Important

• Always measure distance on Green in feet
• Use'Recovery'for lie whenever ball is in rough or sand and player cannot hit a 'normal' shot toward the hole

S = Sand

S = Sand

R = Rough

G = Green

F = Fairway and fringe of current hole

Y = Recovery

R = Deep Rough

X = Penalty

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Par	J Hole	Раг	Hole	Раг	JOH	Раг	<b>6</b>	Раг	9 Hole	Par	<b>J</b>	

	Hole 13	Par	Hole 14	Par	Hole 15	Par	Hole 16	Par	Hole 17	Par	Hole 18	Par
Stroke	Start lie	Start distance to hole	Start lie	Start distance to hole	Start lie	Start distance to hole	Start lie	Start distance to hole	Start lie	Start distance to hole	Start lie	Start distance to hole
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• Always measure distance on Green in feet

• Use'Recovery'for lie whenever ball is in rough or sand and player cannot hit a 'normal' shot toward the hole

Start lie types

T = Tee BoxF = Fairway and fringe of current hole

S = Sand V = Recovery **R** = Rough

**G** = Green

R2 = Deep Rough

**X** = Penalty

tart lie types	I = 1ee Box F = Fairway and fringe of current hole	$\lambda = Recovery$	<b>К5</b> = Deeb Kongh <b>к</b> = коngh	G = Green X = Penalty
20004 0114004	<ul> <li>Use'Recovery'for lie whenever ball is in rough o</li> </ul>	, ,	, s <b>c</b>	
ոթօւքոռ	<ul> <li>Always measure distance on Green in feet</li> </ul>			

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Start distance to hole	Start lie	Start enstance flod ot	Start lie	Start enstance foloot	Start bil	Start distance to hole	Start lie	Start enstance foloot	Start 9il	Start distance to hole	Start eil	Stroke
Раг	9 910H	Раг	<b>9</b> 10H	Par	<b>1</b>	Par	<b>3</b>	Par	Nole	Par	Hole	

Hole Par	Hole Par	Hole Par
In	Out	Tot
Strokes Tot	Strokes Tot	Strokes Tot

yer name	Date played		Units of measurement (circle)		
			Ya	rds / Meters	
Tournament name	<u> </u>	Round no.	Temp.	Wind speed	
Course name			Describe condi	tions (rain, wind, greens)	

