



# ORFORD GOLF CLUB

## Members' Handbook

### Contact details

79 Tasman Highway, Orford Tasmania  
Postal Address: PO Box 300  
Orford 7190  
Tasmania  
Phone: 03 6257 1249  
Website: [www.orfordgolfclub.com.au](http://www.orfordgolfclub.com.au)  
E-Mail: [admin@orfordgolfclub.com.au](mailto:admin@orfordgolfclub.com.au)



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## 2025 Committee

PRESIDENT	Simon Boughey	Boughey.Simon@gmail.com	0419 871 824
VICE-PRESIDENT & LADIES CO-CAPTAIN	Penny Jackson	pennyaj612@gmail.com	0438 251 627
SECRETARY	Kim Hudson	Kimbra.c.hudson@gmail.com	0419 521 827
TREASURER	Jon Lister	Jon.lister@hotmail.com	0419 340 234
CLUB CO-CAPTAINS	Matt Pedler	mattpedler60@gmail.com	0417 508 937
	Anthony Jones	aj5960@gmail.com	0407 341 915
LADIES CO-CAPTAIN	Deb Baker	bakersad14@gmail.com	0419 004 343
COMMITTEE	Lou Stalker	stalker.home@hotmail.com	0437 167 826
	Steve Skinner	stephenskinner1@me.com	0438 284 624
	Mark Johnston	aspect.building@bigpond.com	0438 176 528
	Andrew Lane	lanea1964@gmail.com	0438 253 670

## Sub Committees

**Greens and Match Sub-Committee** – Matt Pedler (Convenor), Anthony Jones, Deb Baker, Penny Jackson, Athol Tubb, Mark Johnston, Greg Fannon

**House Sub-Committee** – Steve Skinner (Convenor), Penny Jackson, Louise Stalker, Andrew Lane

**OH&S Sub-Committee** – Simon Boughey (Convenor), Matt Pedler/Anthony Jones, Deb Baker, Greg Fannon, Steve Skinner

**Women's Sub-Committee** – Penny Jackson (Convenor), Deb Baker, Helen Fox, Carol Castle

## Quick Links

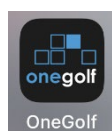
Orford Golf Club Website - <https://www.orfordgolfclub.com.au/>

Orford Golf Club Facebook page - <https://www.facebook.com/share/g/14eEEPEKnV/>

Orford Golf Club OneGolf website - <https://orford.1golf.com.au/welcome/index.mhtml>

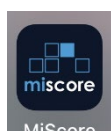
Rules of Golf - <https://www.randa.org/rog/players-edition>

## Golf Apps



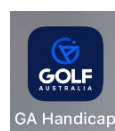
### OneGolf

Membership, booking and results app



### MiScore

Scoring app



### GA Handicap

Handicap details and calculator + simple rules of golf



### R&A Rules of Golf

Rules with explanatory diagrams and videos

## The course

The Orford Golf Course is a picturesque 9 hole Par 70 course adjacent to Rاسpin's Beach on the Tasman Highway.

There is a practice putting green adjacent to the Clubhouse, and a practice fairway, which is situated between the 4th and 6th fairways. A practice net is available behind the 8th tee.

## Our facilities

The Orford Golf Club has a well-appointed bar and kitchen. The Clubhouse can be hired to members and community groups for events and functions, and some catering can be arranged by request. A gas barbecue is available for use in the covered barbecue area which is next to the Clubhouse.

Motorised carts are available for hire to members and visitors (booking essential). If needed outside of competition days, please phone or email the Club to check availability. Golf clubs are also available for hire, and we have a few push buggies for use free of charge.

There is a shed available in which to store your golf gear for a fee. All care is taken but items are stored at the owner's risk.

Coaching clinics for both adults and juniors are arranged a few times per year – keep an eye out on our Facebook page for details.

## Visitors

You are welcome to bring visitors along to play our course – whether or not they are members of other clubs – for the payment of the applicable green fee (\$25 adults, \$10 children). This can be paid at the bar if the Clubhouse is open, or at the payment station near the practice green – either by card (by scanning the QR code) or cash.

