THE BASIC RULES FOR COURSE RATING TEAMS

1. For each hole, the rating team must be composed of a minimum of three trained and experienced raters, with one rater designated as the team leader. The team leader must have attended a course rating seminar conducted by an Authorized Association.

2. To avoid bias, do not serve as a team leader when your home course is being rated.

3. Do not play the course while rating it.

4. View each hole from the teeing ground, the landing zones of scratch and bogey players, and the green.

5. Rate the obstacles in accordance with the guidelines established in the “Course Rating System Guide,” not based on how you would play the hole.

6. Do not discuss obstacle values while evaluating a hole. Values should be discussed with the team leader after each team member has completed rating the hole. The Green Target rating may be agreed upon before rating the other obstacles.

7. Do not record final obstacle values on the rating form until the hole has been evaluated from all positions.

8. When rating the same set of tees, agree within one unit on the rating of each obstacle. The team leader has the responsibility of ensuring that the team members reach an agreement. The team leader’s decision is final.

9. Do not discuss course rating results with a club. Ratings are subject to review by a Course Rating Review Committee before the ratings are official.

COURSE RATING SYSTEM GUIDE


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SECTION 1 — INTRODUCTION

The purpose of the “Course Rating System Guide” is to provide a condensed version of “The Course Rating System Manual” for use by course raters on the golf course. When questions arise, they may be resolved by referring to “The Course Rating System Manual” or by contacting the Authorized Association.

The Course Rating System is designed to ensure that the rating of a course is in proper relation to the ratings of other courses. If this is not achieved, players at courses rated too low will be over-handicapped, and vice versa.

Accuracy and consistency are the keys to effective course rating. A course must first be accurately measured, and the measured length must be corrected for factors that affect the playing length, which are roll, changes in elevation, forced lay-ups, doglegs, wind, and altitude. Obstacles that affect playing difficulty must then be evaluated in accordance with established standards. These standards reduce subjectivity in course rating.

A Course Rating is based on the expected performance of the scratch player as defined and described in Section 3. A Course Rating is based on measured length, effective playing length corrections, and 10 obstacle factors to the extent that they affect the scoring ability of a scratch player.

The Course Rating System provides procedures for determining a Bogey Rating based on the expected performance of the bogey player as described in Section 3. This rating is used in conjunction with a Course Rating to calculate a Slope Rating.

Through the collection of extensive empirical data from players and golf holes, the factors that affect the difficulty of a golf hole have been evaluated and assigned numerical values that yield an accurate Course Rating and Slope Rating when applied to the entire course.

This guide is used for both men’s and women’s ratings. Some tables apply to both genders, others are separated by gender. Unisex tables are identified with a light blue header, men with dark blue, and women with gold. Each separated table also respectively provides a text header of “Men” and “Women.” Throughout this guide, values specific to women are listed in [brackets].
SECTION 2 — DEFINITIONS

Bogey Player – A player with a Handicap Index of approximately 20.0 for men and 24.0 for women. A bogey player can hit tee shots an average of 200 [150] yards and can reach a 370 [280] yard hole in two shots at sea level.

Carry Safely – In order to carry an obstacle safely, a shot must be able to clear the obstacle by at least 10 yards. When recording a safe carry distance over an obstacle, add the 10 yards to the length of the actual carry. If a player cannot carry an obstacle by 10 yards, it may result in a forced lay-up or an alternate line of play.

Chute – A chute occurs when trees are positioned such that they can intervene on the flight path of the tee shot, and the ball must be hit through a narrow opening. Chutes are rated based on the width of the opening between the extending branches of the trees and how far that opening is from the teeing area. See the Chute Table on page 35.

Closely Bordering – An obstacle or condition is considered closely bordering if it is within 10 yards in any direction of the outside perimeter of a landing zone or from the edge of the green.

Crossing Obstacles – Crossing obstacles consist of penalty areas, extreme rough (including desert) and out of bounds when they must be carried to play the hole.

Desert – Desert is extreme rough that contains vegetation (brush, cacti, bushes, etc.) with thorns, needles, or similar. Desert is rated as extreme rough or as a penalty area if so designated.

Effective Playing Length – Effective playing length of a course is the measured length of all holes corrected for roll, forced lay-ups, doglegs, changes in elevation, wind and altitude above sea level.

Extreme Rough – Extreme rough is cool season rough grass in excess of 6 [5] inches in length {4 [3] inches warm season}, underbrush in trees, or other conditions such as sand dunes (not bunkers), ice plant, palmettos, tree roots, rocks, lava, desert, heather, gorse, etc., which make it likely the ball will be lost or advanced only with great difficulty.

Extreme rough should be rated under Crossing Obstacles or Lateral Obstacles and may additionally be rated under Recoverability and Rough or Bunkers.

Grasses – For rating purposes, grasses used for the assessment of rough are divided into two categories:

- Cool season rough grasses include perennial ryegrass, bluegrass, meadow–grass, fescues and poa annua (but not bentgrasses for rating purposes only).
- Warm season rough grasses include all types of bermuda, zoysia, St. Augustine, kikuyu, seashore paspalum, buffalograss, plus bentgrasses.

Warm season grasses do not need to be as long as cool season grasses to cause the same recovery problems. Cool season grasses are assumed throughout this Guide; equivalent warm season grasses are shown in {braces}.

Landing Zone – The landing zone is a fairway–wide area extending from where a shot hits the ground to where it comes to rest (i.e. it is generally a rectangle with dimensions equal to the width of the fairway by the length of the evaluated roll).

Lateral Obstacles – Lateral Obstacles consist of penalty areas, extreme rough (including desert) and out of bounds when they come into play laterally on the hole.

Lay-up – Lay-ups are divided into two categories:

- A forced lay-up occurs when a severe obstacle, or a combination of severe obstacles, such as penalty areas, deep bunkers, extreme rough, or severe topography crosses the fairway or reduces the fairway width in the normal landing zone of the scratch or bogey player to less than 15 [13] yards. As a result, the player will hit less than a full shot (i.e. they will lay up).
- Lay-up by choice occurs when a significant obstacle or a combination of obstacles near the normal landing zone results in a scratch or bogey player choosing to hit less than a full shot. A fairway landing zone that is less than 15 [13] yards wide but without severe obstacles may be a reason for a lay-up by choice. The lay-up by choice would also be employed, primarily by scratch players, in their course management decisions. In order to qualify, the normal landing zone must present an unpleasant situation (e.g. downhill stance/lie to an elevated green).

Line of Play – Line of play, as defined in the “Rules of Golf,” is the line where the player intends their ball to go after a stroke,
including the area on that line that is a reasonable distance up above the ground and on either side of that line. The line of play is normally down the centre of the fairway. When a player is able to cut across a dogleg, the line of play may move away from the centre of the fairway toward the inside of the dogleg.

**Midseason** – Midseason includes all the months of the year when a golf course is regularly maintained, and scores are being posted for handicap purposes.

**Mounds** – A mound has distinct sides/slopes that impact stance or lie. Mounds in the fairway are rated under Topography. Mounds in the rough or around the green are rated under Recoverability and Rough. When considering mounds, the rating team must evaluate stance and lies on sides of the mounds, rough height, and how the mounds will impact scoring. Hollows are essentially inverted mounds and should be rated using the same procedure.

**Near** – An obstacle or condition is considered near a landing zone or green if it is within 20 yards in any direction of the outside perimeter of a landing zone or edge of the green.

**Obstacle Squeeze** – Obstacle squeeze occurs when lateral obstacles are present on both sides of a landing zone and a player cannot play away from either side. Rating values in tables assume the existence of some obstacle squeeze. Upward adjustment of those table values is warranted when obstacle squeeze consists of lateral obstacles that are situated on both sides of a landing zone and are less than 40 yards apart. Bunkers on both sides of a landing zone that are less than 30 yards apart also qualify for an upward adjustment.

**Penalty Area** – A penalty area is any body of water on the course, (whether or not marked by the Committee), including a sea, lake, pond, river, ditch, surface drainage ditch or other open watercourse (even if not containing water) and any other part of the course the Committee defines as a penalty area.

**Punitive** – An obstacle or situation that is unusually difficult, often requiring a demanding recovery shot or likely to cost the player a stroke.

**Rise and Drop** – Rise and drop occurs when ground closely bordering a significant portion of the green rises up and/or drops down thus causing a difficult recovery situation. The rise and/or drop must be greater than 5 feet to qualify for an adjustment. Rise and drop is rated using the Mounds adjustment in Recoverability and Rough.

**Scratch Player** – A player with a 0.0 Handicap Index. A scratch player, for rating purposes, can hit tee shots an average of 250 [210] yards and can reach a 470 [400] yard hole in two shots at sea level.

**Significant** – Sufficiently important to be worthy of attention and impacts the difficulty in playing the hole. See Interpretations Section 3 in “The Course Rating System Manual.”

**Tier** – A tier is a plateau. To be tiered, a green must have a minimum of two distinct plateaus of surface area, each with multiple available hole locations, separated by a two-foot or greater elevation difference. The elevation change area must include a significant portion of the green. Two plateaus with one “ramp” equates to two tiers. Three plateaus with two “ramps” equates to three tiers. A ball will not normally remain at rest on a ramp between two tiers.

**Toggle** – To “toggle” is to alternate rating values or the application of an adjustment when there are multiple instances that could be rated one point higher or lower, or an adjustment is marginal. See Interpretations Section 3 in “The Course Rating System Manual.”

**Transition Zone** – See Section 3.

**Tweener** – A “tweener” is a value that falls between two table values. For example, if the table provides rating values of 4 and 6, but not 5, the rater may assign a rating of 5 if the obstacle is more significant than a 4 but less significant than a 6. See Interpretations Section 3 in “The Course Rating System Manual.”

**Waste Area** – A waste area is an unmaintained area on the course that is natural to its surroundings. Generally, it has a sand base (or similar) and may have large rocks, stones or native vegetation that may qualify as extreme rough in it. A waste area may have poorly defined boundaries and the ground surface is not always maintained. The waste area may be prepared, similar to a bunker, and maintained by periodic edging and/or raking or levelling of the surface. Any vegetation in a prepared waste area does not generally qualify as extreme rough. Waste areas may be rated as R&R, Bunkers or extreme rough depending on the situation.
SECTION 3 — SHOT INFORMATION

Shot Lengths
The following table shows the average lengths of shots played by the scratch and bogey player, assuming a level landing area at sea level with average roll conditions. Uphill or downhill landing areas can affect carry and roll, thereby increasing or decreasing overall shot lengths.

NOTE: Assume that scratch and bogey players hit straight shots. To rate obstacles higher because they are on a specific side of the hole is inappropriate. Course Rating is not a right-handed or left-handed rating procedure.

Transition Zone
A Transition Zone is the area close to or on the green that is just beyond the average distance a scratch or bogey player can expect to hit with consistency. On a one-shot hole, the Transition Zone is 10 yards deep; on a two-shot (or more) hole, it is 20 yards deep.

Following is a table showing the Transition Zones:

<table>
<thead>
<tr>
<th>TRANSITION ZONE TABLE* — Men and [Women]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shot in Transition</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Tee Shot</td>
</tr>
<tr>
<td>2nd Shot</td>
</tr>
<tr>
<td>3rd Shot</td>
</tr>
<tr>
<td>4th Shot</td>
</tr>
</tbody>
</table>

* When the altitude is 2,000 feet or higher, use table on page 19.

On a hole where a long shot can barely reach the centre of the green, the Green Target value is high (from 4 to 10, depending on green size). When a long shot cannot reach the green surface and a short pitch shot remains, the Green Target value is low (normally 2). When the hole length falls between these two extremes, rather than forcing a rating team to choose one or the other Green Target value, an intermediate value between the long and short Green Target ratings is determined, using the “Transition Zone” concept.

The recommended procedure for rating a hole that falls into the Transition Zone is to apply the average of the long shot Green Target rating and the short shot Green Target rating. This value is provided in the bottom row of the Green Target Rating Table.

When the rating team determines that the centre of the green will be reached significantly more (or less) than half the time, the Transitioned Green Target value may be adjusted up (or down) one point. For example, if the centre of the green is close to the front of the Transition Zone, it may be appropriate to add one point to the 50/50 Transitioned Green Target chart value. Conversely, if the centre of the green is close to the back of the Transition Zone, the shot to the green will rarely reach the centre of the green and reducing the chart value by one point may be appropriate.
Because Recoverability and Rough (R&R) and Bunker ratings depend on the Green Target rating, applying the averaged Green Target rating to the R&R Rating Table or the Greenside Bunker Rating Table means that no further averaging is required for R&R and Bunkers.

Once the rater has determined the Green Target value, the following process is used to rate Topography, Fairway, Crossing Obstacles, Lateral Obstacles, and Trees:

- If the player reaches the centre of the green 50% or more of the time on the long shot, rate the hole using that shot for the approach shot information;
- If the player is short of the centre of the green more than 50% of the time, assign an area 10 yards short of the front edge of the green as the landing zone from where the approach shot would be played, and rate the hole using that area for the approach shot information.

