

# SOME BUNKER(S) OUT OF PLAY



CARTON HOUSE  
GOLF

If a player's ball comes to rest in a Bunker or within its designated surroundings (see imaginary Blue Stakes in picture below), the player **MUST** proceed as per the following 2 options:

(a) Establish the Nearest Point of Relief from the **bunker cut line** (i.e. an imaginary Blue Line margin, between the imaginary Blue Stakes and drop a ball, **without penalty**, within one club length of this point, that is not in a hazard or on a putting green and is not nearer the hole.

(b) Under Stroke & Distance, Rule 18.1, **for a penalty of one stroke**, play a ball as nearly as possible at the spot from which the original ball was last played.