Visitors with a handicap are welcome to play in our weekly competitions on the payment of the green fee and relevant competition fee – please enter them on the OneGolf booking sheet, or let our Captain know their name and GolfLink number.



## Regular weekly competitions

- **Saturdays:** Men's and Women's Competition. Book via OneGolf (\$8 competition fee).
- **Thursdays:** Women's and Men's 18 hole Competitions and Ladies' 9 hole stableford. Book via OneGolf (\$8/\$4 competition fee for 18/9 holes).
- **Weekly:** 9 hole Stableford Competition, play any time from Saturday to Friday. No need to book, just play and enter your card in the competition box with payment (\$5 members, included in green fee for non-members).

You must have a handicap to play in these events. The full fixtures can be found on our [website](#) or on OneGolf (see below). The Rules of Golf and any published Conditions of Play must be adhered to in all competitions.

## Raine & Horne 2025 Championships

**Raine & Horne**  
Sorell, Tasman & East Coast

- Mixed foursomes: 5 April
- Ladies' foursomes: 15 & 16 October
- Men's foursomes: 18 & 19 October
- Ladies' individual: 30 October, 3, 6 & 9 November
- Men's individual: 1, 2, 8 & 9 November

The Championships are open to Full Members only and to be eligible you must have played at least 6 x 18 hole stroke/stableford rounds in the past 12 months.

## Social Golf

Our Shane Paynter social 9 hole 3 person Ambrose event (sponsored by Collins Building & Management) is on the last Sunday of most months – open to anyone, no handicap necessary. These are advertised on Facebook, with a booking sheet on the notice board a week or so before.



We also have regular Friday 9 & Dine nights – a social 9 hole competition followed by dinner. Details of upcoming events will be on the noticeboard in the Clubhouse and on Facebook.

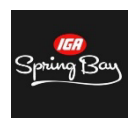
“Tuesday Boys” play socially every Tuesday afternoon where you never know what course and conditions will apply (including the occasional cross-country event!). They also do regular trips to other golf courses. Just contact one of our Captains to find out more.

Casual social golf and practice rounds can be played outside of the Thursday and Saturday competition times. The following protocols apply.

- You must play off the yellow markers.
- A playing group must not be any more than 4 people.
- Groups of two or more players have precedence on the course over individual players.
- Players completing a round have the right of way over those about to begin, i.e. a group which has played 9 holes and is going on to play the next 9 must have precedence over those about to begin a round.
- Players can play a maximum of 2 practice balls around the course.
- Use the practice green for chipping and putting practice – not one of the course greens.

## Friday night drinks and nibbles

Every Friday the bar is open from 4:30 – 6:00 for drinks and nibbles, with a member-only jackpot draw and the Spring Bay IGA meat spins.





## Dress Code

The following guidelines are our minimum standards for both the Clubhouse and the Golf Course:

### PERMITTED ON THE GOLF COURSE

- Neat and tidy golf attire or casual wear
- Golf shoes or runners with socks

### NOT PERMITTED ON THE GOLF COURSE

- Beach wear, hi-vis work tops, tracksuits
- Sandals or thongs, Crocs, work boots

### PERMITTED IN THE CLUBHOUSE

- Clean, neat and tidy attire
- Sandals, casual shoes, soft-spike golf shoes or runners with or without socks

### NOT PERMITTED IN THE CLUBHOUSE

- Beachwear, thongs, work boots, Crocs

Common sense and respect for the Club and all fellow members and guests are expected in maintaining a high standard of dress as well as behaviour.

## Code of Conduct

**Access to the Club is a privilege and comes with certain rights and responsibilities.**

The Code of Conduct provides employees, members, guests and visitors with guidance on the standards of behaviour that are expected of them while they are on Club premises and in their interactions with the Club.

It has been developed by the Club to ensure everyone can enjoy amenities provided by the Club in a safe, enjoyable and responsible manner.

