

THE AMATEUR CHAMPIONSHIP 2023 HILLSIDE COURSE EVACUATION POLICY

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 suspension of play, all players must stop play at once and must not make another stroke until the Committee resumes play.

In the event of a dangerous situation, all practice areas will close and must not be used.

- (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 may 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, however the player's marker must stay 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 ball and lift the ball (See Rule 14.1).

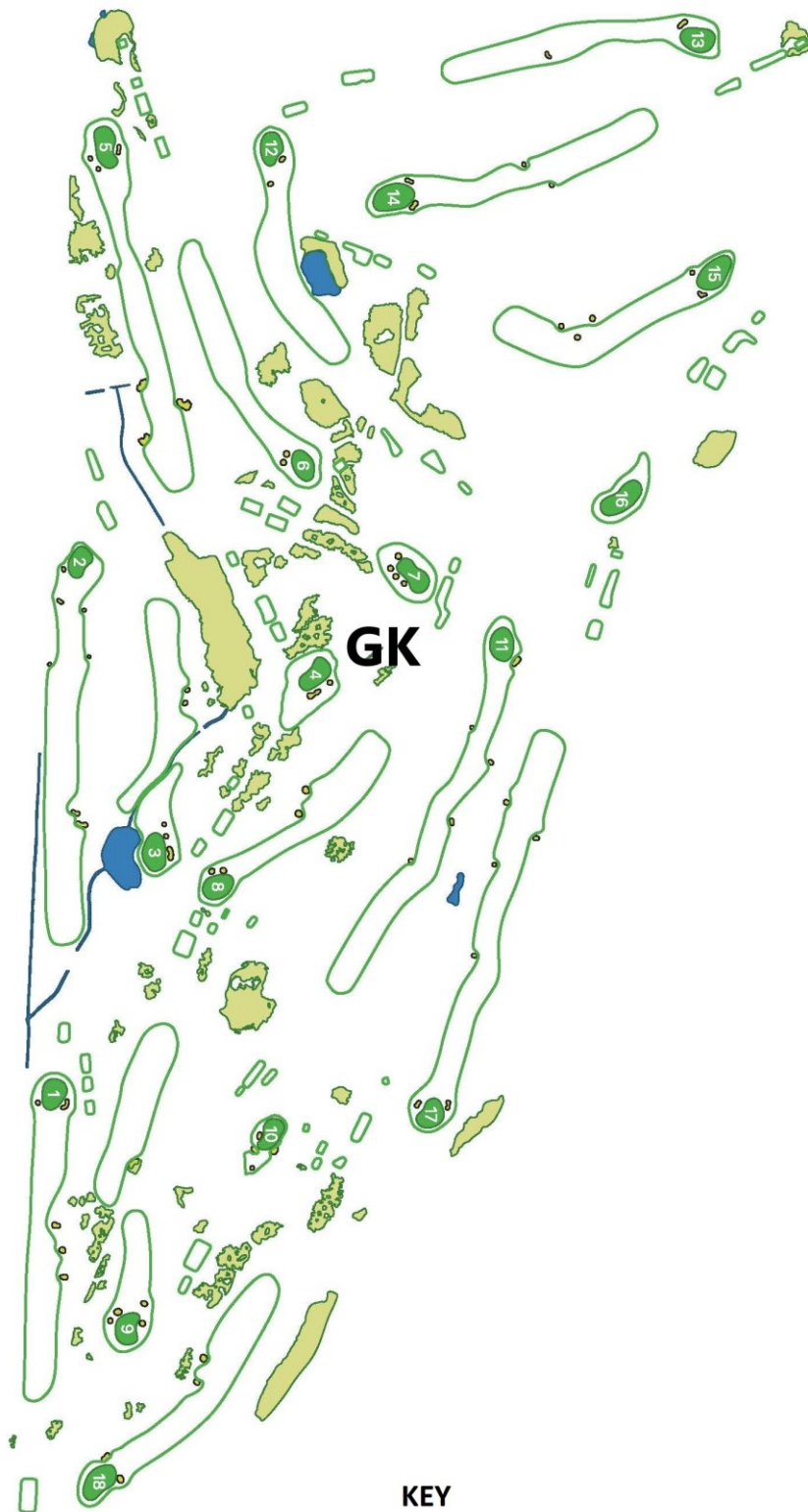
Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Tee	CH	CH	CH	CH	CH	GK	GK	GK	CH	CH	CH	GK	GK	GK	GK	CH	CH	CH
Fairway	CH	CH	CH	CH	-	GK	-	GK	CH	-	CH	GK	GK	GK	GK	-	CH	CH
Green	CH	CH	CH	CH	GK	GK	GK	CH	CH	CH	GK	GK	GK	GK	CH	CH	CH	CH

CH = Clubhouse

Players should return to the Clubhouse on foot.

GK – Greenkeeper's Shed

Players should walk to the Greenkeeper's Shed whereupon Referees will relay further instruction.



KEY

GK - GREENKEEPER SHED

CH - CLUBHOUSE