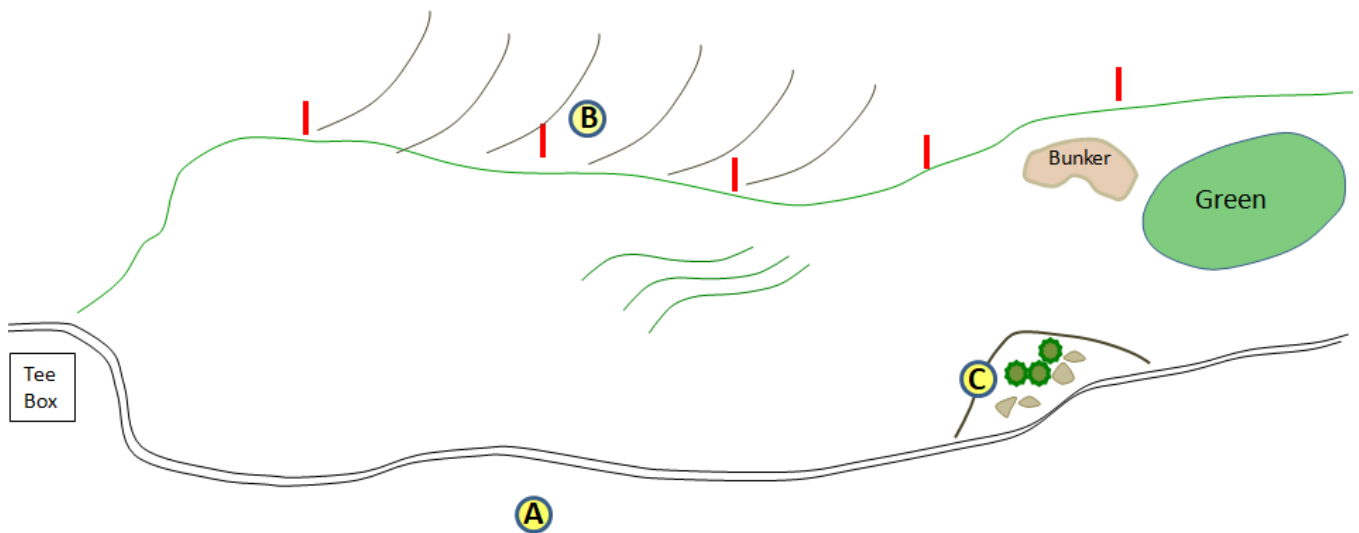


April Rule of the Month - Holes 6 & 7

Continuing on with Winchester's hole by hole analysis. Hole 5 is being skipped because it is fairly straight forward.

Hole 6 - Another unforgiving hole if you're not a straight hitter. You can hit a beautiful shot down the center - oh glory! But, wait a minute . . . There's a slight grade down there and your ball rolls all the way down into the rough on the left. Drats! You call "unfair," but life goes on anyway.



A) The ball often goes right and hits the cart path sending it who knows where. It may roll all the way down the path to the drain (a good place to check if you can't find it). Or it may end up on the right side of the cart path where it is not a penalty area (no red stakes). but there are a number of large trees in the way. Your options:

- Play the ball as it lies, no penalty.

Take an unplayable for one penalty stroke:

- Take "two club lengths" from where the ball lies, no nearer the hole, and drop your ball within this area.
- Take "stroke and distance" by going back to the tee box.
- Going "back-on-the-line" may possibly help you but you'll likely be going further up the hill.
- If your ball is lost, your only option is "stroke and distance" back at the tee box.

B) You might hit left and your ball scurries over the edge into the penalty area. Keep your eye on the ball so you know where it crossed the penalty area in case you need that point of reference if taking penalty relief. Look for your ball down the hill as it might be playable, especially if you have billy goat ankles.

Your options:

- Play the ball as it lies, no penalty.

For one penalty stroke:

