

122nd U.S. AMATEUR QUALIFYING
BEATRICE COUNTRY CLUB
JULY 18, 2022

NOTICE TO PLAYERS – DRAFT VERSION (4/29/22)

(This information supplements the Championship entry & The Local Rules and Terms of the Competition for 2021 USGA Championships)

1. **Distance Measuring Devices:** The use of electronic distance measuring devices to measure distance is permitted (subject to certain requirements).
2. **Prohibition on Certain Types of Shoes:** The Local Rule as prescribed in Section 8 of the Committee Procedures is in effect at all Qualifying sites. Model Local Rule G-7.
3. **Play-Off:** In the event of a tie for the last qualifiers or alternates places, there will be a hole-by-hole playoff to determine the final qualifiers and the 1st and 2nd alternate if necessary. All announcements regarding the play-off will be made near the golf shop upon completion of the qualifying round. The play-off rotation is hole 1, hole 2 and hole 18.
4. **Teeing Ground:** The Blue USGA Tee-Markers define the teeing ground for the competition.
5. **Starting and Scoring Areas:** Defined by roping, stakes and blue paint dots.
6. **Out of Bounds:**
 - a. Defined by the perimeter fence posts, white dots and white lines in addition to white stakes.
 - b. Defined by the pool fence between white stakes near the clubhouse.
7. **Penalty Areas:**
 - a. The yellow penalty area on hole #15 plays as a red penalty area during play of any other hole.
 - b. Dropping Zones: If a ball is in the following penalty areas, 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:
 - 1) Take relief under Rule 17.1; or 2) As an extra option, drop the original ball or another ball in the dropping zone marked "DZ" in the location below. The dropping zone is a relief area under Rule 14.3.
 - i. Hole #1 Yellow Penalty Area - Drop Zone located near the yellow penalty area.
 - ii. Hole #5 Yellow or Red Penalty Area - Drop Zone located on the forward teeing area.
 - iii. Hole #6 Yellow or Red Penalty Area - Drop Zone located on the forward teeing area.
 - iv. Hole #7 Yellow or Red Penalty Area - Drop Zone located on the white teeing area.
 - v. Hole #10 Yellow Penalty Area - Drop Zone located near the yellow penalty area.
 - vi. Hole #13 Yellow Penalty Area - Drop Zone located in the fairway.
8. **Ground Under Repair:**
 - a. Decorative Flower and Plant Beds. When enclosed by cart paths or adjacent to immovable obstructions as a single abnormal course condition.
 - b. Turf Nursery located right of hole #18 from which play is prohibited. If interference exists, relief must be taken. Such nursery is not defined, but it constitutes all the area cut at approximately putting green height or less.
 - c. Mulch bases of new trees.
9. **Immovable Obstructions** include but are not limited to:
 - a. Birdhouses and their posts are immovable obstructions.
 - b. Staked Trees (including wire and mulched tree wells associated with staked trees) are deemed to be immovable obstructions.
 - c. Immovable obstructions adjacent to each other are to be treated as a single obstruction.
10. **Loose Impediments:** Wood chips, pine straw and mulch are loose impediments.
11. **Temporary Immovable Obstructions: Relief on Either Side.** Model Local Rule F-23 is in effect and includes starting and scoring tents and the fan near the putting green on hole #11. If a player has either physical interference or line of sight interference from any TIO and is entitled to relief, as an additional option, she may take relief on the other side of the TIO along the arc without penalty. When taking relief on the other side of the TIO, the player may only take relief under the TIO Local Rule, not Rule 16.1.
12. **Paint Dots Not Used for Course Marking:** Blue paint dots used to define the edges of the starting and scoring areas. Relief without penalty is NOT available from these dots and lines.
13. **Final Decisions on Any Disputed Points:** Made by Craig Ames, Justin Ahrens and Ben Vigil.