

Quail Brook Penalty Area Guide

Based on a recent round, noting the stakes currently in place and the general course conditions these are the guidelines for play. The intent is to have all DGAers play by the same standards and eliminate group by group decisions on the status of various areas of the course.

All markers, red, yellow, and environmental, when in place, shall determine the appropriate action to be taken. Keep in mind the USGA “virtual Certainty” concept. If it is virtually certain that a ball can be in no other area other than in a penalty area, it is deemed to be in the Penalty Area.

According to the Official DGA Rules package the boundary fence at Quail defines all out of bounds, all other white stakes are to be ignored ,with the exception of the stakes marking the driving range on #1 and 9. A ball is out of bounds when it rests entirely beyond the fence. There is no free relief from an OB fence.

Any area not delineated as a Penalty area is to be considered in play for lost ball purposes.

#1 – Entire Left side is a Lateral Penalty Area- driving range is considered a lateral penalty area per DGA rule. Past range on right in play

#2- Left side and behind the green- lateral Penalty Area.

#3 – Left side lateral penalty, creek yellow penalty, past creek and around green -in play

#4- No penalty areas

#5- left of green and behind green - lateral Penalty area

#6- Area behind green is an environmental Penalty Area

#7- Left side in woods in play – no relief from road

#8 – no penalty areas

#9- right side in range lateral penalty area

#10- ditch in front of tee on left -yellow penalty area- right side lateral penalty

#11- creek is a yellow penalty area- right side past the bend in creek up to cart path lateral Penalty area

#12- left side in play-

#13- no penalty areas

#14- Left side in play, right side near green and behind green lateral penalty area

#15- yellow penalty area in front of tee,

#16- yellow penalty area in creek front and left- right side in play

#17- Lateral penalty area on left up to bunker-

#18- yellow penalty area in creek, right and left is in play