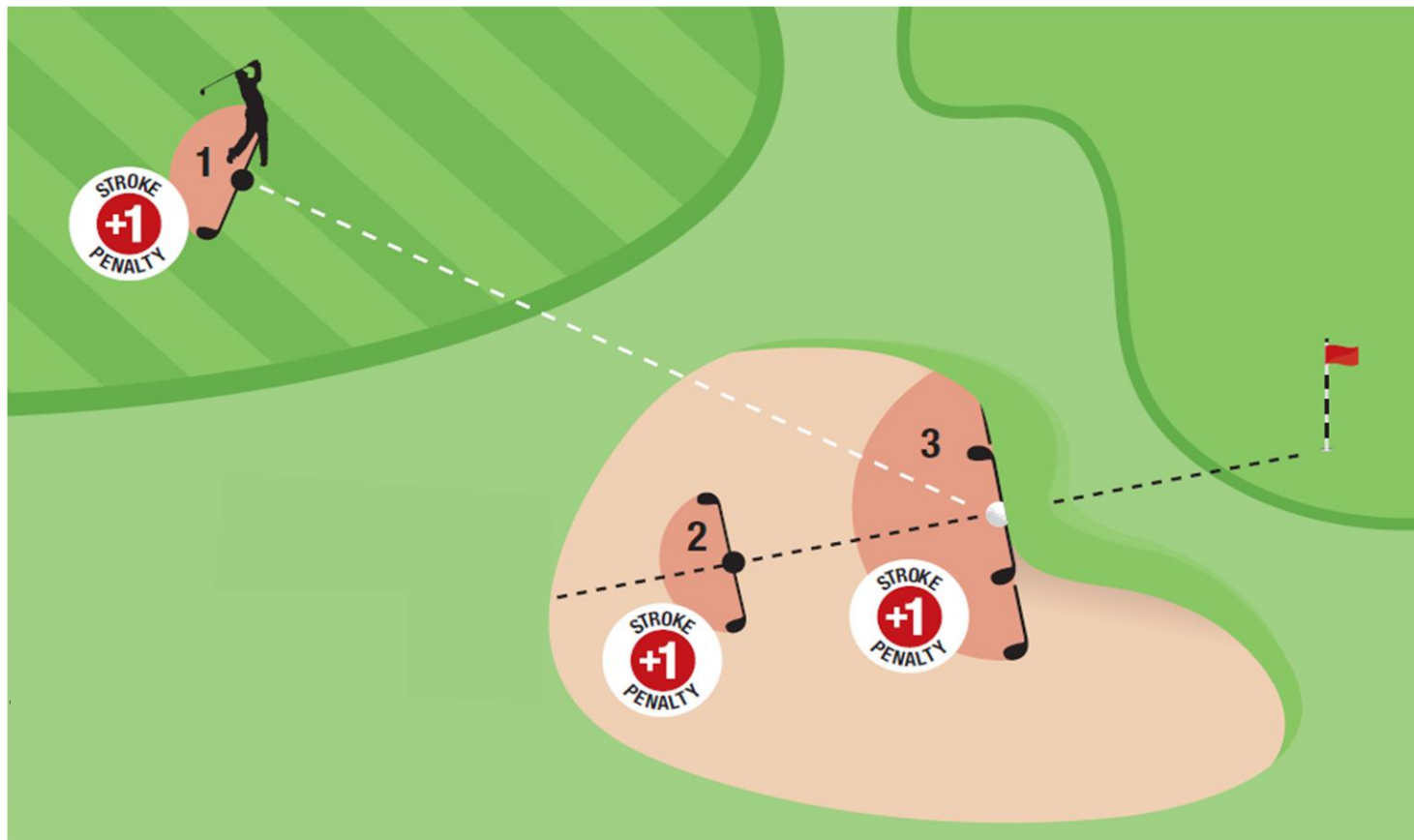
(3) Lateral Relief

Limits on Location of Relief Area:

- same as back-on-the-line



Unplayable Ball – Bunker Relief Options (Rule 19.3)

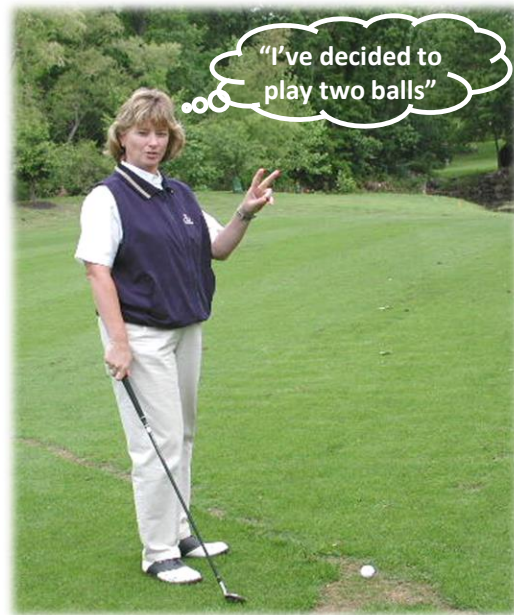


Playing Two Balls in Stroke Play (Rule 20.1c)

Player Procedure

The player must decide to play two balls

- **after** the uncertain situation arises and
- **before** making a *stroke*.