Accordingly, employees, members, guests, volunteers and visitors shall:

- Respect the rights of others to enjoy the Club's facilities and services.
- Interact with each other, the Club's employees and volunteers in a courteous and respectful manner.
- Not engage in behaviour towards each other, the Club's employees or volunteers that is intended to abuse or harass.
- Refrain from disorderly or disruptive behaviours.
- Show due consideration to the needs of others, including their right to privacy.
- Comply with Club policies, signage and lawful directions of employees.
- Pay any applicable competition and green fees.
- Ensure minors are accompanied by a responsible adult.
- Abide by the dress code of the Club (available upon request).
- Not bring or have in their possession illegal materials while on Club premises.
- Handle property belonging to the Club with care and diligence.
- Refrain from representing the Club, unless properly authorised to do so.
- Not pursue personal activities on Club premises, without prior permission.
- Not deliberately tarnish the reputation of the Club or bring it into disrepute.
- Not act in a way that puts the health and safety of themselves and others at risk.

## Golfer's duty of care

When playing or practicing at the course, every individual has a responsibility to ensure they act in a way that does not put property or others in harm through their own actions. Examples of health and safety protocols that you must follow to avoid willful conduct are:

- ensuring greens, fairways and other target areas are clear before playing;
- calling "fore" as loud as you can when an errant shot is heading in the direction of others, or where others could be;
- taking note of weather conditions and allowing for the impact they may have on your shots; ensure you adhere to all Local Rules including following instructional signage around the course;
- be aware of neighbouring property and traffic when selecting your shot;
- taking care when driving golf carts, particularly in high-traffic areas, carparks, and uneven terrain; and
- ensuring they you are not intoxicated or under the influence of drugs while playing or driving golf carts

**It is a condition of playing on the course that any incidents and near misses are reported. So, if you experience, or witness, an incident where damage or injury occurs, or that could potentially damage property or injure someone, make sure you provide the details to the Club (even if you are unsure whether any damage was caused). Incident forms are located in the green fee drawer and at the bar. We can help lodge the insurance claim, if needed.**

## Personal liability, property and insurance

You should be aware that players are liable for any damage or injury caused while on the golf course. All Orford Golf Club members are protected by Golf Australia's Player's Liability Insurance Policy. The insurance covers your legal liability for personal injury or property damage you cause while playing or practicing. The cost of this insurance is included in the affiliation fee paid to Golf Australia (and included in your subs).

There are three categories of insurance claim:

1. Personal injury claims – NO excess will be payable
2. Property damage\* where a golfer is found to have followed all expected duty of care, local rules and the Rules of Golf – NO excess will be payable
3. Property damage\* where golfer is found to have acted in a negligent manner and caused damage to a third party property - \$1,000 excess will be payable

\* it does not cover damage caused to adjoining properties or to golf carts and personal electronic devices (phone, iPad, watch, rangefinder or anything similar)

When an incident occurs and an Orford Golf Club member causes property damage (for instance hits a car on the road), and the insurer determines an excess is payable, the Club will pick up the excess on behalf of our members, or meet the cost of the damage if it is less than the excess. This will not apply if there is evidence that the player was being reckless. Note that liability for the incident remains with the individual who hit the ball.

We also carry insurance that covers green fee paying players if they cause damage or injure someone while playing on our course.

In addition, we have insurance to cover members' personal injury – so if you injure yourself while playing, contact the Club for details. We do not hold insurance for your golfing equipment – that is up to individual members. You may wish to check your home and contents insurance to make sure they are covered.

## Abnormal Weather Conditions

From time to time, abnormal weather conditions may cause a competition to be halted and play potentially cancelled for the day for the safety of players and volunteers. This may be as a result of a range of conditions such as lightning, wind, rain, fire, flood, extreme heat/cold, frost or snow. The Club has an Abnormal Weather Conditions policy – copies of which are on our website and on display in the Clubhouse.

In summary, if abnormal weather conditions occur on **non-competition days**, players should be aware of conditions and take responsible action (including abandonment of their round) if conditions deteriorate to a dangerous level.

In **competitions**, play will be postponed, suspended or cancelled if:

- Wind gusts hit 50kmh three times in the space of 30 minutes OR
- Emergency warnings are issued that indicate imminent extreme wind, rain and/or lightning in the area OR
- Lightning/thunder is observed close by OR
- Snow or extreme frost OR
- Floods or excessive surface water makes the course unplayable OR
- Emergency services advise that play should be halted (eg in the event of fire).