There are conditions under which the Transition Zone is not used even though the hole length falls within Transition Zone yardages. If the team consensus is that the player cannot reach the centre of the green because of an effective length correction factor (roll, elevation, dogleg, or forced lay-up) or an obstacle preventing the shot from reaching the green (e.g. bunker in front of green) then a Transition Zone rating should not be applied.

Similarly, if the team consensus is that the player can reach the centre of the green some of the time even though the hole length falls outside the Transition Zone, then the Transition Zone concept should be applied.

**Accuracy Pattern**

The Accuracy Table gives the dimensions of the area into which a scratch or bogey player is expected to hit shots of various lengths 67 percent of the time. It is used to assist in evaluating the effect of obstacles around the target.

<table>
<thead>
<tr>
<th>Length of Shot</th>
<th>Scratch Player Men</th>
<th>Scratch Player [Women]</th>
<th>Bogey Player Men</th>
<th>Bogey Player [Women]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Depth</td>
<td>Width</td>
<td>Depth</td>
<td>Width</td>
</tr>
<tr>
<td>90</td>
<td>11</td>
<td>14</td>
<td>[12]</td>
<td>16</td>
</tr>
<tr>
<td>130</td>
<td>13</td>
<td>15</td>
<td>[17]</td>
<td>18</td>
</tr>
<tr>
<td>170</td>
<td>18</td>
<td>17</td>
<td>[26]</td>
<td>24</td>
</tr>
<tr>
<td>190</td>
<td>23</td>
<td>18</td>
<td>[30]</td>
<td>29</td>
</tr>
<tr>
<td>210</td>
<td>29</td>
<td>19</td>
<td>[34]</td>
<td>[28]</td>
</tr>
<tr>
<td>230</td>
<td>35</td>
<td>20</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>250</td>
<td>41</td>
<td>21</td>
<td>–</td>
<td>–</td>
</tr>
</tbody>
</table>

**Obstacles “Do Not Exist”**

Obstacle values normally decrease as obstacle distance from the target increases. If an obstacle is more than 50 yards to the left and right of the line of play and more than 50 yards beyond the centre of the green, generally it should not be considered a factor for either the scratch or the bogey player (i.e. it “does not exist” on the hole) and should be rated zero. Obstacles less than 50 yards from the centre of the fairway or the centre of the green “exist” on the hole and should be rated at least 1, even if not near a landing zone. This concept applies to Bunkers, Lateral Obstacles, Crossing Obstacles and Trees.

Penalty areas, extreme rough (including desert) and out of bounds are rated under Lateral Obstacles and/or Crossing Obstacles. If a Lateral or Crossing Obstacle “exists” on the hole, a minimum rating value of 1 should be recorded for Lateral Obstacles. A value of zero for Crossing Obstacles would be correct if there were no other Crossing Obstacles to be rated on the hole.
A safe carry over a Crossing Obstacle that is too short to earn a rating value from the Crossing Obstacle Rating Table should be rated zero. Although the area is not rated as a Crossing Obstacle, it “exists” on the hole and may be rated 1 for Lateral Obstacles if no other Lateral Obstacles are present on the hole.

Some examples of “Does Not Exist” for Crossing/Lateral:

- There are no areas that qualify as Lateral Obstacles “near” any landing zones for the player or within 50 yards of the centre of the green, so there is no table rating value for Lateral Obstacles. There is a penalty area just off the fairway 70 yards short of the first landing zone on the hole. There are no Crossing Obstacles on the hole. The correct rating would be 1 for Lateral Obstacles (“Obstacle Exists” concept for Lateral Obstacles).

- There is a short 25–yard crossing over a penalty area and no other areas of Lateral or Crossing Obstacles anywhere on the hole. The correct rating would be 1 for Lateral Obstacles.

- There is a short 25–yard crossing over a penalty area and a Lateral Obstacle (extreme rough) at the green that is 25 yards from the centre of the green. The correct rating would come from the Lateral Obstacle rating table based on the approach shot into the green for each player. The Crossing Obstacle would be zero. The “Does not Exist” concept does not apply because there is a table value for Lateral Obstacles for the extreme rough at the green. The rating value for Crossing Obstacles is zero.

**Player Cannot Complete the Hole**

Sometimes the crossing obstacles on a hole make it impossible for the player to complete the hole. A long carry over a penalty area, extreme rough (including desert) or out of bounds where there is no bail-out area means that the player cannot complete the hole in accordance with the Rules of Golf. Although the player is unlikely to play from a set of tees that includes this situation, a Course/Bogey Rating is still required to obtain a Course Rating and Slope Rating.

When the bogey player cannot play the hole, the rating team must assign a safe landing area for the bogey player as if they were able to carry the obstacle safely (usually by 10 yards). Rate all the Lateral Obstacles, bunkers and trees from the safe landing area as if the area were the actual landing zone. For the Crossing Obstacle(s) use the highest crossing value from the rating table and apply all applicable adjustments. If the safe landing area is fairway, measure the width of the fairway at this point and use this table value. If the safe landing area is not fairway, use the scratch Fairway table value and add one point. Apply all applicable adjustments that relate to this area.

To determine the next bogey shot length, assume that the original Carry Obstacle does not exist. For example, on a 350 [250] yard hole, the second bogey shot length would normally be 150 [100] yards. Use this yardage as a guide to enter the tables for Green Target, Crossing and Lateral Obstacles, etc.

To determine the next bogey landing zone on a three-shot hole, assume that the original Carry Obstacle does not exist and rate from the mathematical landing zone.

This procedure only applies if there is no realistic place from which the bogey player can hit to and play the hole. If there is a bail-out area, rate the hole as if the bogey player hits to this area. If the only place a bogey player can complete the hole is from a forward tee, use the “Player Cannot Complete the Hole” procedure.

On a par-3 hole where the bogey player cannot reach the green and there is no bail-out area, use the scratch Green Target value and add two points.

When the scratch player cannot complete the hole see Interpretations Section 4 in “The Course Rating System Manual.”
SECTION 4 — EVALUATION OF OBSTACLES AND EFFECTIVE PLAYING LENGTH CORRECTIONS

General
A Length Rating is based on the effective playing length of the golf course, which may be substantially different from its measured length. Consideration is given to five effective length correction factors, outlined in Section 7.

Modification of a Length Rating is based on the extent to which 10 obstacle factors affect the scoring ability of the scratch and bogey player. On each hole, all obstacle factors are evaluated on a scale of 0 to 10, following the guidelines in Section 8.

Ratings
Obstacles must be evaluated separately for both the scratch and the bogey player on the basis of how they come into play.

- When a bogey player cannot reach a par-3 hole in one shot, rate the hole as a two-shot hole, except there is no Fairway value.
- When a bogey player cannot reach a par-4 hole in two shots, rate the hole as a three-shot hole for the bogey player.
- For Roll and each of the 10 obstacle factors, begin by entering the rating table for the scratch player, then re-enter the table for the bogey player.
- Adjust these table rating values up or down, if appropriate, for both the scratch and bogey players as prescribed in the appropriate obstacle adjustments.
- Apply the adjustments in the order they are listed.

Most rating values have been provided in the obstacle rating tables in Section 8; however, any number from 0 to 10 may be used. A “tweener” (as defined in Section 2) may be used, if appropriate.

Each adjustment has been accompanied by an alphabetical or numerical identifier. These identifiers are useful to raters in scanning the page of this Guide to assure all adjustments are considered and in discussing how they arrived at their final obstacle ratings (e.g. “table value plus adjustments, L and M”). The adjustment codes may be recorded on the rating form as part of the permanent rating record. A table listing all the adjustment “alpha–numeric codes” is on the inside of the back cover of this Guide.

Some adjustments are accompanied by an asterisk, indicating that they apply to a specific shot and not to the overall rating of the hole. Shot–specific adjustments are listed ahead of generalized adjustments. Adjustments are to be applied in the order they are listed. Under Recoverability & Rough and Bunkers only, shot–specific adjustments are cumulative (e.g. two lay-ups on a hole would result in two L–1 adjustments, or a total adjustment of –2 for R&R).

- A rating of zero should be assigned when the obstacle “does not exist” on the hole (see page 5).
- Obstacle ratings of 3, 4, and 5 would be expected about half of the time on an average golf course.
- A rating of 10 would normally be expected on less than one percent of the holes.

Even the easiest golf hole has some obstacle values. In fact, some obstacles cannot be rated zero. They are:

- Fairway (on Par 4/5 holes) and Recoverability & Rough (minimum 1);
- Green Target (minimum 2); and
- Green Surface (minimum 3).

Obstacles must be rated under the assumption that play is in accordance with the Rules of Golf.

When play is not permitted from a No Play Zone as defined in the “Rules of Golf,” rate as follows:

- If free relief is given, ignore this area for rating purposes; or
• If there is a one-stroke penalty for relief from the area, rate the area as if it were a penalty area; or,

• If there is a stroke and distance penalty, rate the area as either a lateral obstacle with the K adjustment or a crossing obstacle.

The obstacle evaluations of two courses with very different characteristics can lead to the same result. For example, a course that is flat and has no trees but has narrow fairways and deep rough, might have an obstacle stroke value of 1.0 stroke over the Length Rating. Another course that has wide fairways and no rough but has significant trees and numerous deep bunkers might also have the same 1.0 obstacle stroke value.

**Bogey Ratings**

Bogey rating values may be different from scratch rating values for many reasons. Besides hitting the ball shorter distances (which leads to different landing zones for scratch and bogey players), the bogey player is less successful than the scratch player at hitting fairways and greens. Around the green, the bogey player is not as effective at getting up and down from the rough or from bunkers. When in trouble, the bogey player cannot recover as well as the scratch player. The rating tables take into account many of these factors. Some tables are entered for the scratch player from the left and for the bogey player from the right. Often, bogey ratings for similar entry criteria are higher than for scratch.

**Weighting & Percentage Adjustment**

Sometimes an obstacle, such as Topography, is not uniform throughout the landing zone (e.g. part of the fairway landing zone has only a minor stance problem while the rest is significantly awkward). In these situations, do not rate for the most severe condition. Instead, determine a weighted average of the varying conditions and apply that average to the rating table, or rate the various conditions and take a weighted average. For example, if ¾ of the fairway landing zone has minor stance problems with the green 10 feet uphill (rated 2) and ¼ of the fairway landing zone has significantly awkward stance problems with the green 20 feet uphill (rated 6), a rating of 3 would be appropriate.

Sometimes the length of a forced carry depends on the direction of play. Determine the average carry length or apply the **PERCENTAGE (P)** adjustment to the full carry. Generally, the **PERCENTAGE (P)** adjustment is used in 25% increments (25%, 50% or 75%).

Sometimes an obstacle near a landing zone is not uniform (e.g. extreme rough has areas where recovery is impossible and other areas where there is no problem recovering). In these situations, use the **PERCENTAGE (P)** adjustment. A rater may also determine an average condition or use a weighted average of the separate rating values.

**Obstacle Rating Measurements**

**Measuring methods** — Fairway widths, green dimensions, and distances from targets or edges of greens to obstacles should be measured with electronic measurement devices. For short distances (less than 15 yards), pacing the distances is sufficiently accurate for rating purposes.

**Carry** — To carry the obstacle safely, assume the shot clears the obstacle by 10 yards. Note the maximum carry distances for scratch and bogey players’ tee-shot and subsequent shots in the table in Section 3. For example, a bogey player’s second or third shot only carries 150 [110] yards (not the full 170 [130] yards, which includes roll).

**Approach Shot** — To determine the approach shot length, start with the length of the hole and subtract the distance the player has covered to reach the approach shot landing zone (see the Shot Length Table on page 4). On a par 4 (2-shot hole), subtract the tee shot length; on a par 5 (3-shot hole), subtract the combined length of the first and second shots.

Take into account factors that change the tee shot and second shot lengths, such as lay-up, roll, etc. For example, if the fairway is firm and tee shots roll 10 yards more than normal, subtract 10 yards from the normal approach shot length. Conversely, if a player lays up (forced or by choice) to a position that is 30 yards short of where their full shot would have been, add 30 yards to the normal approach shot
length. Adjustments are made based on the conditions that impacted the shots already played in reaching the approach shot landing zone. Do not adjust an approach shot because that shot is uphill or subject to some other effective length correction factor.

Obstacles Behind the Green
Obstacles behind the green are generally less important than those of a similar nature to the side or in front of the green. The following points should be considered when rating obstacles behind the green:

- Statistically less than 10 percent of approach shots will finish over the green.
- On long shots, the ball lands short of the target bringing obstacles in front of the green more into play than those behind.
- When the green falls in the Transition Zone, the player normally cannot hit the ball far enough to reach obstacles behind the green.

Obstacles that exist only behind the green should be downgraded in the rating process by applying the \(-1\) **BOUNCE (B)*** adjustment and possibly the **PERCENTAGE (P)*** adjustment.

SECTION 5 — PRE-RATING PREPARATION
Before rating a course, the team leader should check the course measurement records and record the hole lengths on the rating form.

