

PLAYING THE MERCHANTS

A guide for new and a reminder for established members

General

Be aware of the items on Etiquette, Care of the Course and Safety at the beginning of the Fixture booklet.

Maintain a good pace of play.

Give way to players who are further round the course.

Please repair plug marks made on all the greens even if you were not responsible-IF EVERYONE DID SOME, SOON THERE'D BE NONE !!

If you think your ball may be heading in the direction of other players, shout "Fore". If in doubt, shout.

If a staked tree interferes with your swing, see the Local Rules printed on the back of the Scorecard for the procedure to be followed.

If a sprinkler head within 2 club-lengths of your ball interferes with your stance or line of play and the sprinkler head is within 2 club-lengths of the green, again refer to the Local Rules for guidance. Note that there is no relief for a sprinkler head on your line of play outside 2 club-lengths.

Always mark your ball before you lift it for any reason.

Always carry a Rules of Golf book with you to help you follow proper procedure.

Practice

It is regrettable that the Club does not have greater practice facilities than those near the clubhouse. If you wish to practice iron shots, the area between the 4th fairway and the 5th green may be used, giving due consideration to those playing the course. On no account practise iron play from a fairway.

The First Tee

One of the great things about the Merchants is that there is no booking system for normal play. If the 1st tee is busy the 10th tee can be used providing players are not approaching the 9th green.

Players playing a Club tie are given courtesy of the first tee however.

Hole 1

Allow players having completed the 9th hole to cross the fairway towards the 10th tee before teeing off.

The car park enclosure and the adjoining garden areas are out of bounds.

Hole 2

If you can see players playing the 9th hole, allow them to clear the area you are likely to drive into before teeing off.

The walls on the left and the tractor shed are integral parts of the course, so there is no free relief for a ball ending up against the wall, for example.

If your ball is plugged in a bank above or below the green, regrettably there is no free relief. If you cannot play your ball, you must follow the procedure for an unplayable ball (Rule 28).

If your ball lies on the double putting green beyond the hole for the 8th, and the hole is on the line of your putt, you may without penalty, lift your ball and place it clear of the intervening hole but no nearer the hole that you are playing.

If your ball lies on the double putting green behind the tongue, there is no free relief and the ball should be played as it lies (perhaps with a putter) or declared unplayable.

HOLE 3

The fence on the left hand side of the fairway is a boundary fence.

There is a pile of soil on the right of the fairway marked with blue stakes to indicate Ground Under Repair. If you end up here, you must take relief (no penalty)- within 1 club-length of the nearest point of relief, not nearer the hole. If your ball is seen to enter this area and cannot be found, relief is available under Rule 25-1.

If necessary, ring the bell on completion of the hole.

Hole 4

The high fence to the left of the tee is an integral part of the course.

The low fence to the left is a boundary fence.

If your ball ends up on the artificially surfaced path from the tee to the end of the wall, you may play it as it lies or, without penalty, you may lift the ball and drop it within 1 club-length of and not nearer the hole than the nearest point of relief.

Hole 5

The fence behind the green is a boundary fence. If there is a possibility of your tee shot having gone out of bounds through the fence, it is recommended that, to save you having to walk back to the tee, you should play a provisional ball off the tee.

If your ball ends up next to the hedge but not through the fence so that it is unplayable, you may take a 1 stroke penalty and lift the ball and drop it in the nearest dropping zone.

Hole 6

The high fence to the right of the tee is an integral part of the course.

The fences on the right and left of this hole are boundary fences.

The wooden fence at the back of this green is a boundary fence. If your ball has gone under or over this fence, your only option is to go back to where you played your approach from and replay your shot. (If your 3rd shot has gone out of bounds, you would now be playing your 5th shot).

If your ball ends up so near the fence that it is unplayable, you may take a 1 shot penalty and drop the ball in the nearer of the 2 drop zones.

The drain cover on the green is an immovable obstruction and relief is available under the rule 24-2.

Hole 7

The wall to the left and right front of the green is an integral part of the course.

If you hit your ball into the whins at the back of the green, play a provisional ball in case it is lost. (Note that if you do find your first ball and it is unplayable, you cannot then use your provisional ball and must follow the unplayable ball procedure: Rule 28).

If your ball runs down the artificially surfaced path below the green and stops on the path, you may follow the same procedure as on the 4th hole. However it is more likely that the ball will roll off the path at the bottom of into an unplayable position, in which case you must follow the unplayable ball procedure.

HOLE 8

The wall and fence running from tee to green on the right of this hole are boundaries of the course.

Note that on the left, beyond the nearest trees, there is an Out of Bounds area marked by white posts.

The area to the right of the dog-leg is out of bounds. The line of white posts on the top of the bank and beyond the trees at the far side, marks the out of bounds.