Players **must** follow the instructions of the Captain or other Committee members in the event of abnormal weather conditions.

## Reciprocal Clubs

Orford Golf Club has a number of reciprocal arrangements in place. Just make sure you mention you are from a reciprocal club when you book and show your membership card. Current arrangements are in place with:

- |                            |                                 |
|----------------------------|---------------------------------|
| – Bicheno Golf Club, Tas   | – Murray Bridge Golf Club, SA   |
| – Bridport Golf Club, Tas  | – Rosedale Golf Club, Vic       |
| – Freycinet Golf Club, Tas | – Swansea Golf Club, Tas        |
| – Horsham Golf Club, Vic   | – Phillip Island Golf Club, Vic |

## Equipment

- Each player must carry a sand bucket for repairing divot holes.
- Each player must have their own set of clubs (maximum of 14 clubs per player).
- Golf shoes or sports shoes, with or without spikes, must be worn.
- Ensure you have an adequate supply of balls, tees and markers. These can be purchased from the bar at the Clubhouse.
- For your own comfort, such things as sunscreen, hats, gloves and wet weather gear are a useful addition to your golf gear.



## Course Care

The Orford Golf Club boasts a picturesque golf course maintained by one greenkeeper and a band of dedicated volunteers. It is important that we all help to keep our course in a neat and tidy condition. To achieve this, please:

- Repair all divots by replacing the turf and sprinkling with sand.
- Repair plug and spike marks on greens.
- Enter and leave bunkers at the shallow point. Rake after use and leave rake in the bunker.
- Buggies should be driven down the side of the fairway where possible. Never take your buggy onto a green or across the bridges that span the creek.
- Avoid dragging your spikes across the surface of the green.
- Do not stand on the lip of the hole when collecting your ball.
- Do not damage shrubs and trees.
- Place all rubbish in bins, or take it home.

## Course Markers

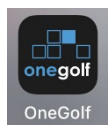
There are three types of markers around the course. White markers – men's competitions; Red markers – ladies' competitions; Yellow markers – for all social golf and practice rounds. If you see a social player teeing off from the wrong marker, please politely remind them to tee off from the yellow.

## OneGolf

The Club uses OneGolf to manage its membership and run its competitions, which you can find at <https://orford.1golf.com.au/welcome/index.mhtml>.

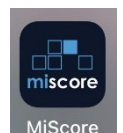
When you join the Club, you will be provided with your Orford Golf Club membership number and initial password for the OneGolf site. Your username is the last 3 digits of your Orford Golf Club member number (without any leading zeros). Please change your password when you log in for the first time.

Once you are logged in, you can update your personal details, change your password at any time, see your existing bookings, book into competitions, and view results and leaderboards. You can also view user manuals if you need any help with using the system. There is also a handy app you can use on your mobile – just go to your app store and search for OneGolf.



## Competition scoring

Register for your competition at the computer in the corner of the Clubhouse (under the tv screens). Enter your membership number (eg 935), select the competition you are entering and print your scorecard. At the completion of play, enter your scores on the computer and put your card in the box. You can also download the MiScore App and use it to score – it can also be used as a GPS for distances to the centre of the green (our daily pin positions are not available).



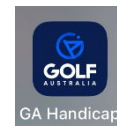
## Handicaps

A handicap is the numerical rating assigned to a golfer that indicates their average performance level in comparison to the standard par of a golf course. It reflects a player's

expected score over or under par. The lower the handicap, the better the player is considered. It is calculated on the ability of the player, measured by the scores achieved.

To gain an initial Golf Australia handicap, players must return 3x18 hole (or 6 x 9 hole) cards which have been marked by a person already holding a GA handicap. The maximum handicap for men is 36, while for women it is 45.

Handicaps are administered by Golf Australia via GolfLink. You can check your current handicap (at home and for other courses) and your score history on the GolfLink website: [www.golf.org.au/golflink](http://www.golf.org.au/golflink), or on the GA Handicap App. Your GolfLink number is 7623400 followed by your 3 digit Orford Golf Club member number. Secondary members will need to use their GolfLink number from their home club.



