

1. You are keeping score for ONE other player in the group. Please write your name on your card. Please write scores in a legible manner.
2. We will take unofficial scores at the turn. Please mark scores down before teeing off on the next hole.
3. After the completion of play, we ask the group to go over everyone's scores hole by hole. **The scorecard should be signed by both the player and the marker.** All questions regarding rules and or scoring should be acknowledged before turning in your card. If there is a scoring discrepancy after cards are turned in, the golf committee
4. Rules for the day:
 - A. Stroke Play from the White Tees. USGA and OHSAA Rules apply plus these local rules.
 - B. Stroke Limit of 10 – Please star any hole where the stoke limit is used.
 - C. Embedded Ball Rule is in effect through the green.
 - D. Mulched areas, including pine straw and flower beds, may be played as ground under repair.
 - E. Tall un-mowed areas will be treated as a red staked penalty area.
 - F. Ground torn up by animals or construction vehicles should be played as ground under repair.
 - G. The cement/black top around the clubhouse, cart facility and maintenance building is O.B. Cart path around #10 tee is in play.
 - H. Drop area on hole #4 for balls hit into the penalty area on the right hill.
 - I. Free drop from green wooden fence behind #7 green if it interferes with your stance or swing. Drop area located short of the right bunker.
 - J. The path between the lakes on #18 is in the penalty area. You may not drop in this area.
 - K. Cell phones are PROHIBITED by players during their round. First violation - 2 stroke penalty, second violation - disqualification.
 - L. When in doubt, play 2 balls, but you must declare which ball you want to count **BEFORE** playing the second ball.
8. We have spotters on a lot of holes. They will not find every ball hit so help them out. Please point in the direction of your drive so they have a better chance of finding it.
9. **Do not ask a spotter for rules help.** Play 2 balls whenever there is a problem, but declare which ball you want to count before playing them.