**Ensure that hole lengths are accurate; scorecard measurements are not acceptable as a sole source of measurement and must be verified.**

If information on how the course or a particular hole was measured is available, it should be supplied to the rating team.

On the rating form, place an “X” or zero in the Fairway row of the columns for par-3 holes, as there is no value for Fairway on par-3 holes.

The following preparatory information may be recorded on the rating form (some of it may be obtained in advance from the course measuring team):

- The calculated approach shot lengths on each hole;
- The width and depth of each putting green;
- The distances required to carry obstacles off the tee;
- The types and heights of grasses on the course; and
- The effective length correction data (elevation changes, wind and altitude).

If this information has not previously been determined, it should be measured and recorded as the course is rated.
SECTION 6 — RATING PROCEDURE

Conditions When Rating
The rating team should not be misled by current conditions if the rating is done at some time other than midseason. The team should consult with the golf course staff to determine course conditions that exist when the majority of rounds are being played. If seasonal conditions drastically vary from midseason conditions, consider using a weighted average or the **PERCENTAGE (P)** adjustment to account for the differences in conditions. This should only be done for the seasonal conditions that exist during the active season for posting scores. If golf course staff are available, it may be beneficial to have them accompany the rating team for the first few holes to help evaluate the fairways, rough, foliage, and green speeds.

Multiple Tees
A Course Rating and Slope Rating from each set of permanent markers should be established. The rating team should conduct an on-course rating for the most commonly played tees along with any tees that are more than 25 yards longer or shorter than any other rated tees. Otherwise, the difference in the Course Rating and Bogey Rating between those tees and other tees equals the difference in the Length Rating. When rating a hole where there are multiple teeing grounds for a given set of tee markers (e.g. two or three separate teeing grounds for the middle tee markers), raters should average the various hole lengths and obstacle ratings.

Authorized Associations have the option to calculate a Course Rating and Slope Rating for tees 7,000 [6,000] yards or longer without doing an on-course rating. Use the obstacle ratings and effective playing length correction factors for both the scratch and bogey golfer from the nearest set of tees less than 7,000 [6,000] yards. Then, apply the Length Rating for both the scratch and bogey golfer using the actual measurements for each hole on the set of tees 7,000 [6,000] yards or longer. The Authorized Association has the option to apply the same procedure for tees 4,800 [4,000] yards or shorter, assuming there is a set of rated tees above 4,800 [4,000] yards to use for the obstacle rating.

The above procedure cannot be used on any set of tees under 3,000 yards.

Composition of Rating Team
For each hole that is rated, a rating team must be comprised of at least **three trained and experienced raters**. They must have been trained in course rating procedures and appointed by an Authorized Association to rate courses. One of the individuals must be designated as the team leader and they must have attended a course rating seminar conducted by an Authorized Association.

Equipment
Each member of a rating team must be equipped with this Guide and a rating form to record the rating values. The rating team members should be equipped with distance measuring devices. Altimeters or other devices used to determine elevation may be useful on courses with numerous elevation changes.

On-Course Procedures
On each hole, the team members should stand on the tee to determine the difficulty of the tee shot for bogey and scratch golfers. Evaluate any crossing of obstacles, obstacles that exist, landing zone visibility, and any tee-to-green elevation differences.

The team should then move to the landing zones of bogey and scratch golfers to evaluate the obstacles in those areas and discuss how the hole will be played. The team should measure the width of the fairway and the distance from the centre of the fairway to lateral obstacles. The firmness and tilt of the fairway should be evaluated, and any fairway bunkers should be noted. The approach shot to the green should be viewed and evaluated from the landing zones.

The team should then move to the green, evaluate the obstacles around the green and determine its effective diameter. The team should also evaluate the green from a putting standpoint by determining the green speed and
evaluating the contour of the green. Finally, the team should move to the rear of the green and look back up the fairway to review the hole from that position, including a final review of the Trees rating. Elevation changes, if any, can also be estimated from there.

As the team members move from one position to another, they should discuss obstacle factors and share information on measurements. They should consider the likelihood of obstacles coming into play and the difficulty of recovery when necessary. They should be guided by what will probably happen, not by the extremes of what could happen. They should follow the evaluation guidelines for obstacles and effective length corrections discussed in Section 4.

The Green Target rating may be agreed upon by any raters who are assigned to the same set of tees, and then each member should evaluate the other obstacles independently. During the evaluation of a hole, team members should not discuss obstacles in terms of numerical ratings. They should not record rating values on the rating form until the entire hole has been evaluated from all positions. They should record widths, lengths, fractions, and other measurements in the boxes provided and note any adjustments that may apply. Raters should defer final judgment of rating values until they have seen all features of the hole.

After the hole has been reviewed from all positions, team members should independently enter rating values on the rating form. When this has been done, the team leader may state, or they may call on other members of the team to state scratch and bogey obstacle ratings (e.g. “Topography: 4 for scratch and 5 for bogey”). Other team members should then state their ratings. When evaluating the same tee, it is important that they agree within one unit of the rating of each obstacle. If any member disagrees by two or more units, they should state the reason for their conclusions. If there is disagreement, the team leader is responsible for the team’s arrival at a consensus within one unit on each obstacle. The team leader’s decision is final and will determine the rating values used by the Authorized Association to calculate the final Course Rating and Slope Rating.

As the team progresses, obstacle ratings on each hole should be compared to those assigned on earlier holes. An experienced, efficient rating team should take about four hours to rate an average 18-hole golf course.

As another option to save time, if there are enough raters available, an acceptable practice is to send a group of three to rate the front nine and another group of three to rate the back nine and compare values to ensure consistency.

After rating, it is highly recommended that the rating team play the course for greater insight. Playing a course while rating is not permitted. Playing the course after rating can be beneficial to further evaluate obstacles, especially ratings for Roll, Recoverability and Rough and Green Surface. Consideration should be given to how various factors affect play during the midseason. After playing the course, the rating team may decide to modify some of the obstacle ratings.

Some rating teams have found playing before rating to be more beneficial than playing afterward. They have found the team gains insight useful to the rating process. A disadvantage is that rating team members who play poorly might be inclined to inflate the rating, and those who play well might do the opposite. Rating teams may use either sequence.
SECTION 7 — EFFECTIVE PLAYING LENGTH CORRECTIONS

1. ROLL

GENERAL
Adjustment for roll is evaluated on full tee shots and any subsequent full shots for both the scratch and bogey player.

Factors that affect roll include:

- Fairway slope or tilt (a ball hit to a downhill landing zone rolls farther than one hit into an upslope).
- Fairway firmness (soft fairways will result in less roll than firm fairways).
- Landing zones not cut to fairway height.

A scratch or bogey player’s full tee shot or subsequent full shot to a flat area of average firmness will roll between 15 and 25 yards (20 yards average).

If the ball hits into an extreme upslope, the maximum table rating value for roll is +4 (this adds yardage to the effective playing length).

If the ball hits into an extreme downslope, the maximum table rating value for roll is –4 (this subtracts yardage from the effective playing length).

Each point of roll may change the approach shot by about 5 yards; consider adjusting landing zones and approach shot lengths accordingly.

ONE-SHOT HOLES (PAR-3 HOLE)
The Roll rating on par-3 holes is zero unless the bogey player cannot reach the centre of the green in one shot. In this case, Roll is evaluated for the bogey player only.

TWO (OR MORE) SHOT HOLES
If subsequent full shots result in more (or less) roll than the assumed 15–25 yards per shot, apply the Two (2)* adjustment.

ROLL RATING TABLE
To estimate the roll, determine whether the tee-shot landing zones are uphill, level, or downhill and whether the slope is minor, moderate, significant or extreme.

Determine the scratch rating value, then re-enter the table to determine the bogey rating value.

For example, if the scratch player hits a tee shot onto a level fairway while the bogey player hits into a significant downhill slope, the entry on the rating form would be:

| 0 | -3 |
## TEE-SHOT ROLL RATING TABLE

(A full tee-shot to a level area of average firmness rolls between 15 and 25 yards)

<table>
<thead>
<tr>
<th>Downhill</th>
<th>Level</th>
<th>Uphill</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extreme Slope</td>
<td>Significant Slope</td>
<td>Moderate Slope</td>
</tr>
<tr>
<td>−4</td>
<td>−3</td>
<td>−2</td>
</tr>
</tbody>
</table>

### ADJUSTMENTS (Scratch and Bogey Ratings)

Apply in order listed.

(F)*

+1 If SOFT fairway conditions result in excessive loss of roll on the tee shot or if the tee shot landing zone is not cut to fairway height and results in less roll than the assumed 15–25 yards per shot.

or −1 If FIRM fairway conditions result in excessive extra roll on the tee shot.

(2)*

+1 If a subsequent full shot results in less roll than the assumed 15–25 yards per shot.

or −1 If a subsequent full shot results in more roll than the assumed 15–25 yards per shot.
2. DOGLEG/FORCED LAY-UP

GENERAL
A length correction is required if the effective length of a hole is different from the measured length because of a dogleg or forced lay-up. A dogleg correction is distinctly different from a forced lay-up. Both situations may add yardage and change the effective length of the hole, but a dogleg may also subtract yardage if the player is able to cut the corner of the dogleg. Length corrections are evaluated separately for the scratch and bogey player. No length correction is made for a lay-up by choice, but other adjustments may apply.

LENGTH CORRECTIONS FOR DOGLEG, FORCED LAY-UP AND LAY-UP BY CHOICE

DOGLEG
The yardage adjustment for a dogleg will be a plus adjustment if it causes the scratch or bogey player to lay up or if a straight shot will pass the pivot point. It will be a minus adjustment if the player is able to cut the corner of a dogleg based on how the hole was measured. Dogleg holes are normally measured from the tee to the centre of the fairway at the pivot point and from that point to the green. If the pivot point is less than 250 [210] yards from the tee and the dogleg is close to a 90 degree angle, the hole will play longer for the scratch player than a straight hole of the same length because once a tee shot passes the pivot point, the ball will no longer be going directly toward the hole.

Such a condition will likely cause the scratch player to use less than a driver on the tee shot. When the pivot point is between 200 [150] and 250 [210] yards from the tee, the bogey player will not have a dogleg adjustment on the tee shot but may then still have to cut the corner of the dogleg to play toward the green on the second shot.

On holes with only a minor bend to the dogleg, it may be possible for the player to hit a shot past the pivot point and continue to gain some distance toward the green. Assuming a reasonable landing zone exists, the rater should look for divots in the area to help make a decision as to how hole may be played. Once the appropriate adjusted landing zone is identified, the difference in length from the original landing zone can be determined.

If it is determined that, in most cases, the player will cut the dogleg, effectively making the hole shorter, the rater should again identify the reasonable target landing zone by looking for divot patterns and the location of obstacles. Looking back toward the tee to check that the line of the shot is reasonable is also helpful. Once the appropriate adjusted landing zone is identified, the difference in length from the original landing zone can be determined.

Record a value of zero if the dogleg correction is less than +/-10 yards (this minimum does not apply to forced lay-ups).

FORCED LAY-UP
Forced lay-up occurs when a severe obstacle, or a combination of severe obstacles, such as penalty areas, deep bunkers, extreme rough (including desert), or severe topography crosses the fairway or reduces the normal landing zone width to less than 15 [13] yards. As a result, the scratch or bogey player will hit less than a full shot (i.e. they will lay up). In this instance, a forced lay-up length correction must be made because the effective playing length of the hole has been increased.

When a player is forced to lay up because of obstacles crossing the fairway, generally assume they lay up 10 yards short of the obstacle. However, a downslope may make it necessary to lay up more than 10 yards short of the obstacle. However, a downslope may make it necessary to lay up more than 10 yards short of the obstacle. However, a downslope may make it necessary to lay up more than 10 yards short of the obstacle. However, a downslope may make it necessary to lay up more than 10 yards short of the obstacle.

Lay-up by choice occurs when a significant obstacle or a combination of obstacles near the normal landing zone results in a scratch or bogey player choosing to hit less than a full shot. A fairway landing zone that is less than 15 [13] yards wide but without severe obstacles may be sufficient reason for a player to lay-up by choice. A lay-up by choice will normally be employed in course management decisions, often by scratch players. In order to qualify, the normal landing zone must present an unpleasant situation (e.g. downhill stance/lie to an elevated green). Because the player has a choice as to whether to lay up in this situation
and could play a full shot, no yardage correction is made for a lay-up by choice.

**NOTE:** A Lay-up may be part forced and part by choice. For instance, when a player is forced to lay up 25 yards because of a penalty area that crosses the fairway, but the rating team decides that most players would choose to lay up an additional 10 yards to play from the fairway as opposed to the rough. In this case, the additional 10 yards is a lay-up by choice. The correct length correction is +25 yards forced lay-up and the approach shot would be adjusted by +35 yards.

**RECORDING A DOGLEG OR LAY-UP LENGTH CORRECTION**

- To record a dogleg and/or forced lay-up length correction, enter the actual length by which the dogleg or forced lay-up situation makes the hole play longer (or shorter) than a straight, unobstructed hole of the same length. Length correction adjustments are not applied for a lay-up by choice.

