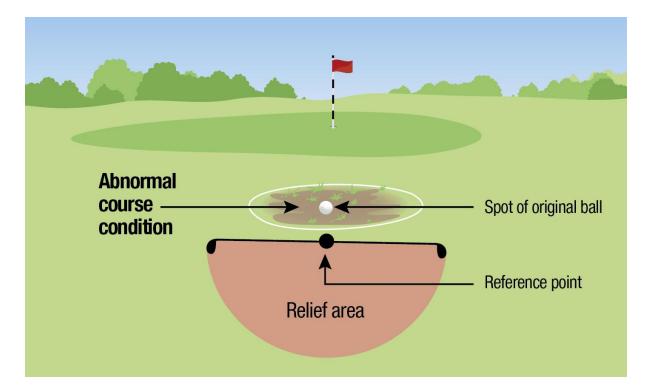
Tijdelijke lokale regels

Temporary Local Rules due to abnormal course conditions:

 Any ongoing repair or maintenance work in the general area, is defines as Ground Under Repair (GUR). These repair areas do not require to be marked by white or blue lines. For these area's a relief <u>must</u> be taken according to rules 16.1b.



- 2. For all Ground Under Repair (GUR) area's relief **must** be taken. All **GUR** area's are defined as **No Play Zones** (NPZ). Your ball can be retrieved from the area, but not played.
- 3. For some Ground Under Repair (GUR) area's a dropping zone is provided as an additional relief option.
- 4. Preferred Lies : when a player's ball lies in a part of the general area, cut to fairway height or less, the player may take free relief once by placing the original ball or another ball in this relief area and playing it from this relief area : The place must been marked before taking relief.
 - 1. Reference point : spot of the original ball.
 - 2. Size of relief Area Measured from Reference Point: one scorecard length from the reference point but with these limits
 - 1. Must not be nearer the hole than the reference point, and
 - 2. Must be in the general area
- 5. When a player's ball lies in the general area, the ball may be lifted, cleaned and replaced without penalty. The player must mark the spot of the ball before lifting it (see Rule 14.1) and the ball must be replaced on its original spot (see Rule 14.2).

Definitions: Temporary water : Any temporary accumulation of water on the surface of the ground (such as puddles from rain or irrigation or an overflow from a body of water) that:

- 6. Is not in a penalty area, and
- 7. Can be seen before or after the player takes a stance (without pressing down excessively with their feet).
- 8. It is not enough for the ground to be merely wet, muddy or soft or for the water to be momentarily visible as the player steps on the ground; an accumulation of water must remain present either before or after the stance is taken.