



The  
Ashbury  
Golf Resort

# KIGBEARE COURSE

**ASHBURY RESORT** ☎ **01837 55453**

**WHITE** 6528 YDS PAR 72 COURSE RATING 72 SLOPE INDEX 121

**YELLOW** 6152 YDS PAR 72 COURSE RATING 70.1 SLOPE INDEX 119

**RED** 5331 YDS PAR 73 COURSE RATING 71 SLOPE INDEX 122

IT WOULD BE EXPECTED THAT AS A 4 BALL YOU REACH THE 10TH TEE AFTER 2HRS 20MINS

DATE:		TIME:		TIME AT 10TH:	
COMPETITION:				H'CAP	STROKES RECEIVED
PLAYER	A				
	B				
	C				
	D				

MARKER (D)	HOLE	WHITE			YELLOW			RED			A	B	C	NET	PTS
		YDS	PAR	S/I	YDS	PAR	S/I	YDS	PAR	S/I					
	1	344	4	11	340	4	11	327	4	5					
	2	414	4	3	352	4	3	269	4	11					
	3	205	3	13	177	3	13	138	3	15					
	4	288	4	17	269	4	17	248	4	17					
	5	366	4	9	346	4	9	300	4	7					
	6	435	4	1	401	4	1	355	4	1					
	7	215	3	15	205	3	15	152	3	13					
	8	429	4	5	403	4	5	374	5	9					
	9	472	5	7	455	5	7	388	5	3					
	OUT	3168	35		2948	35		2551	36						

REPAIR ALL DIVOTS AND PITCHMARKS - IT MIGHT BE YOU IN THEM NEXT TIME

MARKER	HOLE	WHITE			YELLOW			RED			A	B	C	NET	PTS
		YDS	PAR	S/I	YDS	PAR	S/I	YDS	PAR	S/I					
	10	514	5	6	483	5	6	400	5	6					
	11	415	4	2	383	4	2	352	4	2					
	12	216	3	12	204	3	12	176	3	12					
	13	365	4	18	336	4	18	309	4	18					
	14	450	5	10	442	5	10	395	5	10					
	15	382	4	4	372	4	4	338	4	4					
	16	546	5	8	534	5	8	420	5	8					
	17	172	3	16	160	3	16	134	3	16					
	18	300	4	14	290	4	14	256	4	14					
	IN	3360	37		3204	37		2780	37						
	OUT	3168	35		2948	35		2551	36						

<b>TOTAL</b>	6528	72		6152	72		5331	73							
<b>HANDICAP</b>															
<b>NET SCORE</b>															

MARKERS SIGNATURE \_\_\_\_\_ PLAYERS SIGNATURE \_\_\_\_\_

**✘ GOLF BUGGIES MUST BE KEPT ON CART PATHS AT ALL TIMES**

**OUT OF BOUNDS** - (Penalty – if the ball comes to rest out of bounds, play another ball from where the last shot was taken)

A ball is out of bounds when lying:-

- a) Outside any boundary hedge or fence.
- b) Beyond the inside face at ground level of any line of white posts.
- c) Outside any white line or post.

**GROUND UNDER REPAIR** - (free drop within one club length of the nearest point of relief that is not nearer the hole).

- a) Any area encircled by blue posts or white lines.
- b) All vehicle tracks, buggy roads or tractor marks through the green (anywhere).
- c) All wood chipped or stoned areas, except bridges which are deemed to be an integral part of the hazard.
- d) All flower and shrub beds,
- e) All trees marked by a stake, as well as sprayed off areas under trees that have been cleared to aid cutting.

**IMMOVABLE OBSTRUCTION**

All parts of the automatic watering system, all tee markers, all direction signs, all walls and all safety netting. Relief as for GUR may only be taken if the obstruction interferes with the stance or swing, not for line of sight.

**WATER HAZARDS** - (marked by yellow stakes which are deemed to be in the hazard and extend vertically upwards and downwards). Relief under penalty of one stroke may be obtained by dropping a ball as far behind the hazard in line with the flag and where the ball crossed the hazard with no limit.

**LATERAL WATER HAZARD** - (marked by red stakes which are deemed to be in the hazard and extend vertically upwards and downwards). Relief under penalty of one stroke. A ball may be dropped on the same side of the hazard as the hole within two club lengths of the point at which the ball crossed the boundary of the hazard but not nearer the hole or a point on the opposite margin of the hazard equidistant from the hole.

**ON THE PUTTING GREEN** - If an old hole plug or artificial cap is in the "line of putt", free relief may be taken. The "line of putt" includes a reasonable distance on either side of the intended line. The "line of putt" does not extend beyond the hole.

The ball must be placed in the nearest lie most similar to the original lie that is not more than one club-length from the original lie, not nearer the hole and not in a hazard.

Old hole plugs or ball marks on the putting green may be repaired if desired.

**GREENS** - All greens not in play **MUST** be treated as prohibited areas and relief obtained as for GUR.

**SAND TRAPS** - If storm damage in a sand trap interferes with a players stance or swing the players may:-

- a) Play the ball as it lies.
- b) Drop the ball in the bunker without penalty at the nearest point of relief, not nearer the hole.
- c) Drop the ball behind the bunker under penalty of one stroke.
- d) Declare the ball unplayable and proceed in accordance with Rule 28.
- e) Take free relief from the entire sand base of any bunker in which a blue post has been placed.

**DIVOTS** - A ball coming to rest in a divot on a fairway may be lifted but not cleaned and placed within 6" of its original lie not nearer the green without penalty.

**NOTES**

**1** A ball **MAY** be cleaned when lifted:-

- a) On a green.
- b) Relief from GUR.
- c) Relief from an unplayable lie.
- d) A preferred lie.
- e) Relief from an immovable obstruction.

**2** A ball **MAY NOT** be cleaned when:-

- a) Lifted upon request of another player when the ball is interfering with that players stroke.
- b) Lifted for identification purposes.

**3** When preferred lies are in operation, usually during British winter time, a ball should be marked, lifted, cleaned and replaced within 6 inches of its original lie, but not nearer the hole, without penalty through the green (this means anywhere).

**GREEN & YELLOW POSTS** at 150 yards to centre of green.

**GREEN POSTS** at 150 yards to centre of alternate green.

**WHITE PLATE** in centre of fairway at 100 yards to centre of main green.

**DIRECTIONS**

**Clubhouse to 1st tee**

From the golf shop, turn right past the front of the buggy sheds and the 1st tee is situated by the dining room.

**Clubhouse to 10th tee**

From the golf shop, turn right past the front of the buggy sheds and along the back of Kigbeare 1st tee and 18th green. Continue down the far side of the Kigbeare 18th fairway. Half way down the 2nd join the path past the 17th hole, continue past the 3rd green, 4th hole, and at the 5th green follow the path round to the left in front of 15th tee and round to the Kigbeare 10th tee.

**9th green to clubhouse**

Follow the signs to the Kigbeare 10th tee. Take the path to your left in front of the 15th tee and follow 5th, 4th, 3rd, 2nd, 1st holes back to the clubhouse.

# KIGBEARE COURSE MAP