- Record a minus value if the player normally cuts the dogleg to make the hole play effectively shorter than it measures.

- The maximum total length correction (dogleg and/or forced lay-up) allowed on any given hole is +/- 50 yards.

- Adjust the approach shot length under Green Target to include the actual length correction adjustments, even if more than 50 yards, resulting from a dogleg, a forced lay-up, or a lay-up by choice.

For example, if the scratch player lays up 40 yards and the bogey player does not lay up. The rater should record this information as follows:

```
+40 0
```
3. ELEVATION

GENERAL
Uphill holes play longer than level holes; downhill holes play shorter. A correction is required when the elevations of the teeing area and the green differ by 10 feet or more. Valleys or hills between tee and green should not be considered under the Elevation category; they may, however, affect roll, stance, or lie and should be evaluated under Roll and/or Topography.

Tee-to-Green elevation differences in feet for each hole may be provided by the club. Topographical charts or online tools may also be used to provide this information. Altimeters are also a good tool for a rating team that frequently rates courses with significant elevation changes. Alternatively, if the rating team must estimate the overall elevation change from tee to green, the procedure for estimating elevation differences is as follows:

- On a downhill hole, estimate the height of trees near the green and compare the trees with the height of the tee; or
- On an uphill hole, reverse the process

To estimate tree height, envision people or flagsticks stacked one on another from the ground to the top of the tree. Heights can also be estimated from nearby buildings (one story of a building is normally about 10 feet).

ELEVATION RATINGS
Elevation is the same for scratch and bogey from the same tee and only needs to be recorded once. Elevation changes of 10 feet or more from tee to green must be recorded for rating purposes. Record the actual or estimated elevation difference in feet (rounded to the nearest 10 feet) from tee to green in the Elevation section of the rating form. Enter a plus value if the hole is uphill and a minus value if it is downhill.

Examples:
- If the hole is 25 feet uphill from tee to green, record +30 (adding effective playing length).
- If the hole is approximately 15 feet downhill from tee to green, record -20 (subtracting effective playing length).
- If the hole is 8 feet uphill from tee to green, record a zero (elevation change must be at least 10 feet to qualify).

PAR-3 HOLES
The maximum elevation value that may be assigned on a par-3 hole is +/- 40 feet, regardless of whether the bogey player can reach the green in one shot.
4. WIND

GENERAL
A length correction for wind should be made based on average daytime wind speed during the midseason. Landing zones and approach shot lengths are not adjusted for Wind.

Although there are no specific adjustments for Wind, if Wind is generally a factor when playing a hole and an obstacle could be rated at a particular value or one higher, consider using the higher rating value.

Local weather services or websites can provide information on wind speed. Many local airports also publish weather data that can provide daily average wind speed as well as sustained wind speed that is appropriate for this procedure. In addition, check with golf course staff for this information and attempt to validate by consulting multiple information sources.

## WIND RATING TABLE

Use the Wind Rating Table below to determine the correction value for Wind. For an 18-hole rating, the Wind correction is based on the sum of the two 9-hole wind values.

<table>
<thead>
<tr>
<th>Wind Speed (Miles Per Hour)</th>
<th>9-Hole Adjustment</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 5</td>
<td>0</td>
</tr>
<tr>
<td>5–6</td>
<td>18</td>
</tr>
<tr>
<td>7–8</td>
<td>27</td>
</tr>
<tr>
<td>9–10</td>
<td>36</td>
</tr>
<tr>
<td>11–12</td>
<td>54</td>
</tr>
<tr>
<td>13–14</td>
<td>72</td>
</tr>
<tr>
<td>15–16</td>
<td>90</td>
</tr>
<tr>
<td>17–18</td>
<td>126</td>
</tr>
<tr>
<td>19–20</td>
<td>162</td>
</tr>
<tr>
<td>&gt;20</td>
<td>198</td>
</tr>
</tbody>
</table>
5. ALTITUDE

GENERAL
At courses 2,000 feet or more above sea level, corrections must be made to the effective playing length of the course, to the location of landing zones, and to the length of approach shots, because golf shots travel farther in the thin air.

Corrections to course length are made only on par-4 and par-5 holes where full tee shots are played. On holes where there is a dogleg or forced lay-up that forces the scratch player to hit less than a full tee shot, no altitude correction is made. If the lay-up is by choice, an altitude correction is made. There is no separate effective length calculation needed for bogey players; the scratch effective length correction applies to the bogey male player. For bogey women, no altitude correction is made.

The correction reduces the effective playing length of a course by:
- The length of a scratch player’s tee shot (250 [210] yards), times
- The number of par 4/5 holes where full tee shots are required (generally 14), times
- Seven percent (0.07), multiplied by
- The course altitude (in feet) divided by 5,000 (feet).

HIGH ALTITUDE SHOT LENGTH TABLE
Use the table below to determine landing zones, Transition Zones and approach shot lengths when scratch and bogey players hit full tee shots on courses at high altitude.

<table>
<thead>
<tr>
<th>Altitude</th>
<th>Male Scratch Player</th>
<th>Male Bogey Player</th>
<th>Female Scratch Golfer</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Drive Length</td>
<td>Transition</td>
<td>Two Shots Length</td>
</tr>
<tr>
<td>4,000 Ft.</td>
<td>264</td>
<td>265–274</td>
<td>496</td>
</tr>
</tbody>
</table>
SECTION 8 — OBSTACLE RATING FACTORS

1. TOPOGRAPHY

GENERAL
Topography is an evaluation of the impact of terrain on play. Topography is a factor only if:
   - Slopes and mounds in the fairway landing zones affect stance and/or lie; or
   - The shot to the green is uphill or downhill.

NOTE: Slopes, hills, mounds, or stance problems in the rough bordering the landing zones and around the green are taken into account by the Recoverability and Rough rating, not Topography.

ONE-SHOT HOLES (PAR-3)
Use the Par-3 Hole column and rate Topography based on the elevation difference between the tee and the green. For holes where the bogey player cannot reach the green in one shot, rate Topography as a two-shot hole.

TWO-SHOT HOLES
Rate the approach shot to the green based on the stance or lie in the landing zone and the elevation change from the landing zone to the green.

THREE (OR MORE) SHOT HOLES
For shots from landing zone to landing zone, use the top “Almost Level with Fairway” row and rate Topography based on stance or lie difficulty only.

Rate the approach shot to the green based on the stance or lie in that landing zone and the elevation change from that landing zone to the green.

Rate each of the individual landing zones and use the highest rating.

TOPOGRAPHY RATING TABLE
The table provides ratings for both scratch and bogey players. The same table is used for both genders. Determine the scratch rating value, then re-enter the table to determine the bogey rating value.

Minimum rating for par-4 and par-5 holes is 1.

Evaluate both scratch and bogey landing zones.

- Consider lay-ups when determining the landing zone locations.
- Use the “Almost Level with Fairway” row unless the change in elevation from approach shot landing zone to green is at least 10 feet. Elevation changes of more than 10 feet should be rounded to the nearest 10-foot increment.

Follow these guidelines when evaluating stance and/or lie:

- Use the “Minor Problem” column even if the fairway is level.
- Use the other four columns if the fairway terrain makes stance or lie increasingly more difficult.
- Consider the nature of the shot being played (e.g. an uphill lie to an elevated target is much easier than a downhill lie to the same target).
<table>
<thead>
<tr>
<th>Change in Elevation (feet) from Approach Shot Landing Zone to Green</th>
<th>Par-3 Hole</th>
<th>Minor Problem</th>
<th>Minor to Moderate</th>
<th>Moderately Awkward</th>
<th>Significantly Awkward</th>
<th>Extremely Awkward</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Uphill</strong>&lt;br&gt;Almost Level with Fairway&lt;br&gt;Less than 10'</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>-10 through 14</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>-10 through -14</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>+10 through 14</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td><strong>Downhill</strong>&lt;br&gt;-10 through -14</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
</tr>
</tbody>
</table>

There are no adjustments that may be applied to the Topography Rating Table value.
2. FAIRWAY

GENERAL
Fairway is an evaluation of the difficulty of keeping the ball in the fairway from tee to green.

Fairway ratings are based on:

- Fairway width in all landing zones;
- Hole length; and
- Nearby trees, obstacles, and punitive rough.

When a player cannot reach the fairway from the tee and the area short of the fairway presents a significant problem (e.g. penalty area, extreme rough, etc.), see “Player Cannot Complete the Hole” in Section 3.

MEASURING FAIRWAYS
Measure the fairway width perpendicular to the line along which a hole is designed to be played. At a dogleg, measure fairway width along the line bisecting the angle formed by the bend in the line of play (see Interpretations Section 12-2 in “The Course Rating System Manual”). When the fairway has been “contour cut” (curved borders with the rough), use an average width in the landing zone. An average width should also be used when a punitive obstacle(s) (bunker, penalty area, etc.) is toward the end of a landing zone. Conversely, when the fairway width is reduced by a punitive obstacle(s) at the beginning of a landing zone, use that measurement exclusively as the fairway width of that landing zone.

When an area of rough grass along the edge of the fairway has been cut to a height between fairway height and rough height, half of that intermediate cut will be considered fairway, the other half will be considered rough with height equal to the general rough height. Usually this has the effect of increasing the fairway width by the width of the intermediate cut on one side of the fairway or the other.

PAR-3 HOLES
Fairway ratings are not applicable.

NOTE: For the bogey player, on holes where the bogey player cannot reach the centre of the green in one shot, areas short of the green are taken into account by the Par–3 adjustment under Recoverability and Rough, not Fairway.

FAIRWAY RATING TABLE
The table provides ratings for both scratch and bogey players. The same table is used for both genders; enter the table from the left for men and from the right for women.

Values are based on fairways that are generally level and in good condition.

Measure the average fairway width at each scratch and bogey landing zone and use this to determine the table value(s) and then apply appropriate adjustments. Rate each of the individual landing zones (table value plus adjustments) and use the highest rating.

Minimum rating for par–4 and par–5 holes is 1.
### FAIRWAY RATING TABLE

<table>
<thead>
<tr>
<th>Men Hole Length (in Yards)</th>
<th>Fairway Width (in Yards)</th>
<th>Women Hole Length (in Yards)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>&gt; 45</td>
<td>&gt; 45</td>
</tr>
<tr>
<td>&lt; 340</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>340–379</td>
<td>1</td>
<td>6</td>
</tr>
<tr>
<td>380–425</td>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>&gt; 425</td>
<td>2</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>

**NOTE:** If fairway is less than 20 yards wide, a W+ adjustment cannot be applied.

### ADJUSTMENTS (Scratch and Bogey Ratings)

*Apply in order listed.*

- **(L)* -1** If the player **LAYS UP** (forced or by choice) or hits less than a full shot due to a dogleg.

- **(V)* +1** If none of the landing zone is **VISIBLE** and it is difficult to determine the line of play.

- **(W)* +1** If the fairway **WIDTH** is effectively reduced by:
  - a dogleg;
  - overhanging tree branches in the landing zone;
  - contour or tilt so that the shot must be played to one side; or
  - severe obstacles (dense trees, penalty area, OB, etc.) closely border the fairway landing zone.

- **(U)* +1** If **UNPLEASANT** lies are caused by poor turf conditions. Do not use if preferred lies are in effect during the midseason.

- **-1** If there is a narrow landing zone **WIDTH** (causing a high table value) where shots can be hit from the rough on one side as easily as those from the fairway.

- **-2** If there is a narrow landing zone **WIDTH** (causing a high table value) where shots can be hit from the rough on both sides of the fairway as easily as those from the fairway.

- **-1** If **WIDTH** is effectively increased by hillsides or mounding closely bordering the fairway and balls will bounce back into the fairway.
3. GREEN TARGET

GENERAL
Green Target is an evaluation of the difficulty of hitting the green with the approach shot.

Ratings are based on:
- Green size;
- Approach shot length; and
- Green surface visibility and firmness.

To determine the calculated approach shot length, subtract the distance the player would cover after playing all full shots to landing zones from the length of the hole.

Consider Effective Playing Length corrections that may change the approach shot length:
- Roll;
- Dogleg, forced lay-up or lay-up by choice;
- Elevation; and
- Altitude

If the approach shot falls in the Transition Zone, use the bottom row of the Green Target Rating Table (Transition). This table value may be adjusted up or down one point when the centre of the green is close to the front or back of the Transition Zone.

PAR-3 HOLES
A long par-3 hole may be a two-shot hole for the bogey player.

On a par-3 hole where the bogey player cannot reach the centre of the green in one shot, base the Green Target rating on the short approach shot or, if the Transition Zone concept is applicable, use the bottom row of the Green Target Rating Table.

If the bogey player cannot complete the hole, use the scratch Green Target value and add two points (see “Player Cannot Complete the Hole” in Section 3).

GREEN TARGET RATING TABLE
Table values are based on greens that are generally circular or oval and of average firmness.