Before teeing off go to the front right of the tee and check there is nobody in the dip on the 8/16th fairway.

Wait for players who are completing the 15th hole and tee off together.

Wait until players in front are on the 9th tee before playing your approach shot to the green.

The supports for the high out of bounds fence are immovable obstructions. If they interfere with your stance or area of intended swing, a free lift may be taken as prescribed in Rule 24-2.

The rules regarding the tongue and the bankings are the same as for the 2nd hole. The rule for the wrong hole intervening on the line of a putt is similar to that for the 2nd hole.

Hole 9

The fence running from tee to green on the right of this hole is a boundary fence.

The wall on the left of the fairway is an integral part of the course.

The car park enclosure and Nancy's Garden at the back of the green are Out of Bounds.

If your ball ends up so near the wooden surround of Nancy's Garden that it is unplayable, you may take a 1 shot penalty and lift the ball and drop it in the dropping zone which is on the 1st fairway.

Hole 10

Cutting in at the 10th tee is prohibited when players can be seen approaching the 9th green.

Give way to players playing the 18th-allow them to play their tee shots before you leave the 10th tee.

A ball lying within the area surrounding the Clubhouse, the practice putting green and the practice nets as defined by the white lines and stakes is out of bounds.

The fence to the right of the fairway is a boundary fence. Its supporting struts are immovable obstructions.

If your ball ends up within the planted area beyond and to the right of the green, you may lift it and drop it, without penalty, in the nearby dropping zone.

Hole 11

The fence to the right of the fairway is a boundary fence. Its supporting struts are immovable obstructions.

When you finish this hole you are requested to go back to the top of the plateau and signal that the green is clear. In Competitions you should wait until the players following have hit their tee shots and if necessary assist in marking them.

Hole 12

The fence to the right of the fairway is a boundary fence. Its supporting struts are immovable obstructions.

If your ball ends up on the path just short of the marker pole, it may be played as it lies or, without penalty, may be lifted and dropped within 1 club-length and not nearer the hole than the nearest point of relief as prescribed in Rule 20-2.

When you finish this hole you are requested to go back to the marker pole and signal that the green is clear. In Competitions you should wait until the players following have hit their tee shots and if necessary assist in marking them.

Hole 13

Do not play from the tee until players you can see approaching the 15th hole are on the green and players leaving the 8th/16th tees are out of range.

If your ball is plugged on the fairway or the closely mown area near the green, it may be lifted, cleaned and dropped as near as possible to where it lay but not nearer the hole, without penalty. If your ball is plugged on the green, follow the same procedure but place the ball instead of dropping it.

If your ball ends up on the 15th green, it is on a "Wrong Putting Green". Find the nearest point of relief and drop within 1 club-length, without penalty.

Hole 14

Cutting in at this hole is prohibited when players are playing the 13th hole.

Give way to players playing the 15th. When on the 14th fairway, hang back or move forward and stand near the wall on the left and allow players to tee off at the 15th.

The wall to the left of the fairway and the fence behind the green are course boundaries.

Hole 15

When you are teeing off, pay particular attention to other players who are playing the 13th and 14th and make a definite effort to walk forward from the medal tee to see if anyone is in danger on the 13th before teeing off. WHEN IN DOUBT , SHOUT.

If your ball ends up on the 13th green, you are on a "Wrong Putting Green".

Hole 16

Wait for players approaching the 8th tee and tee off together.

The boundaries for the fairway are as for the 8th, but in addition a ball lying over but not beyond the wall to the left of the fairway is Out of Bounds. The end of the Out of Bounds is marked by white posts.

The tractor shed is an integral part of the course.

Hole 17

Walk forward and towards the right of the tee to ensure that the players ahead have completed the hole, and have left the green before teeing off.

Hole 18

Boundaries are as for the 10th hole and also the wall behind the green is a boundary wall.

The artificially surfaced path behind the green is an immovable obstruction and relief should be taken under Rule 24-2. i.e.

- play it as it lies.
- without penalty, lift and drop within 1 club-length of and not nearer the hole than the nearest point of relief.
- without penalty, lift and drop in the dropping zone under the tree.

If your ball lies on the area of path below the drain (directly level with the tree beside the 18th green), including the hut, the air hose area and extending to the top of the steps, relief must be taken using the dropping zone below the green, Rule 24-2.

The flower beds and rockery areas between the 18th green and 1st tee (as defined by blue stakes) are "Ground Under Repair" from which play is prohibited. If a player's ball lies in the area, or it interferes with the player's stance or intended swing the player must take relief under Rule 25-1.

If your ball ends up on the steps behind the 10th tee or on the path behind the 1st tee, the player must lift the ball and drop it, without penalty, within 1 club length of and not nearer the hole than the nearest point of relief.