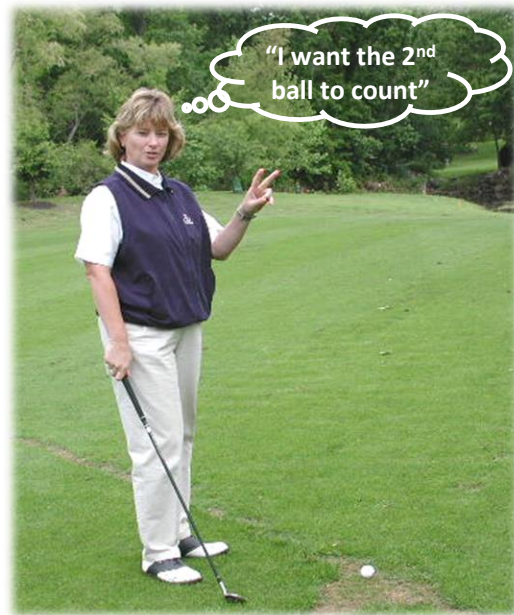


Playing Two Balls in Stroke Play (Rule 20.1c)

Player Procedure

The player should choose which ball will count if the procedure they used is allowed

- by announcing that choice to his or her **marker** or to **another player**
- **before** making a *stroke*.



Playing Two Balls in Stroke Play (Rule 20.1c)

Player Procedure

If the player **does not choose** in time:

- the ball played first
- will be treated as the chosen ball.



Playing Two Balls in Stroke Play (Rule 20.1c)

Player Procedure

Before returning his or her **scorecard**:

- the player must report the facts regarding the play of both balls to the *Committee*
- even if the score with both balls was the same
- failure to report - **disqualification**



Rule 24 Team Competitions (Rule 24)

Overview of Team Competitions

Terms of Team Competition

Team Captain

Advice Allowed in Team Competition



Advice Allowed in a Team Competition (Rule 24)

Person Allowed to Give Advice to Team (Advice Giver)

The *Committee* may adopt a Local Rule allowing each team to name one person (an “**advice giver**”) who may give advice and other help as allowed in Rule 10.2b(2).



Advice Allowed in a Team Competition (Rule 24)

Person Allowed to Give Advice to Team (Advice Giver)

By Local Rule a competition may

- allow each team to name two advice givers
- whether advice givers may be changed during round
- restrict the type of advice that can be given
- restrict when advice can be given



Advice Allowed in a Team Competition (Rule 24)

No Advice Between Team Members

Team members are not partners in individual stroke play:

- While playing, player must not
 - ask for *advice* from a member of his or her team, or
 - give *advice* to member of his or her team playing on the *course*.



Advice Allowed in a Team Competition (Rule 24)

Restriction on Advice Giver Standing Behind Player (Rule 10.2b)



Advice Allowed in a Team Competition (Rule 24)

Restriction on Advice Giver Standing Behind Player (Rule 10.2b)

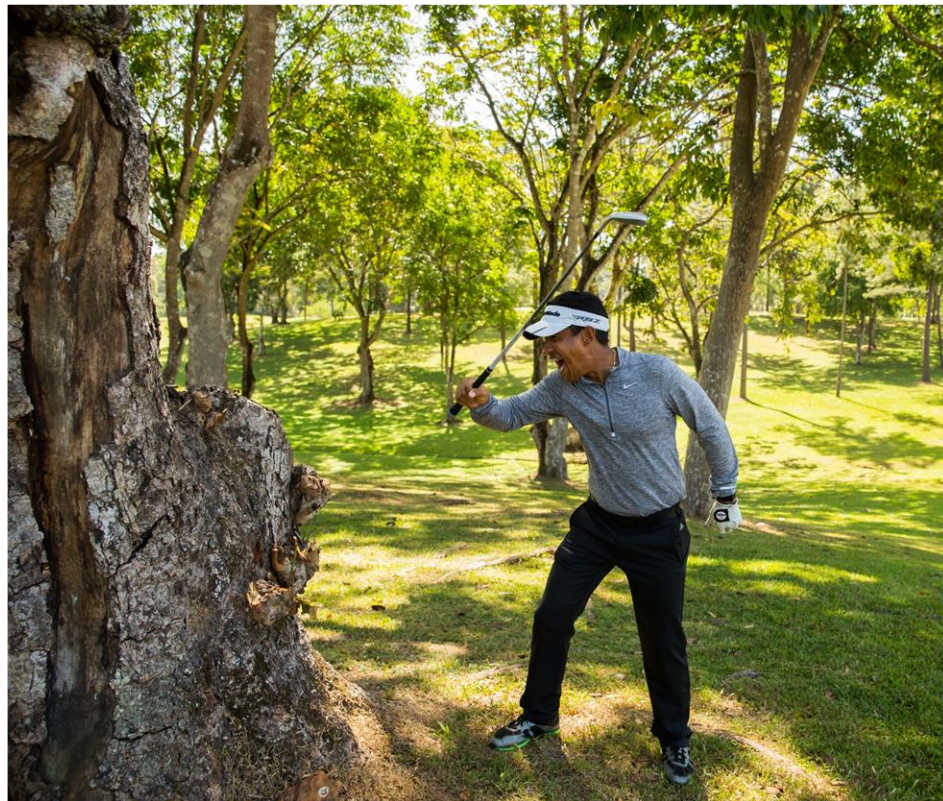
Two Possible Outcomes (Rule 1.3c)