To determine the effective diameter, use the following guidelines:
- Most greens can best be measured by first measuring the longest diameter on the green, regardless of the line of play. Next, measure the crossing diameter that is perpendicular to the first measurement. It may be necessary to use an average of two or more measurements for the second measurement if the green dimensions are irregular (see example A on page 41).
- For an extended oval green (where one dimension is more than twice the other), take a weighted average of the width and depth (see examples B & C on page 41);
- For guidance on measuring greens see page 41;
- Consider truncating or rounding when the average is not an integer (i.e. a 20 x 25 green can either be 22 or 23) and results in a different column (see Interpretations Section 12-3 in “The Course Rating System Manual”).

Some greens may have false fronts and/or sloping edges. When determining green dimensions do not include any areas where a ball, if placed there, will roll off the green. Only include the area where a ball will remain at rest on the green.

The tables are gender specific and provide ratings for both the scratch and bogey players. Enter the table from the left to determine scratch ratings. Re-enter the table from the right to determine bogey ratings.

Minimum rating for Green Target is 2.
**GREEN TARGET RATING TABLE**

<table>
<thead>
<tr>
<th><strong>Scratch Shot Length (Yards)</strong></th>
<th>Effective Diameter of Green (in Yards)</th>
<th><strong>Bogey Shot Length (Yards)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 30</td>
<td>2 2 2 2 2 2 2</td>
<td>≤ 20</td>
</tr>
<tr>
<td>30–49</td>
<td>2 2 2 2 2 2 2</td>
<td>21–34</td>
</tr>
<tr>
<td>50–69</td>
<td>2 3 3 4 4 4 4</td>
<td>35–49</td>
</tr>
<tr>
<td>70–89</td>
<td>2 3 4 4 4 5 5</td>
<td>50–64</td>
</tr>
<tr>
<td>90–109</td>
<td>3 4 4 4 5 6 6</td>
<td>65–79</td>
</tr>
<tr>
<td>110–129</td>
<td>3 4 4 5 6 7 7</td>
<td>80–94</td>
</tr>
<tr>
<td>130–149</td>
<td>3 4 5 6 7 7 7</td>
<td>95–104</td>
</tr>
<tr>
<td>150–169</td>
<td>4 5 5 6 7 8 8</td>
<td>105–114</td>
</tr>
<tr>
<td>170–184</td>
<td>4 5 6 7 8 9 9</td>
<td>115–124</td>
</tr>
<tr>
<td>185–200</td>
<td>5 6 7 8 8 9 9</td>
<td>125–140</td>
</tr>
<tr>
<td>&gt; 200</td>
<td>5 6 7 8 9 10</td>
<td>&gt; 140</td>
</tr>
</tbody>
</table>

50/50 Transition Zone Rating Value may be adjusted +/-1 point when the centre of the green is close to the front or back of the Transition Zone.

**ADJUSTMENTS (Scratch and Bogey Ratings)**

*Apply in order listed.*

- **(V)* +1** If less than half of the green surface is **VISIBLE**.
  - or +2 If the green is blind (i.e. the flagstick is not **VISIBLE**).
  - **(O)* +1** If the approach to the green is **OBSTRUCTED** by a tree in front of, or overhanging the green.
  - **(F)* +1** If the green is unusually **FIRM** (e.g. a well-struck shot by scratch players will frequently bounce over the green).
  - **(T)* –1** If the green is unusually **SOFT** (e.g. shots to the green leave deep pitch marks or even plug).

<table>
<thead>
<tr>
<th><strong>Scratch Shot Length (Yards)</strong></th>
<th>Effective Diameter of Green (in Yards)</th>
<th><strong>Bogey Shot Length (Yards)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 60</td>
<td>2 2 2 2 2 2 2</td>
<td>≤ 30</td>
</tr>
<tr>
<td>60–79</td>
<td>2 2 3 3 3 3 3</td>
<td>30–44</td>
</tr>
<tr>
<td>80–99</td>
<td>2 3 3 4 4 4 4</td>
<td>45–59</td>
</tr>
<tr>
<td>100–119</td>
<td>2 3 4 4 4 5 5</td>
<td>60–74</td>
</tr>
<tr>
<td>120–139</td>
<td>3 4 4 5 5 5 6</td>
<td>75–89</td>
</tr>
<tr>
<td>140–159</td>
<td>3 4 4 5 6 6 7</td>
<td>90–109</td>
</tr>
<tr>
<td>160–179</td>
<td>3 4 5 6 7 7 7</td>
<td>110–129</td>
</tr>
<tr>
<td>180–199</td>
<td>4 5 5 6 7 8 8</td>
<td>130–149</td>
</tr>
<tr>
<td>200–219</td>
<td>4 5 6 7 8 9 9</td>
<td>150–164</td>
</tr>
<tr>
<td>220–240</td>
<td>5 6 7 8 8 9 9</td>
<td>165–180</td>
</tr>
<tr>
<td>&gt; 240</td>
<td>5 6 7 8 9 10</td>
<td>&gt; 180</td>
</tr>
</tbody>
</table>

50/50 Transition Zone Rating Value may be adjusted +/-1 point when the centre of the green is close to the front or back of the Transition Zone.
4. **RECOVERABILITY AND ROUGH**

**GENERAL**
Recoverability and Rough (R&R) is an evaluation of the probability of missing the fairway landing zones and the green, and the difficulty of recovering if any are missed. To rate R&R, use the average height of the rough adjacent to the fairway and green, excluding any narrow intermediate cut that may exist.

R&R ratings are based on:

- The Green Target rating values;
- Type and height of rough grasses;
- Rise and drop around the green;
- Mounding adjacent to fairway landing zones or at the green;
- Other rough conditions such as sand dunes, waste areas (not bunkers), brush, iceplant, palmettos, hardpan, tree roots, swales, rocks, lava, desert, heather and gorse; and
- Difference (if any) of rough in a specific landing zone compared to the average rough height of the hole.

**NOTE 1:** Cool season rough over 6" [5"] long {4" [3"] warm season}, underbrush in trees, or other factors listed above, which make it likely a ball will be lost or advanced only with great difficulty, should be rated as extreme rough as well as R&R.

**NOTE 2:** Prepared waste areas are rated as Bunkers as well as R&R. See definition of waste area in Section 2.

**MEASURING GRASS HEIGHTS**
Grass heights can be measured by placing a pencil into the grass and noting the average height. A ruler is printed along the outside edge of the back cover of this Guide. Types of grasses (cool season and warm season) are described in the Definitions section.

The rating team should not be misled by current conditions if the rating is done at some time other than midseason. The team should consult with the golf course staff to determine course conditions that exist when the majority of rounds are played.

**PAR-3 HOLES**
A long par-3 hole may be a two-shot hole for the bogey player. If the bogey player cannot reach the centre of the green in one shot, rate the area short of the green under R&R by using the PAR-3 (3) adjustment. Also, use the PAR-3 (3) adjustment if the bogey player lays up.

**TWO (OR MORE) SHOT HOLES**
Some adjustments are shot-specific and may be applied in both the landing zone(s) and at the green. Under R&R, adjustments marked with an asterisk are cumulative and are added to the rating table value. This would apply to LAY-UP (L)* adjustments (e.g. two lay ups would be –2), MOUNDS (M)* adjustments, INCONSISTENT (I)* adjustments, as well as CARRY (C)* adjustments for bogey player. All other adjustments apply to the hole in general.

**RECOVERABILITY AND ROUGH RATING TABLE**
Rating table values are based on the Green Target rating and average rough height of the hole.

The tables are gender specific and provide ratings for both the scratch and bogey players. Enter the table from the left with the scratch Green Target rating to determine the scratch R&R rating. Re-enter the table from the right with the bogey Green Target rating to determine bogey R&R rating.

**Minimum rating** for Recoverability and Rough is 1
**ADJUSTMENTS (Scratch and Bogey Ratings)**
*Apply in order listed*

(L)* -1 If the player **LAYS UP** (forced or by choice) or hits less than a full shot on a dogleg hole.

(I)* +1 to +4 If **CARRY** over rough (not Crossing Obstacles or desert) is required to reach the target — see the table below:

or -1 the rough near a landing zone or closely bordering the green is much *less* severe than the rough height of the hole (e.g. 2" [1"] shorter).

+1 a significant portion of the green is closely bordered by sloping ground cut to a height that results in shots just missing the green ending up much farther from the green, making recovery more difficult.

(M)* +1 If grass **MOUNDS** or hollows are present near the fairway landing zone — consider their severity, number and location.

or +2 ...severe grass **MOUNDS** or hollows and/or rise and drop of greater than 10'. Do not factor in any area that is closely bordered by bunkers.

(S) +1 If a **SURROUNDED** adjustment of +2 has been applied to Lateral Obstacles.

(U) +1 If extensive areas of hardpan near the green create **UNPLEASANT** recovery issues.

(2) +1 If the rough closely bordering two (2) or more landing zones on a three (or more) shot hole is at least 4" {3"} for men or 3½" {2"} for women.

(3) +1 If the bogey player cannot reach the centre of the green of a **PAR-3** hole in one shot or lays up and the area short of the green is at least 20 yards wide and is cut to fairway height.

or +2 ...and the area short of the green is less than 20 yards wide and is cut to fairway height, or no such area exists.

---

**RECOVERABILITY AND ROUGH RATING TABLE**
(Assumes a 5' or Less Rise and/or Drop Around the Green)

<table>
<thead>
<tr>
<th>Scratch Green Target Rating</th>
<th>Average Rough Height of Hole (in Inches)</th>
<th>Bogey Green Target Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scratch Green Target Rating</td>
<td>Average Rough Height of Hole (in Inches)</td>
<td>Bogey Green Target Rating</td>
</tr>
<tr>
<td>Cool Season Grass (Warm Season Grass in {Braces})</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**MEN**

<table>
<thead>
<tr>
<th>Scratch Green Target Rating</th>
<th>Average Rough Height of Hole (in Inches)</th>
<th>Bogey Green Target Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 2” {&lt; 1”}</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2” to 3” {1” to 2”}</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>&gt; 3” to 4” {&gt; 2” to 3”}</td>
<td>4</td>
<td>6</td>
</tr>
<tr>
<td>&gt; 4” to 6” {&gt; 3” to 4”}</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>&gt; 6” {&gt; 4”}</td>
<td>7</td>
<td>2</td>
</tr>
</tbody>
</table>

**WOMEN**

<table>
<thead>
<tr>
<th>Scratch Green Target Rating</th>
<th>Average Rough Height of Hole (in Inches)</th>
<th>Bogey Green Target Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 2” {&lt; 1”}</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2½” to 3½” {1½” to 2½”}</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>&gt; 3½” to 5” {&gt; 2½” to 3½”}</td>
<td>4</td>
<td>7</td>
</tr>
<tr>
<td>&gt; 5” {&gt; 3½”}</td>
<td>5</td>
<td>8</td>
</tr>
</tbody>
</table>

---

**(Bogey Ratings Only)**

(C)* +1 to +4 If **CARRY** over rough (not Crossing Obstacles or desert) is required to reach the target — see the table below:

---

**BOGEY CARRY ADJUSTMENT TABLE**

<table>
<thead>
<tr>
<th>Carry to Target (yards)</th>
<th>Average Rough Height (Inches)</th>
<th>Cool Season Grass (Warm Season in {Braces})</th>
</tr>
</thead>
<tbody>
<tr>
<td>MEN</td>
<td>2” to 3” {1” to 2”}</td>
<td>&gt; 3” to 4” {&gt; 2” to 3”}</td>
</tr>
<tr>
<td>100 to 160</td>
<td>0</td>
<td>+1</td>
</tr>
<tr>
<td>&gt; 160</td>
<td>+1</td>
<td>+3</td>
</tr>
<tr>
<td>WOMEN</td>
<td>2” to 2½” {1” to 1½”}</td>
<td>&gt; 2½” to 3½” {&gt; 1½” to 2½”}</td>
</tr>
<tr>
<td>70 to 120</td>
<td>0</td>
<td>+1</td>
</tr>
<tr>
<td>&gt; 120</td>
<td>+1</td>
<td>+3</td>
</tr>
</tbody>
</table>
5. BUNKERS

GENERAL
Evaluate how bunkers come into play and how difficult they are to recover from. Bunker ratings are based on:

- The Green Target rating values;
- Fraction of the green closely bordered by bunkers; and
- Difficulty of recovery from the bunker(s) — bunker size and depth, bunker lip, sand condition, etc.

NOTE: Grass hollows, even if they were bunkers at one time, are rated only under Recoverability and Rough. Prepared “waste areas” are rated as Bunkers, as well as R&R.

The table assumes a fairway bunker(s) exists near a fairway landing zone for the scratch player and anywhere along the line of play for the bogey player. Bunkers within 20 yards of the edge of the landing zone in any direction are considered to be “near” the landing zone. Appropriate adjustments, (EXTREME, etc.), for fairway bunkers may be applied only for those bunkers that are “near” the landing zone for the scratch or bogey player.