Your GolfLink number and your handicap will be printed on the scorecard. Each player is responsible for ensuring their correct handicap is recorded – particularly if playing at another club. Playing with a wrong handicap can lead to disqualification.

## Basic Golf Etiquette

- Mobile phones are usually not allowed during competitions except if they are being used for scoring or distance. If carried on the course they should be set to the “mute” mode.
- Whenever a player within hearing distance is about to play a shot, all talking should stop until the shot has been played.
- Movement anywhere near a player about to make a shot should also cease.
- Stand away from a player who is about to make a shot, preferably behind them and out of swing range so that you can see where the ball has landed if the player loses sight of it.
- On the green, avoid stepping on the line where a player will be making a putt. While the putt is being made, avoid standing on a line past the hole, or directly behind the player, as both can put them off their shot. If you are holding the flagstick, avoid letting your shadow fall on the hole or across the putting line.
- Do not hit your ball if other players are within range. Generally, on the tee of a par 3 hole, wait until all players have cleared the green. On the tee of a par 4 or 5, wait until the players ahead have all played their second shots. On all fairways, ensure the group is at least 2 shots away from you.
- If your ball is likely to land near another player, the warning call “Fore” must be made.
- If your group is more than a clear fairway behind, or are looking for a lost ball, the group behind should be called through. Smaller groups should also be called through, i.e. if your group is a 4, and a group of 2 or 3 catch up to you.
- Displays of bad temper including loud swearing, throwing of golf clubs etc are contrary to our Code of Conduct.

## Competition protocols

### Before playing:

- Each player must have his/her own set of clubs.
- Ensure that you arrive at least 20 minutes before your tee off time in order to report to the starter and pay competition fees.
- Register at the computer and print your card.
- Swap cards with your marker.

### **From tee to green:**

- Order of play - at the 1st tee, the player listed first on the booking sheet tees off first. At each of the next tees, the player with the best score on the previous hole will hit off first (have the honour), followed by the other players in order of score. \*
- Tee your ball so that it is between the appropriate coloured markers, but not in front of them.
- On fairways, the player whose ball is furthest from the hole plays first, followed by the next furthest etc.
- Watch the shots of other players, in order to make finding balls quicker and easier.
- Walk briskly between shots.
- Play continues to the putting green, with each player putting in order of distance from the hole.

### **On the green:**

- The pin may be left in, held (attended) or removed when a player is putting on the green.
- If a ball is on another player's line to the hole, or the player has to stand on another player's line, the ball should be marked with a marker or small coin and picked up.
- If you are putting from the green and hit another player's ball, a 1 shot penalty applies.
- If your ball deflects off another player's ball, you play your ball as it lies and replace the other player's ball as close as possible to where it was originally.
- Pitch marks made by the ball, and any spike marks, should be repaired.

### **In bunkers:**

- Never ground your club before making a shot, as this will incur a 2 shot penalty.
- After playing a shot from a bunker, smooth over the sand with the rake, and rake out your footsteps as you leave. Leave the rake in the bunker.

### **On completion of hole:**

- Move briskly to the next tee. The person with the honour should tee off while the others mark their cards.

### **On completion of the game:**

- Check scorecards and apply handicaps to determine the score achieved.
- Sign card as marker and/or player.
- Enter your score on the Clubhouse computer and then place in the box provided.

## **Slow Play**

\*The order of play noted above is the general protocol. However, at Orford (and many other clubs), unless advised otherwise, "ready golf" is encouraged in order to speed up rounds. The following guidelines are recommended to reduce the incidence of slow play:

- Walk briskly between shots.
- Do not address the ball for too long. Be ready to execute your shot as soon as you are set up.
- Do not take more than one practice swing.
- Do not remain on the green to mark your card.

- Attempt to hole short putts rather than marking your ball.
- Do not leave your bag/buggy at the front of the green, always leave it to the side of the green nearest to the next tee.
- Try to determine the line of your putt whilst your playing partners are putting.
- If you are the first to hit off at the next tee, do so before marking the card.
- Leave greens and tees immediately after play.
- Play “ready golf”, i.e. whoever in the group is ready plays their shot irrespective of who has the “honour”.
- If your group falls more than one clear fairway behind the group in front, call the following group through.

