

Didsbury Golf Club Local Rules

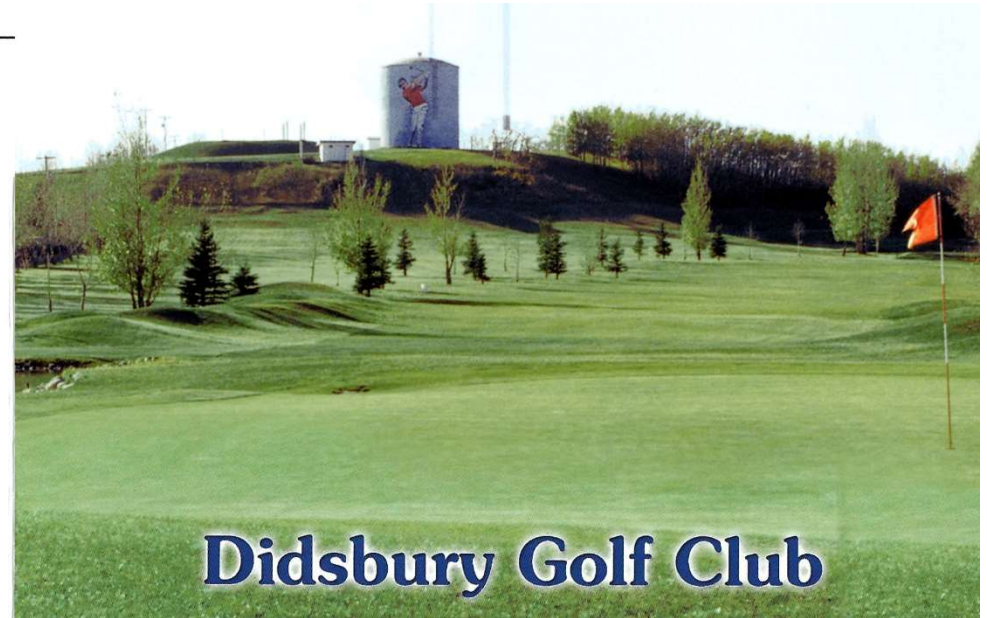
- All golfers must start on hole No. 1.
- No group may number more than 4 persons.
- Each player must have their own set of clubs.
- Starter, pro shop attendant and/or Marshall have authority over flow of play.
- Playing time should be no longer that 2 hrs 15 mins for 9 holes.
- Allow faster players to play through.
- Power carts must stay outside orange markers, stay on cart paths and stay OFF moguls.
- Rake sand traps, replace divots and repair ball marks on greens.
- Winter Rule applies to own fairway only - lift, clean and place.
- DRESS CODE in EFFECT - if in doubt see pro shop attendant.

Important General Rules

- * Balls landing in private property are LOST balls. DO NOT enter private property unless permission from owner is granted.
- * The cultivated field West of and parallel to hole No. 2 is OFF LIMITS to all golfers. Entering this property could result in suspension of play and/or prosecution by the owner.
- * SPIKELESS GOLF SHOES ONLY.

This is A READY PLAY Golf Course

1. Tee-Off when ready - no honors.
2. In the fairway - hit when ready.
3. Stay ready, within one stroke of group ahead.
4. Putt-out when ready - no honors.
5. Ready golf makes for faster rounds.



Didsbury Golf Club



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	1	2	3	4	5	6	7	8	9	NOTE:	10	11	12	13	14	15	16	17	18
										Hole #3 & #12 to Canal = 200 Yds Hole #4 & #13 to Canal = 220 Yds LEGEND moguls sand trap cart path shelter outhouse									
White Tees	318	297	269	347	369	324	347	193 177	360		318	297	269	347	369	324	347	193 177	360
Red Tees	300	287	269	337	339	324	327	162 147	327		300	287	269	337	339	324	327	162 147	327
Handicap	13 11	15 13	17 17	11 3	7 7	5 9	1 1	9 15	3 5	2816	14 12	16 14	18 18	12 4	8 8	6 10	2 2	10 16	4 6
Par	4	4	4	4	4	4	4	3	4	OUT	4	4	4	4	4	4	4	3	4
+/-																			

Date _____

Signed _____

Attested _____

5632 TOT HCP NET