BUNKER FRACTION
Bunkers that closely border a green are those effectively within 10 yards of the edge of the green. The fraction of the green closely bordered by bunkers can be determined by walking the circumference of the green and counting the number of paces where bunkers closely border the green. Divide the perimeter closely bordered by bunkers by the green circumference to find the ratio. The circumference of a traditionally shaped green (if not fully paced) can be determined as $\pi (3.14)$ multiplied by the average diameter. For example, bunkers closely border 30 yards of a green’s edge. The average diameter of the green is 27 yards and its circumference is 85 ($3.14 \times 27 \approx 85$). The ratio of 30/85 is between $\frac{1}{4}$ and $\frac{1}{2}$ of the green circumference.

BUNKER DEPTH
The depth of a greenside bunker (DEPTH (D) adjustment) is measured from points where most recovery shots are made to a height that would get the ball onto the areas of the green where most holes are located. It may be necessary to use an averaged depth for tiered or large sloped greens.

When there are many bunkers of various depths in play, start with a rating for the deepest, but temper it by evaluating which bunkers come most into play and how difficult they are to recover from, lowering the initial adjustment if appropriate.

PAR-3 HOLES
On a reachable Par-3 hole, reduce the table value by one (i.e. use the NO (N) adjustment) as there are no assumed fairway bunkers. If the bogey player cannot reach the centre of the green in one shot, greenside bunkers may qualify as “fairway” bunkers, even though there is no “fairway” on a par-3 hole.

TWO (OR MORE) SHOT HOLES
Some adjustments are shot-specific and may be applied in both the landing zone(s) and at the green. Under Bunkers, adjustments marked with an asterisk are cumulative and are added to the rating table value. This would apply to SQUEEZE (Q)* adjustments, CARRY (C)* adjustments (e.g. two carries would be +2), EXTREME (E)* adjustments. All other adjustments apply to the hole in general.

On three (or more) shot holes, the two (2) adjustment is not shot specific and can only be used once.

GREENSIDE BUNKER RATING TABLE
This table provides ratings for greenside bunkers of average difficulty (i.e. a depth of 3 [2] feet or less) closely bordering the green. The table provides ratings for both scratch and bogey players. The same table is used for both genders; enter the table from the left for scratch and from the right for bogey.

If there are no greenside bunkers, there is no Greenside Bunker Rating Table value. Any Bunker rating for the hole would then be based only on fairway bunkers, as follows:

- If Bunkers “do not exist” on the hole (no bunkers within 50 yards of the line of play or the centre of the green), rate bunkers zero for the hole;
- If a Fairway Bunker “exists” (anywhere within 50 yards of the line of play or the centre of the green), the minimum rating for both Scratch and Bogey is 1;
- Adjustments may only be applied for fairway bunkers that are near a landing zone for the scratch or bogey player.
If features listed above impact a fairway bunker and restrict options to playing out sideways or backwards causing substantial loss of distance on the shot.

(D) +1 to +4 If the DEPTH of greenside bunkers is more than 3 [2] feet. Consider their number, location, and the difficulty of recovery - see the following table:

GREENSIDE BUNKER DEPTH ADJUSTMENT TABLE

<table>
<thead>
<tr>
<th>Bunker Depth (Feet)</th>
<th>MEN</th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt; 3’</td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
<td>+4</td>
</tr>
<tr>
<td>&gt; 6’</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&gt; 10’</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&gt; 15’</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

GREENSIDE BUNKER RATING TABLE (Assumes There Are Bunker(s) Near a Fairway Landing Zone)

<table>
<thead>
<tr>
<th>Scratch Green Target Rating</th>
<th>Fraction of Green Closely Bordered by Bunkers</th>
<th>Bogey Green Target Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1 &gt; 0 to ¼</td>
<td>2 &gt; ¼ to ½</td>
</tr>
<tr>
<td>3</td>
<td>2 &gt; 0 to ¼</td>
<td>2 &gt; ¼ to ½</td>
</tr>
<tr>
<td>4</td>
<td>2 &gt; 0 to ¼</td>
<td>2 &gt; ¼ to ½</td>
</tr>
<tr>
<td>5 or 6</td>
<td>3 &gt; 0 to ¼</td>
<td>4 &gt; ¼ to ½</td>
</tr>
<tr>
<td>7 or 8</td>
<td>4 &gt; 0 to ¼</td>
<td>5 &gt; ¼ to ½</td>
</tr>
<tr>
<td>9 or 10</td>
<td>5 &gt; 0 to ¼</td>
<td>6 &gt; ¼ to ½</td>
</tr>
</tbody>
</table>

ADJUSTMENTS (Scratch and Bogey Ratings)

Apply in order listed below

(Q)* +1 If obstacle SQUEEZE occurs because the distance between bunkers that border both sides of the fairway landing zone is less than 30 yards.

+2 If obstacle SQUEEZE occurs because the distance between bunkers that border both sides of the fairway landing zone is less than 20 yards.

(C)* +1 If the player must CARRY a significant bunker(s) to reach a fairway landing zone. For the scratch player, the bunker(s) must be near the start of the fairway landing zone. For the bogey player, the bunker(s) may be anywhere along the line of play.

or +1 If the player must CARRY a bunker(s) that protects a significant portion of the green. For the scratch player, the bunker(s) must closely border the green and Green Target rating must be 5 or greater. For the bogey player, the bunker(s) may be anywhere along the line of play with no minimum Green Target rating.

(E)* +1 If punitive bunker features make recovery from fairway or greenside bunkers EXTREMELY difficult (e.g. pot bunkers, stacked sod bunker faces, extreme rough interferes with swing, very large bunker or series of bunkers causing long carries over sand, etc.) To qualify, a bunker must be closely bordering the green or near the fairway landing zone.

(N) -1 Reduce the table value by one on a one–shot hole because there is no fairway bunker.

or -1 Reduce the table value by one on a two (or more) shot hole if there are NO fairway bunkers near a landing zone for the scratch player or anywhere along the line of play for the bogey player. Greenside bunkers do not count as fairway bunkers unless the player has a landing zone just short of the green and the greenside bunkers are near that landing zone.

(2) +1 If there are fairway bunkers near two (2) or more landing zones on a three (or more) shot hole.
6. CROSSING OBSTACLES

GENERAL

Crossing Obstacles consists of penalty areas, extreme rough (including desert) and out of bounds which are carried to play the hole. Multiple crossings on a hole are evaluated separately for each shot.

Ratings are based on the length of shot that is required to “safely carry” the Crossing Obstacle, which is 10 yards beyond the far margin of the obstacle.

Short carries over obstacles can result in a zero Crossing Obstacle value. When a Crossing Obstacle exists and there is no Lateral Obstacle table rating value, a value of 1 is recorded under Lateral Obstacles to satisfy the “exists” concept. If a Lateral Obstacle value does exist on the hole, no additional value is applied (see “Obstacles Do Not Exist” in Section 3).

CROSSING OBSTACLE RATING TABLE

These tables are gender specific and provide ratings for the scratch and bogey player for crossing penalty areas, extreme rough (including desert) and out of bounds, taking into consideration the length of the shot to carry the obstacle safely. Enter the table from the left to determine scratch ratings. Enter the table from the right to determine bogey ratings.
ADJUSTMENTS (Scratch and Bogey Ratings)
Apply in order listed below

(C)* +1 If the CARRY over a Crossing Obstacle closely borders the front of the green.

(P)* % If a Crossing Obstacle is narrow, only partial or can be played from some of the time, consider using an appropriate PERCENTAGE of the table value to determine the shot rating value (25%, 50% or 75%).

(2)* +1 or +2 If a Crossing Obstacle comes into play on two (2) or more shots; each rating must be 5 or greater (table value plus adjustments). Adjustment is made to the highest of the separate shot evaluations. Add all values of 5 or greater; if they total 11 or less, +1; if they total 12 or more, +2.

---

### CROSSING OBSTACLE RATING TABLE

<table>
<thead>
<tr>
<th>Scratch Player Shot Length to Carry Safely</th>
<th>Scratch Crossing Value</th>
<th>Bogey Crossing Value</th>
<th>Bogey Player Shot Length to Carry Safely</th>
</tr>
</thead>
<tbody>
<tr>
<td>100–124</td>
<td>1</td>
<td>2</td>
<td>50–74</td>
</tr>
<tr>
<td>125–149</td>
<td>2</td>
<td>3</td>
<td>75–99</td>
</tr>
<tr>
<td>150–174</td>
<td>3</td>
<td>4</td>
<td>100–124</td>
</tr>
<tr>
<td>175–199</td>
<td>4</td>
<td>5</td>
<td>125–149</td>
</tr>
<tr>
<td>200–230</td>
<td>5°</td>
<td>6°</td>
<td>150–180</td>
</tr>
<tr>
<td>&gt;230</td>
<td>Forced Lay-up†</td>
<td>Forced Lay-up†</td>
<td>&gt;180</td>
</tr>
</tbody>
</table>

### CROSSING OBSTACLE RATING TABLE

<table>
<thead>
<tr>
<th>Scratch Player Shot Length to Carry Safely</th>
<th>Scratch Crossing Value</th>
<th>Bogey Crossing Value</th>
<th>Bogey Player Shot Length to Carry Safely</th>
</tr>
</thead>
<tbody>
<tr>
<td>75–99</td>
<td>1</td>
<td>2</td>
<td>30–49</td>
</tr>
<tr>
<td>100–124</td>
<td>2</td>
<td>3</td>
<td>50–69</td>
</tr>
<tr>
<td>125–149</td>
<td>3</td>
<td>4</td>
<td>70–89</td>
</tr>
<tr>
<td>150–174</td>
<td>4</td>
<td>5</td>
<td>90–109</td>
</tr>
<tr>
<td>175–190</td>
<td>5°</td>
<td>7°</td>
<td>110–130</td>
</tr>
<tr>
<td>&gt;190</td>
<td>Forced Lay-up†</td>
<td>Forced Lay-up†</td>
<td>&gt;130</td>
</tr>
</tbody>
</table>

* This may be a forced lay-up if not on the full tee shot due to shorter carry lengths on subsequent shots.

† If rating a course at 2,000 feet or above and determining whether a player can carry an obstacle safely, it is assumed that the carry distance for a player is 20 yards less than the total altitude-adjusted shot length.
7. LATERAL OBSTACLES

GENERAL

Lateral Obstacles consist of penalty areas, extreme rough (including desert) and out of bounds when they come into play laterally on the hole. Evaluate how Lateral Obstacles come into play for each shot. Lateral Obstacle ratings are based on:

- Shot length required to reach the landing zone (fairway or green); and
- Distance of the lateral obstacle from the centre of the landing zone (fairway or green).

Factors to consider when making adjustments are:

- Location, size, and conditions in the lateral obstacle;
- Conditions in the area adjacent to the lateral obstacle;
- Number of times a lateral obstacle comes into play;
- Fraction of the green closely surrounded by lateral obstacles. Consider conditions that can decrease or increase the likelihood of the lateral obstacles closely bordering the green coming into play when determining distance (e.g. a downslope can increase the likelihood; an intervening bunker can decrease the likelihood); and
- In determining a SURROUNDED (S) adjustment, ignore any area where a PERCENTAGE (P) adjustment has been used to reduce the value by more than 50%.

If an area being rated is not treated as a lateral penalty area and a stroke and distance penalty applies (e.g. OB or where a ball is likely to be lost in extreme rough), apply the STROKE and distance (K)* adjustment.

When a Crossing Obstacle “exists” but the Crossing Obstacle rating table value is zero it is recorded under Lateral Obstacles to satisfy the “exists” concept. If a Lateral Obstacle table value does exist on the hole, no additional value is applied (see “Do Not Exist” in Section 3).

LATERAL OBSTACLE RATING TABLE

The tables are gender specific and provide ratings for both the scratch and bogey players, taking into consideration the length of the shot and the distance of the obstacle from the centre of the landing zone.

Enter the table from the left for scratch ratings and the right for bogey ratings.
ADJUSTMENTS (Scratch and Bogey Ratings)  
Apply in order listed below

(B)* +1 If conditions (such as a cart path or sloping ground) increase the likelihood that a ball will BOUNCE into the obstacle. Do not use if the distance from the centre of the target landing zone is less than 15 yards.

or -1 If conditions (such as a tree, fence or other obstacle) decrease the likelihood that a ball will BOUNCE or fly into the obstacle or the obstacle only comes into play behind the green.

(K)* +1 If the area is not treated as a lateral penalty area and a STROKE and distance penalty applies, such as OB or where a ball is likely to be lost in extreme rough. Do not use if the rating value is 1 (table value plus/minus BOUNCE adjustment).

(P)* % If the obstacle is narrow, only borders part of the landing zone, can be played from some of the time, and/or a significant barrier (tall net, steep slope, etc.) minimizes the chance that a shot would reach the lateral obstacle, consider using an appropriate PERCENTAGE of the table value plus above adjustments to determine the rating value. Generally, this adjustment is in increments of 25% (25%, 50% or 75%).

(Q)* +1 If obstacle SQUEEZE occurs because the distance between Lateral Obstacles that border both sides of the fairway landing zone is less than 40 yards.

+2 If obstacle SQUEEZE occurs because the distance between Lateral Obstacles that border both sides of the fairway landing zone is less than 30 yards.