Please remember that your place in the field is immediately behind the group in front, not immediately in front of the group behind.

## Rules of golf

Here is a simple summary of the rules of golf for those new to the game. You can also visit <https://www.randa.org/rog/players-edition> or download the R&A App, which provide the complete rules of golf along with some great videos and diagrams interpreting the rules, including a handy search feature.



**Playing the ball as it lies** - The Rules generally do not permit you to improve the position of the ball. You may not bend or break anything growing or fixed except in taking a fair swing. You are not allowed to press anything down (unless in the teeing area) but you can remove loose natural impediments such as stones, twigs or fallen leaves without penalty. In a bunker, you are not permitted to ground your club in certain areas (right before/after where the ball is at rest, in the backswing, in making a practice swing).

**Lost ball and “provisional” ball** - If you think your ball may be lost or out of bounds, you can save time by hitting a second ball from the same spot. This ball is called a “provisional ball” and you must tell your partners of your intention to play a “provisional” before doing so. You are allowed a maximum of three minutes to look for a lost ball. If you find your ball and it is in bounds, you must pick up the provisional and continue to play with the original ball. If your first ball is lost or out of bounds you, must continue to play with the provisional ball counting all your strokes, plus one penalty stroke.

**Unplayable ball** - Sometimes a ball may land in a position where it is very difficult or impossible to hit. If you decide you cannot hit your ball you may declare the ball unplayable, except in a penalty area. You may then pick it up and drop it at one of the positions below adding one penalty stroke to your score.

1. Return to where the original ball was last played and proceed under the applicable options for that area; or
2. Drop a ball within a club-length of a point on a line, no nearer the hole, any distance back from the spot where the ball lay in line with the hole; or
3. Within two club-lengths of where the ball lay but not nearer the hole.

If you declare the ball unplayable in a bunker and you decide to drop under options 2 or 3, you must drop the ball in the bunker for one stroke penalty OR you could choose to drop back outside the bunker for a two stroke penalty similar to 2.

**Penalty Areas** - If you hit your ball into a penalty area, you may play the ball as it lies or:

1. Play another ball at the spot from which the original ball was last played, using the applicable options for that area, taking a one stroke penalty; or
2. Drop a ball within one club-length of a point, no nearer the hole, behind the penalty area keeping the point where your ball last crossed the margin of the penalty area in line with the hole and the spot where you drop the ball. There is again a one stroke penalty; or
3. If the penalty area is marked with red stakes, you may also drop a ball outside the penalty area within two club-lengths of where it last crossed the margin of the penalty area and not nearer the hole.

**Taking a drop** - There are some instances under the Rules of Golf where you can pick up the ball and relocate it - sometimes with a penalty and sometimes without a penalty. To drop the ball, you must drop the ball from knee height. Knee height is the height of your knee when in a standing position, however you don't have to be standing when you drop the ball. If you drop it and it accidentally touches yourself, your partner or equipment before it strikes the ground, or it rolls outside the relief area, you must drop the ball again, without penalty.

**On the green** - You can repair ball marks and old ball plugs, and any damage caused to the green by a person or outside influence. This does not include damage in the normal course of maintenance practices or natural wear and tear. You may remove leaves and other loose impediments on the line of your play and you may also mark the position of your ball to pick it up and clean it.

## Local Rules

Like most golf courses, Orford Golf Club has its own Local Rules which are specific to our course. These are outlined below, and are also shown on the back of the score card and in the Clubhouse. From time to time, there may be temporary local rules. These will be on display on the Clubhouse noticeboard or near where you register for that day's competition.

**Out of Bounds** - Outside boundary fences and inside Clubhouse, BBQ area, concrete paths and carpark. Rule 18-1.

**Not out of Bounds** - Practice green, gardens & pots. Relief: Free Drop.

**Abnormal Ground** - All gardens & open drains. Relief: Free drop. Rule 16-1. Dropping the ball may also occasionally occur from designated drop zones as marked on the course.

