



Local Rules Pestana Silves Golf Course

THE RULES OF THE ROYAL AND ANCIENT GOLF CLUB OF ST. ANDREWS AS ENDORSED BY THE PORTUGUESE GOLF FEDERATION APPLY.

OUT OF BOUNDS – (Rule 18)

Beyond any Wall, Fence or White stakes bounding the course.

Hole 4 – Beyond white lines/stakes to RHS of green.

Hole 10 - Local Rule -When playing this hole a ball coming to rest on 11th or 5th hole is out of bounds.

Hole 17 – The boundary is defined by the edge of the Kerb nearest the 17th Fairway, white stakes with black tops have been placed for visibility. These stakes are Moveable Obstructions (Rule 15.2a)

Hole 18 – Practice Green and Clubhouse Patio.

PENALTY AREAS - (Rule 17)

Water Hazard – Yellow Stakes and/or Lines Lateral Water Hazard Red stakes and/or line.

Hole 10 (Lateral Penalty Area on Left Hand Side) Provisional ball may be played (Rule17.1d) In addition if your ball ends up in the penalty area to avoid dropping on the path a player can take penalty relief directly on the fairway to Right Hand Side of path (Nearest point of relief, one club length) this is in order to speed up pace of play.

Hole 12 (Playing ball over Lake) - Local Rule - Provisional ball may be played (Rule17.1d)

ABNORMAL COURSE CONDITION (Rule 16)

Immovable Obstructions -All course furniture including Sprinkler Heads, Control Boxes, Ball Washers, Information Boards, Drainage Pipes & Grills, Manhole Covers, Wells, Permanent Buildings, Bridges, Permanent Footpaths and Cart/Buggy Paths.

13th Hole – Safety Net

Temporary Immovable Obstruction – The refreshment Cart to rear of 10th Hole. Relief allowed for line of play in addition to stroke and stance.

Damage caused by Boars – Relief permitted (16.1a)

Processionary Caterpillars – Relief permitted (16.2b)

Ground Under Repair – No Play Zones Blue Stakes – Play prohibited. Drop without penalty
- General GUR marked with white line or Green & White Stakes
Play permitted or drop without penalty

INTEGRAL PARTS OF THE COURSE

All stone walls on the course. (Individual stones that have come loose from walls are loose impediments)

All Natural Earth/Sand Paths (unless marked as GUR)

3rd and 13th Hole – Ruin on Right Hand Side and Left Hand Side respectively

6th, 7th & 8th Hole - Ornamental Rock Piles