(S) +1 or +2 If the green is closely SURROUNDED by crossing and/or lateral obstacles. Green Target rating value must be 5 or greater for the scratch player but may be any value for the bogey player. See the table to the right:

(2) +1 or +2 If a lateral obstacle comes into play on two (2) or more shots – each rating must be 5 or greater (table value plus adjustments). Adjustment is made to the highest of the separate shot evaluations. Add all values of 5 or greater; if they total 11 or less, +1; if they total 12 or more, +2.

### LATERAL OBSTACLE RATING TABLE
For Penalty Areas or OB/ER  
(All Distances in Yards)

#### MEN

<table>
<thead>
<tr>
<th>Scratch Shot Length (to Target)</th>
<th>Distance of Penalty Area or OB/ER from Centre of Target Landing Zone</th>
<th>Bogey Shot Length (to Target)</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 90</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>90–129</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>130–159</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>160–189</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>210–230</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>&gt; 230</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

#### WOMEN

<table>
<thead>
<tr>
<th>Scratch Shot Length (to Target)</th>
<th>Distance of Penalty Area or OB/ER from Centre of Target Landing Zone</th>
<th>Bogey Shot Length (to Target)</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 70</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>70–99</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>100–124</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>125–149</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>150–174</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>175–190</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>&gt; 190</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

### GREEN SURROUNDED BY CROSSING/LATERAL OBSTACLES
ADJUSTMENT TABLE

<table>
<thead>
<tr>
<th>Fraction of Green Surrounded</th>
<th>Proximity of Penalty Area/OB/ER to the Edge of the Green (in Yards)</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 to 10</td>
<td>&lt; 5</td>
</tr>
<tr>
<td>¼ to ½</td>
<td>0</td>
</tr>
<tr>
<td>&gt; ½</td>
<td>+1</td>
</tr>
<tr>
<td>+1</td>
<td>+2†</td>
</tr>
</tbody>
</table>

†Also apply the Surrounded (S) adjustment under R&R
8. TREES

GENERAL
Trees must be rated by evaluating the overall impact of the trees on the play of the hole. Once the entire hole has been evaluated for trees, a rating value must be assigned based on whether the trees are a minor problem, moderate problem, significant problem, or extreme problem. Generally, the impact of trees in the tee-shot landing zone will be the most important factor in determining the Trees rating for the hole.

Determine the difficulty factor for trees by considering the following for each shot that is to be played on the hole, based on the scratch player's ability to recover from the trees:

- Number, height, and density (at midseason) of trees at each landing area and on the line of play to the next target;
- Distance of the trees from the centre of the landing zone (e.g. trees closely border a narrow fairway landing zone);
- Length of shot required to reach the next landing zone or green. Recovery is typically easier with a shorter shot since more types of shots can be played. A ball in the trees may require the player to hit an extra shot to reach the green;
- Presence of low-hanging branches that impact swing and obstruct recovery shots;
- Conditions under the trees that impact the lie of the ball;
- Proximity of trees to the ball when in flight that may result in significant loss of distance; and
- Conditions along the line of play from the trees that limit shot options due to intervening obstacles (e.g. a crossing obstacle on the shot from the trees to the green requiring a low shot to avoid tree branches and carry the obstacle).

NOTE: Trees overhanging or otherwise reducing the effective width of the fairway may also be recognized with an OBSTRUCTED (O)* adjustment under Green Target.

TREES RATING TABLE
The table provides ratings for scratch and bogey players. The same table is used for both genders. Determine the scratch rating value, then re-enter the table to determine the bogey rating value.

Assign a zero value if trees do not exist on the hole (see “Obstacles Do Not Exist” in Section 3).

Assign a rating value of 1 or more if trees exist on the hole.

CHUTE
If using the CHUTE (H) adjustment on the following page, the example below depicts the two values used to determine the adjustment. The width is the distance between extending tree branches at the narrowest portion of the chute. The length represents how far it is from the teeing area to pass the point where the chute exists. For guidance on measuring a Chute, see Interpretations Section 12–8 in “The USGA Course Rating System Manual.”
ADJUSTMENTS (Scratch and Bogey Ratings)
Apply in order listed below

(O)°  +1   If trees OBSTRUCT the shot to the target (landing zone or green). Do not apply if the trees that obstruct the tee shot are used to determine a CHUTE (H) adjustment.

(H)  +1 to +4   If the tee shot must be hit through a narrow CHUTE. The amount of adjustment depends on the width and length of the chute – see the table to the right.

The table to the right prescribes the evaluation of a “chute.” The width defines the distance between extending tree branches at the narrowest portion of the chute. The length represents how far it is from the teeing area to pass the point where the chute exists. The rating adjustment is reflected at the bottom of the table. If the shot can easily be hit over or under the trees, decrease the adjustment by one or two points.

NOTE: Chutes on subsequent shots are rated only using the OBSTRUCT (O) adjustment.

<table>
<thead>
<tr>
<th>Width (in yards)</th>
<th>Length to clear the chute (in yards)</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 or less</td>
<td>40–55</td>
</tr>
<tr>
<td>9–10</td>
<td>50–69</td>
</tr>
<tr>
<td>11–12</td>
<td>60–83</td>
</tr>
<tr>
<td>13–14</td>
<td>70–97</td>
</tr>
<tr>
<td>15–16</td>
<td>80–111</td>
</tr>
<tr>
<td>17–18</td>
<td>90–125</td>
</tr>
<tr>
<td>19–20</td>
<td>100–139</td>
</tr>
<tr>
<td>21–22</td>
<td>110–153</td>
</tr>
<tr>
<td>23–24</td>
<td>120–167</td>
</tr>
<tr>
<td>25–26</td>
<td>130–181</td>
</tr>
<tr>
<td>27–28</td>
<td>≥140</td>
</tr>
<tr>
<td>29–30</td>
<td>≥150</td>
</tr>
<tr>
<td><strong>Rating Adjustment</strong></td>
<td><strong>+1</strong></td>
</tr>
</tbody>
</table>
9. GREEN SURFACE

GENERAL
Green Surface is an evaluation of the difficulty of chipping and putting on each hole.

Green Surface ratings are based on:
- Green speed as measured by the Stimpmeter; and
- Green surface contouring and slope or tilt.

Rating teams should consult with the golf course staff before rating a course to determine midseason conditions. Consider when the greens were last mowed and seasonal variations. The rating team should verify green speeds with a Stimpmeter.

MEASURING GREEN SPEED
The best procedure is to find a level area on the green and roll three golf balls in one direction, marking the starting and average ending points, then roll the balls in the opposite direction. If the average roll back is within 18 inches of the roll in the first direction, the average of these two lengths is a good measure of the green speed.

To help find a level area, lay the Stimpmeter flat on the green and place a ball in the V-shaped groove. The movement of the ball will indicate whether the area is reasonably level.

When it is not possible to find a flat area of the green to measure, it may be necessary to measure a sloped area of the green. To measure the speed of a sloped area, find the most uniform area of surface (a tilted flat area). Roll the balls straight down the slope to get S(down), then roll them straight back up the slope to get S(up) and use following formula to determine the green speed:

\[
S(\text{level}) = \frac{(2 \times S(\text{down}) \times S(up))}{(S(\text{down}) + S(up))}
\]

GREEN CONTOURING AND SLOPE
Contouring of the green should be evaluated as follows:
- A green with a relatively flat surface is one with few knolls and swales that may cause few subtle breaks.
- A green with a moderately contoured surface is one with prominent knolls and swales that may create many breaks.
- A green with a highly contoured surface is one with large knolls or deep swales or numerous shelves designed for hole locations.

Gently, moderately, and steeply sloped greens are defined in the table based on the amount of roll downhill vs. uphill from the Stimpmeter. When the speed downhill on a significant portion of the green is two to three times the speed uphill, the green is considered to be moderately sloped; when the speed downhill is more than three times the speed uphill, the green is considered to be steeply sloped. See bottom rows of Green Surface Rating Table.

TIERED GREENS
A tier is a plateau. To be tiered, a green must have a minimum of two distinct plateaus of surface area, each with multiple available hole locations, separated by a two-foot or greater elevation difference. The elevation change area must include a significant portion of the green. Two plateaus with one “ramp” equates to two tiers. Three plateaus with two “ramps” equates to three tiers. A ball will not normally remain at rest on a ramp between two tiers.

NOTE: A tiered green requires a TIERED (T) adjustment be applied to both scratch and bogey ratings under Green Target.

GREEN SURFACE RATING TABLE
The table provides ratings for both scratch and bogey players. The same table is used for both genders. It provides rating values for various Stimpmeter readings and green surface characteristics.

Use a Stimpmeter to determine the green speed and then evaluate surface characteristics. Enter the table to determine the scratch rating. Values in parentheses are bogey rating values.

Minimum rating for Green Surface is 3.
## GREEN SURFACE RATING TABLE

<table>
<thead>
<tr>
<th>Green Speed</th>
<th>Contour of Green Surface</th>
<th>Contour of Green Surface</th>
<th>Contour of Green Surface</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Relatively Flat or Gently Sloped</td>
<td>Moderately Contoured or Moderately Sloped</td>
<td>Highly Contoured or Steeply Sloped</td>
</tr>
<tr>
<td>6'11&quot; or Less</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>7' to 8'5&quot;</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>8'6&quot; to 9'11&quot;</td>
<td>5</td>
<td>6</td>
<td>7 (8)</td>
</tr>
<tr>
<td>10' to 10'11&quot;</td>
<td>6</td>
<td>7 (8)</td>
<td>8 (9)</td>
</tr>
<tr>
<td>11' to 11'11&quot;</td>
<td>7</td>
<td>8 (9)</td>
<td>9 (10)</td>
</tr>
<tr>
<td>12' or More</td>
<td>8</td>
<td>9 (10)</td>
<td>10</td>
</tr>
</tbody>
</table>

**NOTE 1:** Table values in parentheses are bogey ratings.

**NOTE 2:** A tiered green is considered at least moderately contoured.

**NOTE 3:** A green divided into three or more circles due to surface contours or tiers is considered highly contoured.

### ADJUSTMENTS (Scratch and Bogey Ratings)

(U) +1 If **UNPLEASANT** turf conditions on the putting green cause well struck putts to routinely miss the hole (such conditions must prevail throughout the midseason).

or +1 If the circle concept has been applied to determine the effective green diameter because a player cannot putt from one part of the green to another.

**Bogey Ratings Only**

(T) +1 If the green is **TIERED** (see definition in Section 2).
10. PSYCHOLOGICAL

GENERAL
Psychological is an evaluation of the cumulative effect of obstacles on a player’s score.

The location of many punitive obstacles close to a target area creates uneasiness in the mind of the player and affects scoring.

- Assign a rating of zero unless there are at least 3 obstacles rated 5 or greater, the ratings of which total 20 or more points.

PSYCHOLOGICAL RATING TABLE
The table provides ratings for both scratch and bogey players. The same table is used for both genders. It is based on the number and sum of obstacle ratings of 5 or higher in all the other categories on each hole.

After rating the hole for the other nine obstacles:

- Count the number of scratch obstacles rated 5 or greater;
- Total the scratch obstacles rated 5 or greater; and
- Then apply this count and this sum to the table.
- Repeat the procedure for bogey obstacle ratings.

There are two adjustments available under Psychological and both involve minimum rating values. The EXTREME (E) adjustment is used for all players and applies when the rating of one or more obstacle(s) on a hole is 10. The EXTRAORDINARY (X) adjustment is used only for the bogey woman player and applies when the ratings for Crossing Obstacles and/or Lateral Obstacles are 5 or higher.

NOTE: The bogey Psychological rating can be less than the scratch if there are lower bogey obstacle ratings (e.g. a Psychological rating of 4 for scratch and 0 for bogey is possible).

The entry on the rating form would be:

4 0
### PSYCHOLOGICAL RATING TABLE

<table>
<thead>
<tr>
<th>Number of Obstacles Rated 5 or Greater</th>
<th>Sum of Obstacle Values Rated 5 or Greater</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>20-21 22-23 24-25 26-27 — 28 — 29 &gt; 29</td>
</tr>
<tr>
<td>3</td>
<td>20-21 22-24 25-27 28-30 31-33 34-36 — 37</td>
</tr>
<tr>
<td>7</td>
<td>40-41 42-43 44-45 46-48 49-51 52-54 &gt; 54</td>
</tr>
<tr>
<td>8</td>
<td>45-46 47-48 49-51 52-54 55-57 &gt; 57</td>
</tr>
<tr>
<td>Psychological Rating</td>
<td>2 3 4 5 6 7 8 9 10</td>
</tr>
</tbody>
</table>

### ADJUSTMENTS (Scratch and Bogey Ratings)

**(E) EXTREME** If any other obstacle(s) have an EXTREME rating of 10 – see the following table:

### EXTREME PSYCHOLOGICAL RATING ADJUSTMENT TABLE

<table>
<thead>
<tr>
<th>Number of Obstacles Rated 10</th>
<th>Minimum Psychological Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>2 or More</td>
<td>9</td>
</tr>
</tbody>
</table>

### (Bogey Women’s Ratings Only)

**(X) EXTRAORDINARY** The minimum Psychological rating for women bogey players is dependent on the bogey women’s Crossing Obstacle or Lateral Obstacle rating – see the following table for additional EXTRAORDINARY adjustment:

### BOGEY CROSSING OR LATERAL EXTRAORDINARY PSYCHOLOGICAL RATING ADJUSTMENT TABLE

<table>
<thead>
<tr>
<th>Crossing/Lateral Ratings</th>
<th>Minimum Bogey Psychological Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>7 or more</td>
<td>10</td>
</tr>
</tbody>
</table>
SECTION 9 – ODDLY SHAPED GREENS

Effective diameters of “oddly shaped” greens may not be equal to the average of the width and depth. In some cases one dimension is weighted more than the other. In other cases, the “circle concept” is applied. A green where a single measurement for one or more dimensions is not consistent, using an average (or weighted average) would be appropriate as in example A. A long, narrow green is evaluated as in examples B and C. If using the circle concept, do not reduce the effective green diameter of any circles used in the calculation, even if they meet the >2:1 or >3:1 concept since the overall effective green diameter will be reduced by the circle concept itself (see example D).