**Immovable Obstructions** - Made roadways & pathways, buggy shed and greenkeeper sheds. Relief: Free drop. Rule 16-1.

**Hit Power Lines** - Ball MUST be replayed without penalty. Rule 16-1.

**Trees & Shrubs** - If staked, relief MUST be taken. Rule 16-1.

**Stake Markings** - Lateral (red stakes), GUR (white stakes or lines). Stakes are immovable obstructions.

**Sprinkler Heads** - Relief if within 2 club lengths of the green.

**Safety Fences** - Relief under Rule 16-1.

**Distance Measuring Device** - Approved for distance information only. Rule 4-3a.



## Relief/penalty situations – quick guide

PROBLEM	STAKE	RELIEF	PENALTY	RULE
Casual Water		A then B		16-1
Embedded Ball		A then B		16-3
Ground Under Repair	White	A then B		16-1
Immovable Object		A then B		16-1
Penalty Area	Red	D or EF or CF or G	1 Stroke	17-1
	Yellow	D or EF or G	1 Stroke	17-1
Lost Ball		D	1 Stroke	18
Out of Bounds	White	D	1 Stroke	18
Paths		A then B or play it		16-1
Unplayable Lie		D or C or E	1 Stroke	19-2
Wrong Ball		D and cancel strokes with wrong ball	2 Strokes	16-3
<b>RELIEF DETAILS</b>				
A	Nearest point of relief not nearer the hole			
B	1 club length not nearer the hole			
C	2 club lengths not nearer the hole			
D	Go back and play from original spot			
E	Go back as far as you like, keeping the spot and the flag in a straight line			
F	Where ball last crossed the hazard			
G	Play as it lies without penalty			
	**NOTE: Re-drop the ball if it rolls nearer the hole or more than 2 club lengths from where dropped. If it does this twice, place the ball where the ball dropped.			

# Competition Types

There are many types of golf competitions played. The following describes the most common variations played at the Orford Golf Club.

## **Stroke**

- The score at each hole is entered on the scorecard, totalled and the player's full handicap deducted at the end of the round to determine a nett score.
- Players must complete each hole.

## **Matchplay**

- Two individuals or two sides compete against each other with the number of holes won or lost deciding the match.
- The match is completed when one side is ahead after the stipulated number of holes or is more holes up than the number of holes remaining.

## **Stableford**

- Players collect points based on their score at each hole.
- The index for each hole determines if a player is able to deduct a shot or shots from their hole score
- Point allocation: two points for a par, one point for one over, three points for one under, four points for two under, and so on.
- A player does not need to complete a hole if they cannot score a point

## **4-ball stableford**

- Two players team up as partners.
- Following the stableford rules, the best score of the two players on each hole is counted as the team score.

## **Foursomes**

- Two players play as partners and use one ball, playing alternate shots.
- One player tees off on each odd numbered hole and the other on each of the even numbered holes.

## **Canadian Foursomes**

- Two players play as partners. Both players tee off, and choose the best placed ball
- They then play alternative shots from that ball.

## **Pinehurst**

- Two players play as partners. Both players tee off, and then hit each other's ball as it lies.
- They then choose the best placed ball, and play alternative shots from that ball.

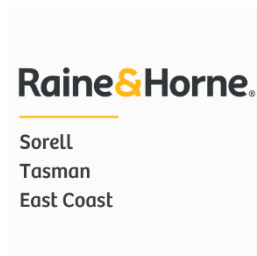
## **Ambrose**

- Also known as a Scramble
- This event can be played as a two, three or four-person event.
- Each player plays a tee shot at each hole.
- The captain then selects the best drive and all team members play from that spot.
- This procedure continues until a ball is holed.

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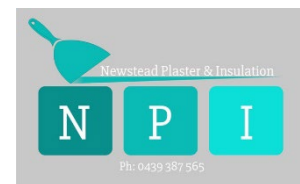
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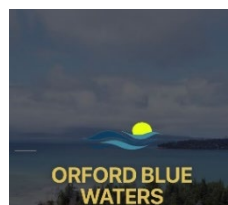
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