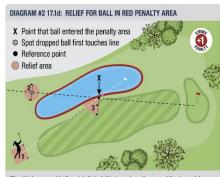
Yellow Stakes, count stroke into the penalty area, add penalty stroke and option of:

- 1. replay from prior spot (known as stroke-and-distance)
- 2. drop on a line that contains the hole and the point of entry into the yellow penalty area not closer to the hole

White Stakes = out of bounds, count stroke hit out of bounds, add penalty stroke and:

 only option is to replay from prior spot (known as stroke-anddistance) **Red** Stakes, count stroke into the penalty area, add penalty stroke and option of:

- replay from prior spot (known as stroke-and-distance)
- drop on a line that contains the hole and the point of entry into the red penalty area not closer to the hole
- added option of taking penalty stroke and dropping 2 clublengths from point of entry into the red penalty area

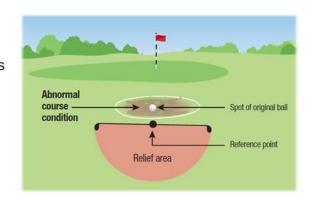


When it is known or virtually certain that a ball is in a red penalty area and the player wishes to take relief, the player has **three** options, each for one penalty stroke. The player may:

- Take stroke-and-distance relief by playing a ball from a relief area based on where the
 previous stroke was made.
- (2) Take back-on-the-line relief by dropping a ball outside the penalty area, keeping point X between the hole and the spot where the ball is dropped.
- (3) Take lateral relief (red penalty area only). The reference point for taking relief is point X, and a ball must be dropped in and played from the two club-length relief area, which is no nearer the hole than point X.

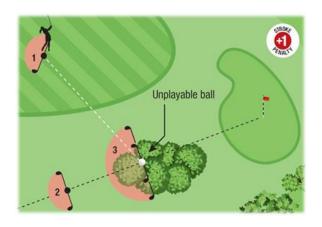
Free Drop = find nearest point of relief and drop within 1 club-length, not closer to hole

- Free relief from
 - cart path
 - sprinkler head
 - embedded ball
 - immovable obstructions (shelter hut, sprinkler box, un-natural object that you can't move)
 - temporary water
 - ground under repair



Unplayable Lie

- replay from prior spot (known as stroke-anddistance)
- drop on a line that contains the hole where the ball lies, not closer to the hole
- 3. drop within 2 clublengths of where ball is, not closer to the hole



Unplayable lie in a bunker, count original stroke into bunker and add a penalty stroke then option of:

- replay from prior spot (known as stroke-and-distance)
- drop in the bunker on a line that contains the hole and where the ball lies
- drop in the bunker, within 2 club-lengths of where ball is, not closer to the hole
- 4. drop outside the bunker for an additional penalty stroke (2 penalty strokes in total) on a line that contains the hole and where the ball lies, not closer to the hole



Play a 2nd ball, if a ruling is in doubt, you can play a second ball, one ball with each ruling. You should choose which ball will count if the Rules allow it and announce your choice to another player before making a stroke. You keep track of both scores and then get a final ruling when a rules official is available.