The “circle concept” involves overlaying circles (or ovals) of various sizes on unusually-shaped greens, then determining a weighted average of the circles’ (or ovals’) diameters to get an effective green diameter (EGD). The circle concept should be used when a player cannot putt from one part of the green to another (see example D). Consideration must be given to commonly used hole locations and the assumption that hole locations are at least four yards from the edge of the green.

When in doubt, do not use the “circle concept.”
A.

If one dimension is more than two times (but less than or equal to three times) the other dimension, add two short dimensions and one long dimension, then divide by three.

A green is 14 yards deep and 30 yards wide.

\[ \text{EGD} = \frac{(14+14+30)}{3} = 19 \]

B.

If one dimension is more than two times (but less than or equal to three times) the other dimension, add two short dimensions and one long dimension, then divide by three.

A green is 14 yards deep and 30 yards wide.

\[ \text{EGD} = \frac{(14+14+30)}{3} = 19 \]

C.

If one dimension is more than three times the other dimension, add three short and one long, then divide by four.

A green is 12 yards deep and 40 yards wide.

\[ \text{EGD} = \frac{(12+12+12+40)}{4} = 19 \]

D.

This oddly shaped green has a smaller portion that is used only about 33% of the time. Therefore, the larger portion is weighted at 67%.

\[ \text{EGD} = \frac{(27+27+21)}{3} = 25 \text{ average} \]

E.

This tiered green is best described by an average diameter (not by two circles) and applying the TIERED (T) adjustment.

The TIERED (T) adjustment may be applied to a green diameter that has been reduced due to the 2:1, 3:1 or circle measurement concept.
SECTION 10 – RESOURCES

Symbols Used in Rating System
Some symbols are used to save space and streamline the rating process. In all tables and text, the following symbols are used:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
<th>Example/Use</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;</td>
<td>Inches</td>
<td>6&quot; is read as &quot;six inches&quot;</td>
</tr>
<tr>
<td>'</td>
<td>Feet</td>
<td>3' is read as &quot;three feet&quot;</td>
</tr>
<tr>
<td>$\pi$</td>
<td>Pi</td>
<td>$\pi$ = 3.14; may be used to determine green circumference</td>
</tr>
<tr>
<td>&lt;</td>
<td>Less Than</td>
<td>&lt; 1/4 is read as &quot;less than one quarter&quot;</td>
</tr>
<tr>
<td>&gt;</td>
<td>Greater Than</td>
<td>&gt; 30 is read as &quot;greater than 30&quot;</td>
</tr>
<tr>
<td>$\leq$</td>
<td>Less Than or Equal to</td>
<td>$\leq$ 21 is read as &quot;less than or equal to 21&quot;</td>
</tr>
<tr>
<td>{ }</td>
<td>Warm Season Grass Height</td>
<td>&gt; 6&quot; {&gt; 4&quot;} is read as &quot;greater than six inches cool season grass, or greater than four inches warm season grass&quot;</td>
</tr>
<tr>
<td>[ ]</td>
<td>Women's Value</td>
<td>5 [6] is read as &quot;five for men; six for women&quot;</td>
</tr>
</tbody>
</table>

When two or more adjacent columns have “Greater Than” symbols, the table values are not cumulative (e.g. > 5' next to > 10' means “greater than 5 feet, up to and including 10 feet” in the left-hand column, and “greater than 10 feet” in the right-hand column).

Combining and Weighting Principles
In some situations, it may be judged that a certain obstacle has more impact on play than is normally recognized from its rating table. In this case, the obstacle may be eligible to be rated under a second category, usually by the application of an adjustment. To the right is a table listing these situations (they are also identified on the respective obstacle pages):

<table>
<thead>
<tr>
<th>Situation</th>
<th>Rated As</th>
<th>Also Rated As</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lateral obstacles closely surround the green</td>
<td>Lateral Obstacles</td>
<td>R&amp;R</td>
</tr>
<tr>
<td>Trees overhanging the fairway</td>
<td>Trees</td>
<td>Fairway</td>
</tr>
<tr>
<td>A tree overhanging or in front of a green</td>
<td>Trees</td>
<td>Green Target</td>
</tr>
<tr>
<td>Prepared “waste areas”</td>
<td>Bunkers</td>
<td>R&amp;R</td>
</tr>
<tr>
<td>Lay up</td>
<td>R&amp;R</td>
<td>Fairway</td>
</tr>
<tr>
<td>Tiered Green</td>
<td>Green Target</td>
<td>Green Surface (Bogey)</td>
</tr>
</tbody>
</table>
## SECTION 11 – CHANGES SINCE THE 2016 USGA COURSE RATING SYSTEM GUIDE

<table>
<thead>
<tr>
<th>OBSTACLE/EFFECTIVE PLAYING LENGTH CORRECTION</th>
<th>ADDITIONS</th>
<th>DELETIONS</th>
<th>CHANGES AND CLARIFICATIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEFINITIONS</td>
<td>• Crossing Obstacles</td>
<td></td>
<td>• Desert</td>
</tr>
<tr>
<td></td>
<td>• Lateral Obstacles</td>
<td></td>
<td>• Significant</td>
</tr>
<tr>
<td></td>
<td>• Midseason</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Penalty Area</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Toggle</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Waste Area</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ROLL</td>
<td>• SOFT/FIRM adjustment</td>
<td>• EXTREME adjustment</td>
<td>• Added new extreme columns to Roll rating table</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• (2) adjustment now shot specific</td>
</tr>
<tr>
<td>DOGLEG/FORCED LAY UP</td>
<td></td>
<td></td>
<td>• Separated Dogleg from FLU for greater detail on the length correction</td>
</tr>
<tr>
<td>WIND</td>
<td></td>
<td></td>
<td>• Table only displays 9-hole values</td>
</tr>
<tr>
<td>FAIRWAY</td>
<td>• OBSTRUCTED adjustment</td>
<td></td>
<td>• Single Table for men/women</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• WIDTH adjustment</td>
</tr>
<tr>
<td>GREEN TARGET</td>
<td></td>
<td></td>
<td>• Process for Transition Zone</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• Deleted &gt;36 column, modified ED ranges</td>
</tr>
<tr>
<td>R&amp;R</td>
<td>• RISE and DROP adjustment</td>
<td></td>
<td>• INCONSISTENT adjustment</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• MOUNDS adjustment</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• SURROUNDED adjustment</td>
</tr>
<tr>
<td>BUNKERS</td>
<td></td>
<td></td>
<td>• SQUEEZE adjustment</td>
</tr>
<tr>
<td>CROSSING OBSTACLES (NEW)</td>
<td>• CARRY adjustment</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LATERAL OBSTACLES (NEW)</td>
<td>• STROKE adjustment</td>
<td></td>
<td>• SURROUNDED adjustment</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• SQUEEZE adjustment</td>
</tr>
<tr>
<td>TREES</td>
<td></td>
<td></td>
<td>• CHUTE Table</td>
</tr>
<tr>
<td>PSYCHOLOGICAL</td>
<td>• EXTREME adjustment</td>
<td>• Removed automatic two points of Psychological for holes 1 and 18</td>
<td></td>
</tr>
</tbody>
</table>
**ADJUSTMENT ALPHANUMERIC CODES**

Key:  
- **X** = Scratch and bogey adjustment  
- **T** = Scratch and bogey adjustment, in table format  
- **B** = Bogey adjustment only  
- **Z** = Transition Zone concept applies to obstacle  
- * = Denotes shot-specific adjustment

<table>
<thead>
<tr>
<th>Code</th>
<th>Code Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>(Reserved for future use)</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td><strong>Bounce</strong>*</td>
<td>Conditions cause a ball to <strong>BOUNCE</strong> into or away from the obstacle, or obstacle is only behind the green.</td>
</tr>
<tr>
<td>C</td>
<td><strong>Carry</strong>*</td>
<td>Player must <strong>CARRY</strong> rough, bunker or Crossing Obstacle to reach the target.</td>
</tr>
<tr>
<td>D</td>
<td><strong>Depth</strong></td>
<td><strong>DEPTH</strong> of bunker is other than assumed <strong>DEPTH</strong>.</td>
</tr>
<tr>
<td>E</td>
<td><strong>Extreme</strong>*</td>
<td>Position or feature of obstacle or condition makes recovery <strong>EXTREMELY</strong> difficult.</td>
</tr>
<tr>
<td>F</td>
<td><strong>Firm</strong></td>
<td>Green or fairway is <strong>FIRM</strong>/soft.</td>
</tr>
<tr>
<td>G</td>
<td>(Reserved for future use)</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td><strong>CHute</strong></td>
<td>Tee shot must be hit through a narrow <strong>CHUTE</strong>.</td>
</tr>
<tr>
<td>I</td>
<td><strong>Inconsistent</strong>*</td>
<td>Conditions are <strong>INCONSISTENT</strong> relative to the table value.</td>
</tr>
<tr>
<td>J</td>
<td>(Reserved for future use)</td>
<td></td>
</tr>
<tr>
<td>K</td>
<td><strong>StroKe and Distance</strong>*</td>
<td>A <strong>STROKE</strong> and distance penalty applies.</td>
</tr>
<tr>
<td>L</td>
<td><strong>Lay up</strong>*</td>
<td>Player employs <strong>LAY UP</strong> (forced or by choice) on one or more shots.</td>
</tr>
<tr>
<td>M</td>
<td><strong>Mounds</strong>*</td>
<td><strong>MOUNDS</strong> and/or hollows are present near the fairway/green.</td>
</tr>
<tr>
<td>N</td>
<td><strong>No</strong></td>
<td>NO fairway bunkers are within 20 yards of landing zone(s) or on a par 3.</td>
</tr>
<tr>
<td>O</td>
<td><strong>Obstructed</strong>*</td>
<td>Shot to green is <strong>OBSTRUCTED</strong> by trees or other obstacles.</td>
</tr>
<tr>
<td>P</td>
<td><strong>Percentage</strong>*</td>
<td>Appropriate <strong>PERCENTAGE</strong> of the table value is used.</td>
</tr>
<tr>
<td>Q</td>
<td><strong>SQueeze</strong>*</td>
<td>Obstacle <strong>SQUEEZE</strong> exists; player cannot play away.</td>
</tr>
<tr>
<td>R</td>
<td>(Reserved for future use)</td>
<td></td>
</tr>
<tr>
<td>S</td>
<td><strong>Surrounded</strong>*</td>
<td>Green is closely <strong>SURROUNDED</strong> by CROSSING/LATERAL Obstacles.</td>
</tr>
<tr>
<td>T</td>
<td><strong>Tiered</strong></td>
<td>If green is <strong>TIERED</strong>.</td>
</tr>
<tr>
<td>U</td>
<td><strong>Unpleasant</strong></td>
<td><strong>UNPLEASANT</strong> lies or roll of putts caused by poor turf condition.</td>
</tr>
<tr>
<td>V</td>
<td><strong>Visibility</strong>*</td>
<td>Landing zone or green surface/flagstick is not <strong>VISIBLE</strong>.</td>
</tr>
<tr>
<td>W</td>
<td><strong>Width</strong>*</td>
<td>Fairway <strong>WIDTH</strong> is adjusted by dogleg, contour, obstacles, etc.</td>
</tr>
<tr>
<td>X</td>
<td><strong>EXtraordinary</strong></td>
<td><strong>EXTRAORDINARY</strong> obstacle ratings generate high Psychological rating.</td>
</tr>
<tr>
<td>Y</td>
<td>(Reserved for future use)</td>
<td></td>
</tr>
<tr>
<td>Z</td>
<td><strong>Zone</strong></td>
<td>Transition <strong>ZONE</strong> concept is used.</td>
</tr>
<tr>
<td>2</td>
<td><strong>2 times</strong></td>
<td>Obstacle is in play two (2) or more times.</td>
</tr>
<tr>
<td>3</td>
<td><strong>Par 3</strong></td>
<td>Bogey golfer cannot reach green of a <strong>PAR 3</strong> hole in one shot.</td>
</tr>
</tbody>
</table>