

BRACKEN GHYLL GOLF CLUB LOCAL RULES

1. Out of Bounds (Rule 27-1)

A ball is out of bounds:

- beyond all boundary walls and fences and white marker posts, (b) on or beyond the access road and in or on the Clubhouse buildings, car park, patio and surrounding area, (c) on the practice area defined by walls, (d) on the left of the 18th fairway defined by the white posts, (e) beyond the fencing on the right of the 6th green, (f) beyond the fencing on the right of the 4th, 9th and 11th fairways.

2. Stones in Bunkers

are Moveable Obstructions.
Rule 24-1 applies.

3. Protection of young trees identified by stakes, plastic tubes or mesh. If such a tree interferes with a player's stance or the area of intended swing, the ball must be lifted, without penalty, and dropped in accordance with the procedure prescribed in Rule 24-2b (Immovable Obstruction). The ball may be cleaned when so lifted.

4. Overhead Wires / Cables / Supporting Poles (Holes 10 & 11)

If a player's ball strikes overhead wires, supporting pole, supporting wires or fittings, the stroke is cancelled and the player must play a ball as nearly as possible at the spot from which the original ball was played in accordance with Rule 20-5. (Playing Next Stroke From Where Previous Stroke Was Played).

5. Integral Parts of the Course

All internal stone walls, buildings and walled flowerbeds are integral parts of the course.

6. Distance-measuring devices

For all play at this course, a player may use a distance-measuring device to obtain distance

information. However, if (during a stipulated round) a player uses a device which gives information on other conditions that might affect play (eg. gradient, windspeed, etc), the player is in breach of Rule 14-3, for which the penalty is disqualification.

7. Paths to be treated as immovable obstructions. Relief to be taken under rule 24.2. Drop within 1 club length of and not nearer the hole than the nearest point of relief, without penalty.

Slow Play Rule 6-7

Players not keeping their place on the course must allow the match following to pass.

Penalty Clause for those local rules not covered by the Rules of Golf

Match Play – loss of hole;

Stroke Play – 2 stroke penalty.

Players must not climb walls or fences.

Players are reminded that members of the public using the Public Rights of Way which cross the 4th, 7th, 8th, 10th, 13th & 16th fairways, and the 10th green, and which run alongside the 11th, 12th & 16th fairways, shall be given priority.

Scorecard yardages are from the marker stones (which can be found at the edges of the tees) to the centre of the green. 150-yd & 100-yd markers on the course show the distance to the centre of the green.

-  Red Flag
-  Yellow Flag
-  White Flag

- Front of Green
- Middle of Green
- Back of Green



BRACKEN GHYLL GOLF CLUB

Skipton Road, Addingham, West Yorkshire LS29 0SL

Tel: 01943 831207

www.brackenghyll.co.uk
office@brackenghyll.co.uk



01943 604 560
www.thevalleyclinic.co.uk

Competition							H'cap	Str. Rec'd	SSS 68				
Date	Player A							SSS 67					
	Player B							SSS 70					
Time	Player C												
	Player D												
Hole	Name	Markers Score	White Yards	Yellow Yards	Red Yards	PAR	Stroke Index	Score				Nett Score	W/H/L Points
								A	B	C	D		
1	Thwaites Gate		321	313	278	4	10						
2	Bulls End		358	326	288	4	8						
3	Fothering 'Ole		396	390	387	4	5	4					
4	Wharfedale		316	309	305	4	14						
5	Moorside		195	182	180	3	18						
6	Beeches		297	287	279	4	16						
7	Curlew		347	333	330	4	2						
8	Turn Round		327	322	316	4	6						
9	Highfield		177	166	161	3	12						
OUT			2734	2628	2524	34	35						

10	Chelker		144	134	131	3	11						
11	Cow and Calf		384	381	379	4	7						
12	Abbey		425	410	398	4	3						
13	Nook Bit		143	138	136	3	17						
14	Sulky Trot		534	499	439	5	1						
15	Meadowlands		342	338	313	4	5						
16	Walker Acre		558	525	517	5	13						
17	Quarry		148	117	115	3	15						
18	Over Ghyll		274	263	217	4	9						
IN			2952	2805	2645	35							
OUT			2734	2628	2524	34	35						
TOTAL			5686	5433	5169	69	69	70					
Marker's Signature						HANDICAP						POINTS	
						NETT							
Player's Signature													

Please avoid slow play at all times. There is no game format that should take longer than 4 hours!