

Temporary Score Card



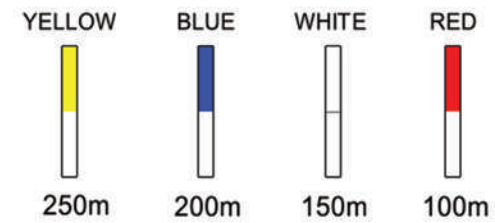
HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOTAL	H'CAP	NETT
BLACK	349	149	395	651	181	543	396	452	161	3277	417	365	313	119	189	300	527	307	522	3059	6336		
BLUE	324	149	369	617	163	508	362	416	133	3041	375	340	292	119	163	300	499	289	494	2871	5912		
WHITE	303	117	339	593	149	473	335	384	111	2804	354	316	269	119	135	278	472	269	465	2677	5481		
RED	279	99	282	569	136	447	310	357	86	2565	311	296	229	95	109	254	448	246	433	2421	4986		
PAR	4	3	4	6	3	5	4	4	3	36	4	4	4	3	3	4	5	4	5	36	72		
H'CAP	7	15	5	9	13	11	3	1	17		2	8	16	12	14	10	6	18	4				

Player's Name: _____
 Home Club: _____ M'ship No: _____
 Date: _____ H'cap: _____

Please tee off from the respective tee markers according to your handicap.

PLS TICK	TEE	PLAYERS	COURSE H'CAP	COURSE	SLOPE
	BLACK	MEN	0 - 6	73.7	127
	BLUE	MEN	0 - 18	71.2	123
	WHITE	MEN	0 - 24	68.9	121
	WHITE	LADIES	0 - 18	74.6	130
	RED	LADIES	0 - 36	71.4	121

Distance markers are measured to the centre of the green



Player's Signature _____ Marker's Signature _____

Siren Signals
 Series of intermittent blast - Suspension of play
 Continuous blast - Resume play

Emergency Number:
8168 4682

Proper golf attire and golf shoes must be worn.
 Practice good golf etiquette, to replace divots with sand provided, rake bunkers after use and repair all ball marks on the green.
 Avoid slow play, complete 18 holes within 4 hours and 24 mins.

Avoid dangerous play. Please ensure that the front flight is out of range before taking a shot.
 Buggies must be kept to the cart paths unless advised otherwise by MBGC official. Buggies outside of permitted areas will be shut down by GPS. Golfers are liable for damages, replacement or repair costs howsoever caused to the buggies and the GPS.

Temporary Score Card

The game of golf shall be played in accordance with the Rules of Golf as approved by the R&A Rules Limited and the Local Rules of Marina Bay Golf Course.

LOCAL RULES OF MARINA BAY GOLF COURSE

OUT OF BOUNDS

Defined by perimeter fencing - Hole 3, 4, 5, 6, 7, & 8
Defined by white stakes or white lines - Behind the green of Hole 2 & left side of Hole 9
- Practice area, to the right of green of Hole 18

OPTION FOR STROKE AND DISTANCE FOR BALL LOST OR OUT OF BOUNDS

When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may proceed under the Stroke and Distance Local Rule for a penalty of two strokes, rather than proceeding under stroke and distance. This Local Rule is not available if a provisional ball has been played. See Local Rule E-5 for full details of the Local Rule.

Link: <http://www.mbgc.com.sg/rules/index.aspx>

Note: The Stroke and Distance Rule herein is not intended for professional or elite amateur level competitions.

PENALTY AREAS (RULE 17)

Penalty areas are defined with either red or yellow stake. If a player's ball is in a penalty area, including when it is known or virtually certain to be in a penalty area even though not found, the player has these relief options, each for one penalty stroke:

1. Stroke-and-Distance Relief. The player may play the original ball or another ball from where the previous stroke was made (see Rule 14.6).
2. Back-On-the-Line Relief. The player may drop the original ball or another ball (see Rule 14.3) in a relief area.
3. Lateral Relief (Only for Red Penalty Area). When the ball last crossed the edge of a red penalty area, the player may drop the original ball or another ball in this lateral relief area (see Rule 14.3).

NO PLAY ZONE

Any area defined by orange line or orange stake is a No Play Zone that is to be treated as an Abnormal Course Condition. Free relief must be taken from interference by the No Play Zone under Rule 16.1f.

WASTE BUNKER

The prepared areas of sand at Hole 2, 3, 4, 6, 8, 9, 15, 16 & 18 are part of the general area and not bunkers. Waste bunkers are typically unmaintained natural shallow sandy areas whereas pot bunkers are deep, fully enclosed with steep faces.

PROMPT PACE OF PLAY

A player must not unreasonably delay play, either when playing a hole or between two holes. It is recommended that the player make the stroke in no more than 40 seconds after he or she is (or should be) able to play without interference or distraction, and the player should usually be able to play more quickly than that and is encouraged to do so. A player shall complete 18 holes within 4 hours 24 minutes.

INTEGRAL OBJECT

All geo-textile material bordering the face of any bunker is declared as integral object.

DROPPING ZONES

If a ball is in the penalty area at Hole 13, including when it is known or virtually certain that a ball that has not been found came to rest in the penalty area, the player has these relief options, each for one penalty stroke:

- take relief under Rule 17.1, or
- as an extra option, drop the original ball or another ball in the Dropping Zone. The Dropping Zone is a relief area under Rule 14.3.