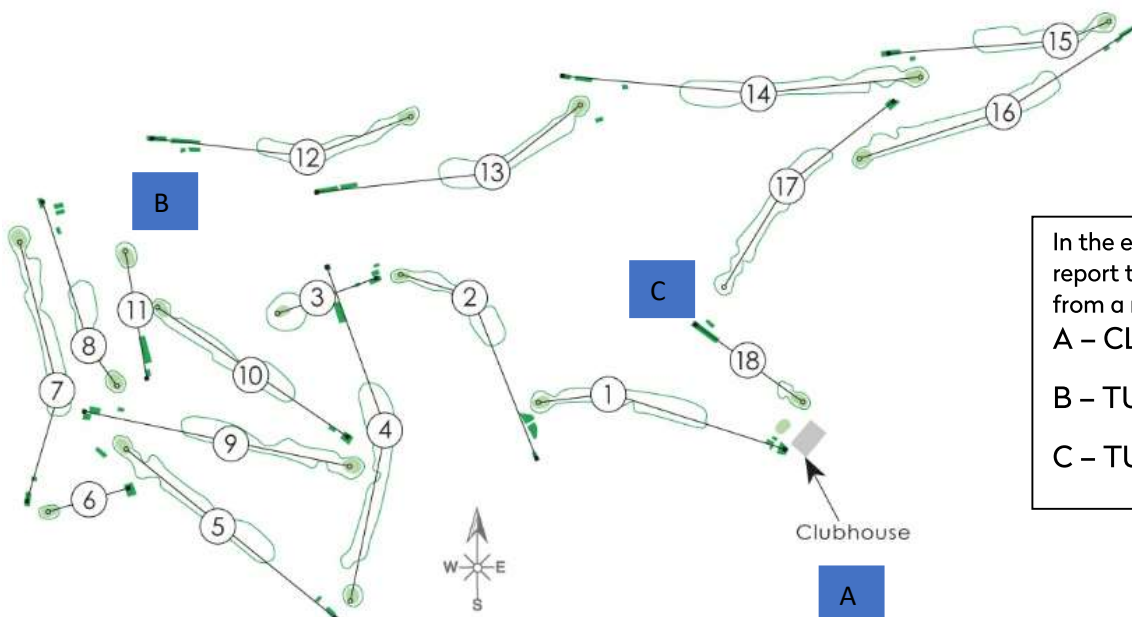## LINDRICK
EVACUATION PLAN

A suspension of play for a **dangerous situation** will be signalled by **one prolonged note of the siren**. All **other suspensions** will be signalled by **three consecutive notes of the siren**. In either case, **resumption of play** will be signalled by **two short notes of siren**. See Rule 5.7b.

(1) Immediate Suspension (Such as When There is Imminent Danger). If the Committee declares an immediate suspicion of play, all players must stop play at once and must not make another stroke until the Committee resumes play.

(2) Normal Suspension (Such as for Darkness or Unplayable Course). If the committee suspends play for normal reasons, what happens next depends on where each playing group is:
Between Two Holes. If all players in the group are between two holes, they must stop play and must not make a stroke to begin another hole until the Committee resumes play.
While Playing Hole. If any player in the group has started a hole, the players can choose either to stop play or to play out the hole.

- The players are allowed a brief amount of time (which normally should be no more than two minutes) to decide whether to stop play or play out the hole.
- If the players continue play of the hole, they may go on to complete the hole or may stop before completing the hole.
- Once the players complete the hole or stop before completing the hole, they must not make another stroke until the Committee resumes play under Rule 5.7c.

Any player in the group may choose to stop play or go on to continue the hole no matter what the others in the group decide to do, expect that the player may continue to play on if, the player's marker stays to keep the player's score.

(3) Lifting Ball when Play Stops When stopping play of a hole under rule 5.7, the player may mark the spot of his or her ball and lift the ball (See Rule 14.1).

Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Tee	A	A	A	A	B	B	B	B	B	B	B	B	C	C	C	C	C	A
Fairway	A	A		A	B		B	B	B	B		B	C	C	C	C	C	
Green	A	A	B	A	B	B	B	B	B	B	B	B	C	C	C	C	C	A

In the event of a dangerous situation, report to these area and await instruction from a referee.

A – CLUBHOUSE

B – TUNNEL 11 – 12

C – TUNNEL 17 - 18