- Player asks you to stand there
- You stand there and the player knows it is not allowed

Clubs & Equipment (Rule 4)

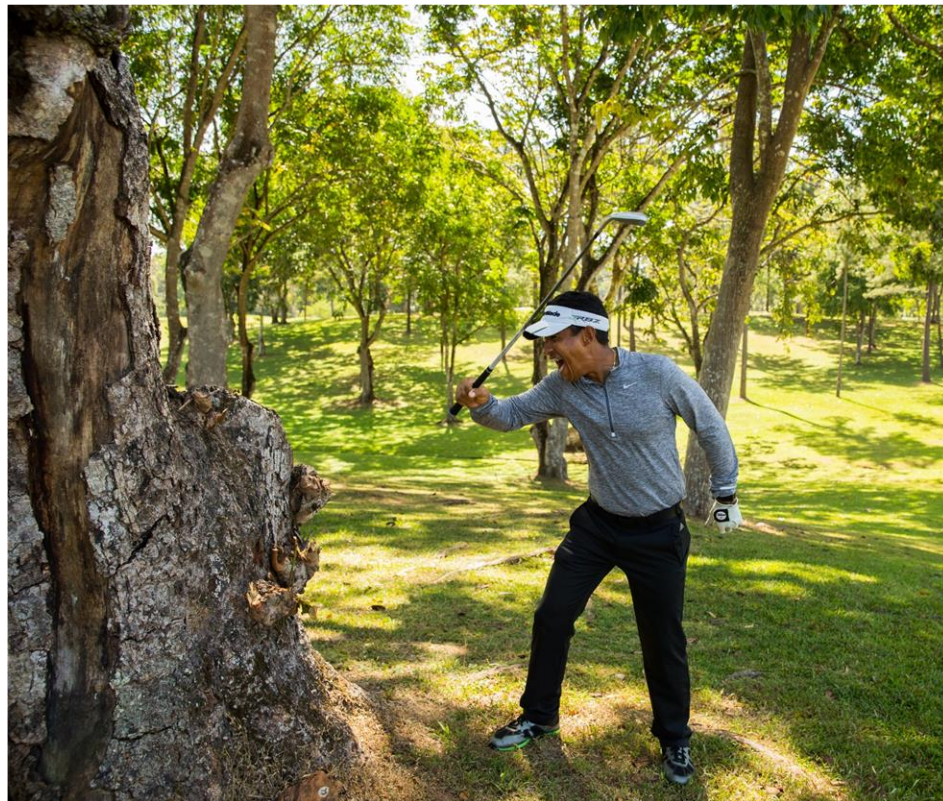
Damage, for any reason,
during your round, either:

- continue play with club, or
- repair it
(using same grip, shaft and head)



Clubs & Equipment (Rule 4)

Replacement allowed **ONLY**
if player is not responsible
for the damage



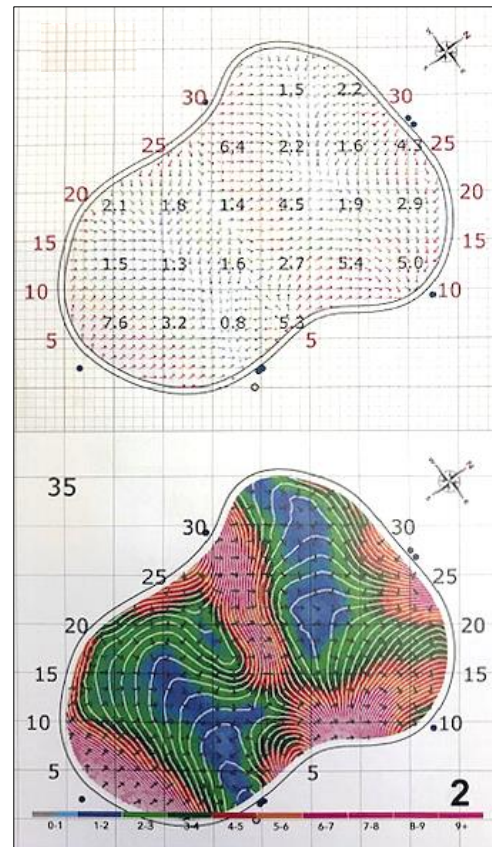
Clubs & Equipment

Distance Measuring Devices permitted unless a Local Rule prohibits them.



Green Reading Materials

- Size Limit
- Scale Limit
- Player & Caddie Notes



Thank You

- See us at our booth with your questions



Thomas Pagel



Craig Winter



David Staebler



Kathryn Belanger



Joe Foley