

SEASCALE GOLF CLUB - Safety on the Golf Course

General Safety Points

- Always consider **your** safety and that of your playing partners, fellow players, greens staff and members of the public.
- You are responsible personally for any injury or damage that you cause and you should have personal liability insurance sufficient to cover any injuries to yourself, fellow players, members of the public and damage to property.
- Members of the public have right of way on all public footpaths. You **MUST NOT** play your shot if a member of the public could be placed in danger. Public rights of way on road to right of 1st and 2nd – along the boundary from 17th to 13th greens – from 14th tee past 10th green, 11th tees and up right hand side of 9th.
- **DO NOT** play a shot if fellow players are within range.
- **DO NOT** play a shot if greens staff are working ahead – wait until they have waved you on and stood clear.
- **DO NOT** tee off in foggy conditions if you cannot see the first left hand bunker on 1st hole.
- **Slips, trips and falls:** Please take care when using steps - some may be slippery when wet. Watch out for rabbit holes some of which may be hidden.
- Observe the safety instructions for Buggies on the course.
- There are adders on the golf course. They are venomous, but not aggressive. They are a protected species and must not be harmed or interfered with.

Safety Hole by Hole

Hole 1 Public in range? – Don't play. Allow players ahead to reach the green.

Hole 2 Public in range? – Don't play. Allow players ahead to reach the green.

Hole 3 Allow players ahead to clear corner of dyke. Watch out for drives from 4th tee.

Hole 4 Allow players ahead to clear the ridge. Watch out for players coming down 3rd. Take care in the right hand semi-rough against stray balls from 5th tee.

Hole 5 Allow players ahead to clear the area from men's 6th tee to gap in dyke. Wait at tee until players on 6th blue tee have driven off. Watch out for players in the right hand semi-rough on 4th.

Hole 6 Allow players ahead to clear the ridge. Watch out for blind second shot – allow players to clear the green.

Hole 7 Allow players ahead to clear the fairway cross bunker.

Hole 8 Watch out for players on 4th tee and out of sight on 3rd green.

Hole 9 Don't play until the bell has rung. Always ring the bell to say you are clear. Public in range on right? - Don't play.

Hole 10 Public in range? – Don't play. Watch out for players on 11th tee.

Hole 11 Allow players ahead to clear the halfway mounds. Watch out for players on 12th fairway and rough.

Hole 12 Allow players ahead to clear the bunker plus 100 yards. Watch out for players on 12th fairway and rough.

Hole 13 Public in range? – Don't play. Allow players ahead to reach the 14th tee.

Hole 14 Public in range? – Don't play. Allow players ahead to clear the fairway ridge. Allow players from 15th tee to get well clear 14th front area.

Hole 15 Allow players ahead to reach the green. Watch out for players coming up 14th and 16th fairways and rough.

Hole 16 Allow players ahead to clear the ridge beyond 14th green. Watch out for players coming down 15th fairways and rough. Public in range? – Don't play. Blind shot to green – Don't play until players ahead are on 17th tee.

Hole 17 Don't play until the bell has rung. Always ring the bell to say you are clear. Public in range on right? - Don't play.

Hole 18 Blind shot. Don't play until players ahead are on the green. Report to bar staff any balls struck into area of road, houses or car parks.

