

OAKWOOD COURSE

ASHBURY RESORT 📞 01837 55453

WHITE	5502 YDS	PAR 68	COURSE RATING 66.8	SLOPE INDEX 117
YELLOW	5299 YDS	PAR 68	COURSE RATING 65.8	SLOPE INDEX 115
RED	4637 YDS	PAR 71	COURSE RATING 67.7	SLOPE INDEX 119

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

DATE:			TIME:	TIME AT 10TH:				
СОМРЕ	TITIC	N:		H'CAP	STROKES RECEIVED			
	Α							
YER	В							
PLA	С							
	D							

MARKER HOLE	HOLE.	WHITE			YELLOW			RED				В	С	NET	PTS
(D)	HULE	YDS	PAR	S/I	YDS	PAR	S/I	YDS	PAR	S/I	Α	B		NET	PIS
	1	223	4	15	220	4	15	184	4	15					
	2	426	4	3	414	4	3	388	5	1					
	3	300	4	11	290	4	11	269	4	9					
	4	328	4	7	321	4	7	292	4	5					
	5	179	3	9	166	3	9	146	3	13					
	6	270	4	17	265	4	17	235	4	17					
	7	429	4	1	416	4	1	378	5	3					
	8	176	3	13	169	3	13	150	3	11					
	9	404	4	5	396	4	5	376	5	7					
	OUT	2735	34		2657	34		2418	37						

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

MARKER HOLE	UOI E	WHITE			YELLOW			RED			A	В	С	NET	PTS
MARKER	HOLE	YDS	PAR	S/I	YDS	PAR	S/I	YDS	PAR	S/I	A			NEI	PIS
	10	215	3	14	202	3	14	188	3	8					
	11	446	5	4	440	5	4	366	5	2					
	12	417	4	8	407	3	6	365	4	10					
	13	161	3	16	151	3	16	138	3	16					
	14	355	4	2	340	4	2	281	4	4					
	15	256	4	18	248	4	18	208	4	12					
	16	212	3	6	172	3	10	117	3	14					
	17	507	5	10	494	5	8	430	5	6					
	18	198	3	12	188	3	12	126	3	18					
	IN	2767	34		2642	34		2219	34						
	OUT	2735	34		2657	34		2418	37						
TOTA	\L	5502	68		5299	68		4637	71						

TOTAL	5502	68	5299	68	4637	71			
HANDICAP									
NET SCORE									

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 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 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

Follow the main drive through the residents car parks. The 1st tee of the Oakwood is on your left just past the greenkeepers workshops.

Clubhouse to 10th tee

Follow the main drive through the residents car parks. The 18th green of the Oakwood is on your left just past the green keepers workshops. Continue up the 18th hole turn left past the 7th tee and follow the 7th, 8th and 9th holes.

9th green to clubhouse

From the 9th green follow the path past the 10th hole. Take the path to the left which will take you past the 14th, 15th and 16th holes. Turn right past the 7th green. At the 7th tee follow the path left which will take you back to the 1st hole. From this point follow the path.

