



HOLE		1	2	3	4	5	6	7	8	9	OUT
PAR		4	3	4	4	4	5	3	4	4	35
BLUE	72.4/136	362	221	440	400	401	555	192	377	386	3334
CHAMPIONS	71.6/134	362	167	412	377	401	555	192	377	386	3229
WHITE	M: 70.7/131 L: 76.6/139	332	167	412	377	363	525	176	357	362	3071
GREEN	M: 69.4/129 L: 75.0/136	313	154	412	349	334	510	152	357	354	2935
PLAYERS	M: 66.7/126 L: 72.4/133	332	130	412	317	289	434	152	357	354	2727
MEN'S STROKE ALLOCATION		11	17	7	1	3	13	15	9	5	
RED	M: 66.2/122 L: 71.1/128	288	130	381	317	289	434	146	320	333	2638
CHALLENGER	69.9/123	203	130	381	317	289	434	95	320	287	2456
YELLOW	59.3/99	203	100	190	178	131	290	95	150	287	1624
LADIES' STROKE ALLOCATION		13	17	9	3	11	1	15	7	5	

U.S.G.A. RULES GOVERN ALL PLAY  
 EXCEPT WHERE MODIFIED BY THE FOLLOWING LOCAL RULES:  
 LOCAL RULES

- BOUNDARIES: Inside edge of white stakes and/or property fence posts, and/or white dots on the cart paths, at ground level.
- WATER HAZARDS: Defined by yellow lines and designated by yellow stakes. When both stakes and lines are present, the lines govern the margin of the hazard.
- LATERAL WATER HAZARDS: Defined by red lines and designated by red stakes. When both stakes and lines are present, the lines govern the margin of the hazard.
- EMBEDDED BALL RULE: Appendix I, through the green.
- OBSTRUCTIONS: White-lined areas tying into artificially-surfaced roads or paths are declared to be part of the obstruction. The player shall proceed under rule 24, if relief is taken.
- GROUND UNDER REPAIR: (a) Areas defined by white lines. (b) French drains, which are exposed trenches filled with rocks or stones. (c) Fire ant mounds. (d) All construction repair whether marked or not. (e) All newly sodded areas whether marked or not.
- Siren System: Our golf course is equipped with an automatic Thor Guard Lightning Detection System. When the system detects that lightning is in the area it will trigger **one long blast** from our sirens located at the restrooms on #4 and #14 and the Clubhouse. Please clear the course. **Three short blasts** signal the all clear.