


Event / Torneio :				
Date / Data :	Exact.	H.Cap	Str.	
Player A				
Player B				
Player C				
Player D				

**FRONT NINE**
**SCORE**

Hole	Mens Champ.	Mens/Ladies Champ.	Ladies	Par	Index	A	B	C	D	Res.
1	390	345	320	4	13					
2	500	470	415	5	7					
3	387	350	285	4	5					
4	171	135	110	3	17					
5	505	480	435	5	1					
6	350	315	290	4	9					
7	182	160	142	3	15					
8	385	350	320	4	3					
9	355	320	290	4	11					
Out	3225	2925	2607	36						

**FRONT NINE**
**BACK NINE**
**SCORE**

Hole	Meters	Meters	Meters	Par	Index	A	B	C	D	Res.
10	410	375	340	4	6					
11	190	160	112	3	16					
12	460	425	380	5	12					
13	325	285	255	4	18					
14	383	350	276	4	2					
15	200	160	125	3	8					
16	372	330	270	4	14					
17	510	490	465	5	4					
18	413	370	338	4	10					
In	3263	2945	2561	36						
Total	6488	5870	5168	72						

**BACK NINE**

Player / Jogador :	Stroke	TOTAL	
Marker / Marcador :	Result	H.CAP	
		NET	

**LOCAL RULES**

**Rule 24-2, Immovable Obstructions:** All Concrete Cart Paths, Wooden Stakes bordering Cart Paths or Service Roads, and Young Trees identified as being tied to a stake are all deemed as immovable obstructions, and relief may be taken under rule 24-2b.

**Rule 25-1, Abnormal Ground Conditions:** Play from any area of GUR (Ground Under Repair) is forbidden, and relief must be taken under rule 25-1b.

**Rule 24-1, Moveable Obstructions:** Stones in bunkers are considered as moveable obstructions, and relief may be taken under rule 24-1.

**COURSE RULES**

**Etiquette:** Golfers are expected to play within the spirit of the game, and with consideration towards the safety and enjoyment of others – both on the golf courses, and in the surrounding properties.

**Pace of Play:** 2 hours 14 minutes is the maximum permitted time for completion of each nine holes.

**Golf Cart Usage:** All four wheels must remain on the concrete paths unless permitted otherwise by the Starter on the day. Carts must never drive beyond the markers in the fairways.

**Tees of the Day:** Men - Yellow tees, Ladies - Red tees . Players with a handicap of 5 or less may play from the Championship tees with the permission of the Starter.

**Starters & Marshals:** All instructions and requests from Starters and Marshals must be adhered to.

**REGRAS LOCAIS**

**Regra 24 – 2, Obstrução fixa:** Caminhos de cimento, postes de madeira junto aos caminhos de buggies, árvores novas sustentadas por estacas. Levantar e colocar a bola com base na Regra 24 - 2 b.

**Regra 25 – 1, Condições Anormais do Terreno:** Jogar de qualquer zona assinalada com GUR (terreno em reparação) é proibido. Levantar e colocar a bola com base na Regra 25 – 1 b.

**Regra 24 – 1, Obstrução Móvel:** Pedras nos Bunkers. Levantar e colocar a bola com base na Regra 24 – 1.

**REGRA DO CAMPO**

**Etiqueta:** Todo o Golfista deve ter presente o espírito do jogo, tendo em consideração o prazer e a salvaguarda de todos, tanto no campo de Golfe como nas zonas circundantes.

**Tempo de Jogo:** 2 horas e 14 minutos é o máximo permitido por 9 Buracos.

**Uso de Buggies:** Nos caminhos de cimento, manter as 4 rodas no mesmo, excepto quando a circulação pela relva é permitida. Nunca conduzir para além das marcas no fairway.

**Tees de Saída:** Homens – Amarelas, Senhoras – Vermelhas. Jogadores com Handicap 5 ou inferior poderão jogar das Marcas Brancas, quando autorizados pelo Starter.

**Starters e Rangers:** Todas as instruções do Starter e Ranger têm que ser respeitadas.