

Rules Sheet – Spring Thaw

Palmer Division - Cog Hill #1 – Saturday, April 5, 2025

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**Closest to the pin 4 & 17**

**Bunkers - Lift, rake, & place**

**Perimeter of all courses (wooded areas) and all fescue (may be mowed down in spots) / long grass will be played as a penalty area. Ball can be played as is w/o penalty or you may drop where it crossed into area with a one stroke penalty. Lost ball applies except in fescue and perimeter**

**No local rules are in effect**

**Scoring will be done in the Main Clubhouse basement locker room**

**Cart not included with entry fee (\$21.90)**

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PACE OF PLAY SHOULD NOT EXCEED 4:30

Play ready golf, players should proceed to their ball and if safe to do so, play their next shot regardless if they have “Honors” – Pace of Play can be significantly improved if all players consistently abide by this admonition. There is no need to wait if you can hit your shot safely.

Time limit for searching for ball is Three Minutes.

Players are encouraged to play their shot (Within 40 seconds) of reaching the location of their ball.

Submit official scorecards immediately after your round

Rules Sheet – Spring Thaw

Player Division - Cog Hill #2 – Saturday, April 5, 2025

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**Closest to the pin 4 & 14**

**Bunkers - Lift, rake, & place**

**Perimeter of all courses (wooded areas) and all fescue (may be mowed down in spots) / long grass will be played as a penalty area. Ball can be played as is w/o penalty or you may drop where it crossed into area with a one stroke penalty. Lost ball applies except in fescue and perimeter.**

**Out of Bounds is left boundary fence on #1 and behind green on #18.**

**A drop area marked by RED or ORANGE FLAGS on #10 by the ravine in front of green.**

**If your ball is lost, please use drop area to maintain pace of play. Free relief from the enclosed cart path by #10 green (including the actual fence restricting swing) no closer to the hole.**

**No local rules are in effect**

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Rules Sheet – Spring Thaw

Trevino Division - Cog Hill #3 – Saturday, April 5, 2025

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**Closest to the pin 4 & 12**

**Bunkers - Lift, rake, & place**

**Perimeter of all courses (wooded areas) and all fescue (may be mowed down in spots) / long grass will be played as a penalty area. Ball can be played as is w/o penalty or you may drop where it crossed into area with a one stroke penalty.**

**Lost ball applies except in fescue and perimeter**

**No local rules are in effect**

**Scoring will be done in the Main Clubhouse basement locker room**

**Cart not included with entry fee (\$21.90)**

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Time limit for searching for ball is Three Minutes.

Players are encouraged to play their shot (Within 40 seconds) of reaching the location of their ball.

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