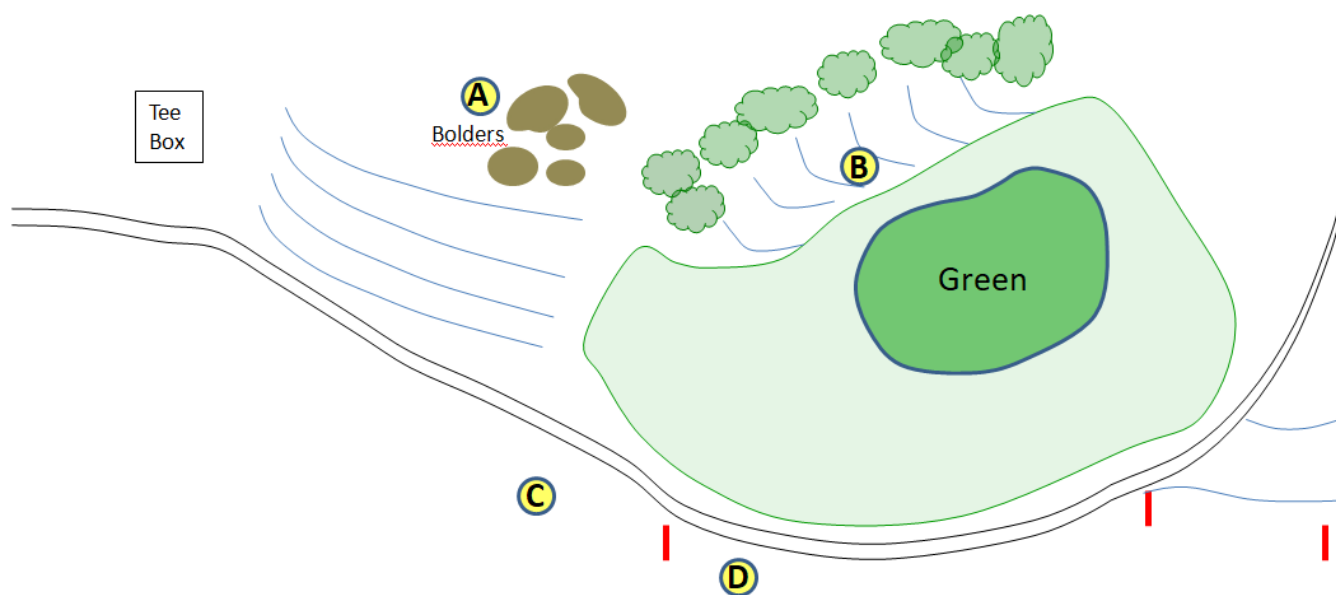
- Take "lateral relief" within two club lengths from where the ball crossed the penalty area and drop your ball no nearer the hole.
- Take "stroke and distance" by going back to the tee box (but you probably just want to take lateral relief).
- Going "back-on-the-line" is not an option as you cannot drop within a penalty area.
- If your ball is lost, you have the same options as above: lateral relief or stroke and distance.

C) Your second or third shot might put you into the dirt patch full of rocks and trees on the right. This big hill of possible disaster is often very forgiving. It accepts your wandering ball, treats it like a pinball machine, then spits it back out onto the grass where you wanted it. You jump with elation! If you are not this lucky, you need to play it as it lies or take an unplayable as this is not a penalty area.

To take an unplayable ball your choices are:

- "Back-on-the-line" from where your ball lies through an imaginary line to the hole as far back as you like.
- "Lateral relief" by dropping a ball within two club lengths from where the ball lies no nearer the hole.
- "Stroke and distance" by going back to where you last hit the ball.
- If you can't find your ball, you need to go back to where you last hit under "stroke and distance."

Hole 7 – The good news here is there are no bunkers. But lurking before you are some big challenges. There is a lot of mental stuff between the tee box and the green. Be prepared with some extra balls in your pocket too. That's because those hazards at A and B are not penalty areas. There is no relief. You just have to keep hitting balls until you have a playable ball somewhere down there (or until you hit your max score). Beware though, many of the Thursday games don't play with a max score so you keep hitting and adding to your strokes.



A) If your ball goes left into area A, there is a chance to retrieve it if the ball means that much to you. But it is probably not playable. A broken hip would not be worth it either.

B) There is the common scenario where your ball is flying from the tee and you watch as it just misses getting to the green. It hits the edge of the steep hill quickly running down to the prickly bushes below. You sigh. Then hit a provisional. You may sigh again and give it another go with a third ball (now hitting your 5th shot). But there's a change that you find your ball and it may be hittable. If you don't find your original ball or any of your provisionals, you would be required to go back to the tee box. At this point, you would probably take your maximum for the hole and move on. For some Thursday games, if you don't have a ball to finish the hole, you are out of competition for any purse that day.

C) The right side of the cart path is not a penalty area until a red stake appears at the bottom of the path where it starts to turn left. If you are in this area, your choices are:

- Play the ball as it lies, no penalty.

Take an unplayable for one penalty stroke:

- Take "two club lengths" from where the ball lies, no nearer the hole, and drop your ball within this area. If your ball is close to the cart path, this option may get you to the grass side of the cart path.
- Take "stroke and distance" by going back to the tee box.
- Going "back-on-the-line" will probably not be helpful.
- If your ball is lost, your only option is "stroke and distance" back at the tee box.

D) If you are a newer golfer you may get out your driver. You will probably soon find that this is just too much club and start to club down a bit. This D area is a penalty area on the back side of the cart path. Your options are:

- Play the ball as it lies.
- You can't drop in a penalty area, but you may be able to take two club lengths of "lateral relief" that will put you in a non penalty area.
- Otherwise, go back to the tee box under "stroke and distance."

I know, that was a lot of stuff. But as you start to look at the components of each hole, these rules will begin to sink in. What can it hurt?