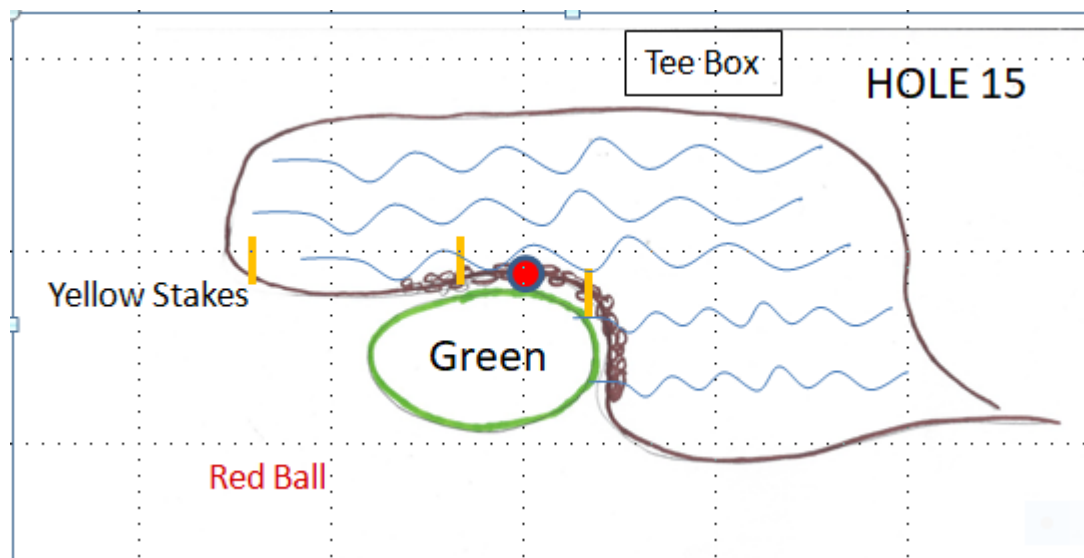


Hole 15

The ball carries over the water and hits the green then bounces backward and lands just off the grass on the other side on the yellow stakes toward the water. It is situated up against the turf in the dirt such that it is basically unplayable although this is unknown until we reach the green to locate the ball.

Where do you take relief?



Answer: Even though the ball is considered unplayable, you can always gamble and try to "play the ball as it lies" by whacking it over the grass ledge, but it will likely hit the edge and roll back into the rocks or water. Otherwise, your only option is to go back to the tee box under "stroke and distance" and hit again. There is no lateral option with yellow stakes and you can't go back on the line even if you had a little patch of dirt available to give you some room to hit as you are not allowed to take relief in a penalty area.

While at the tee box, you are not sure if the ball is still on the course after it bounced. Should you play another ball? A provisional ball is not allowed if the ball is in a penalty area. Hole 15 is not covered by a local rule. What do you do?

Answer: The official answer is you go to the green and see if your ball is there and playable. If not, go back to the tee box and hit another ball. Commentary: There should probably be a local rule covering this so that a provisional ball can be taken to save time from having to go back to the tee box, similar to the local rules we have for many of the other holes.

Hole 15 - Drop Zone

When the first ball off the tee goes into the water on hole 15, a second ball needs to be hit again from the tee box. If this ball also goes into the water, you can move around to the Drop Zone near the green. You will be hitting stroke 5.

We are officially designating the **Drop Zone** as an area between 10 and 15 feet from The Rock (located on the right as you enter the area from your cart) going toward the water. Draw an imaginary circle approximately 6' in diameter around this point and drop your ball.



The comments below from Gill Brown can be applied to Hole 15 which shows uncommon areas where you can actually use back-on-th-line.

Hole 15 Usage of Yellow Stake Option for Back-On-Line



The Drive – **Line A**, crosses the water over to the left of the green and hits the bank on Mr. Whittaker's land.

The ball then bounces back and rolls into the hazard as shown **by line B, the red line**. The **Red X** is where the ball was found, but it was **IN** the Lake, not on dry ground

Then you can use Option 3 for Yellow Stake Penalty area that is:-

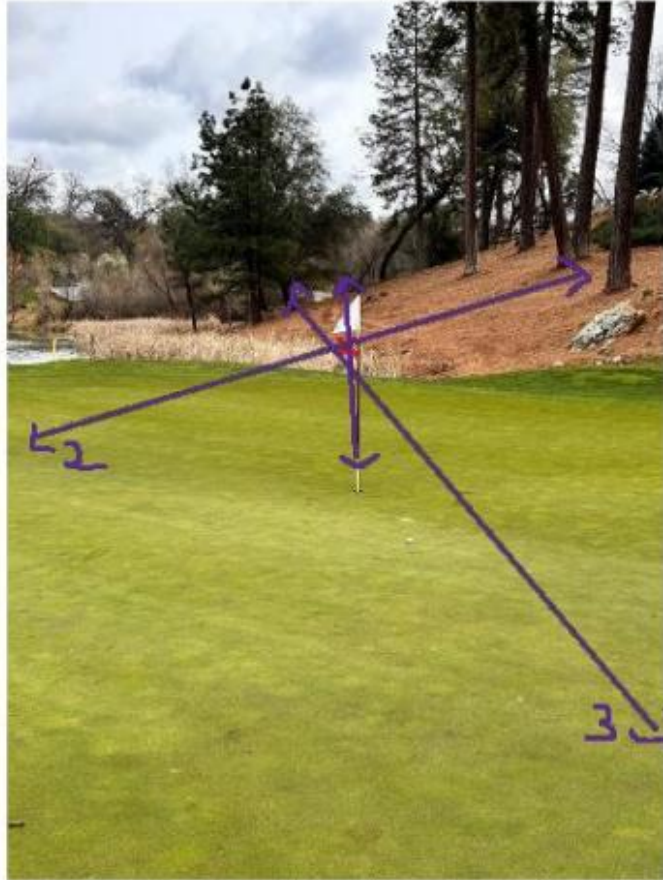
“Choose a **spot** as far back-on-the line from the hole through the point the ball last crossed the edge of the penalty area and Drop **ON THAT LINE**, and the **ball must come to rest within 1 club length of that line, in any direction including closer to the hole.**”

So the **Red X on line B** is the point where the ball finally rolled into the hazard, and then go as far back on **the purple line C**, keeping the **red X** and the pin in line.

NOTE: The bolded part is the change to the “Back on-the-line Relief” that came into effect in the 2023 Rule Changes, to speed up play, as balls often went forward and as you are back on the line anyway you are always further from the hole than where the ball was in the penalty area.

NOTE: The bolded part is the change to the "Back on-the-line Relief" that came into effect in the 2023 Rule Changes, to speed up play, as balls often went forward and as you are back on the line anyway you are always further from the hole than where the ball was in the penalty area.

The Picture below shows the view from the green side. Plus I have drawn in other lines for a red pin Line 2, and a blue pin, line 3, as this line does work for all pins. It always depends on where **the RED X** is though.



I also have also heard people say that you can also use this option when you hit to the FAR RIGHT of the green and go over the yellow stakes close to where we park the carts. Then go back from that yellow stake to the rough ground close to the road and drop there. But to me that is harder to visualize and , but the picture is below.

I did make this work for a white pin so I guess it is feasible for red and blue, just harder to imagine. Apparently the rough ground is ok and it is only when you hit the road that you are out-of-bounds.

