



FALCON  
RIDGE  
GOLF COURSE



10	11	12	13	14	15	16	17	18	In	Out	Total	Hcp	Net
377	425	305	311	148	531	202	557	385	3241	3731	6972		
354	413	296	301	143	521	195	539	372	3134	3605	6739		
354	361	235	301	143	521	195	539	372	3082	3232	6314		
298	321	235	256	137	462	158	483	278	2628	2755	5383		
15	15	15	15	13	17	13	17	15	135	137	272	4hr	32 min
2	12	4	14	17	10	8	6	16					
4	4	4	4	3	5	3	5	4	36	72			

Hole	1	2	3	4	5	6	7	8	9	Out
Yellow	374	412	382	478	190	430	600	630	205	3731
Blue	366	403	375	466	170	418	591	623	193	3605
White	366	357	375	424	170	389	500	515	136	3232
Red	301	286	350	332	156	334	438	422	136	2755
+/-										
Max Time	15	15	15	17	13	15	17	17	13	137
Handicap	13	11	7	5	18	9	3	1	15	
Par	4	4	4	4	3	4	5	5	3	36

**For Tee-Times**  
**613-822-6742**

4740 High Road,  
Gloucester,  
ON K1X 1B3  
(across from Rideau  
Carleton Race Track)  
[www.falconridgegolf.ca](http://www.falconridgegolf.ca)

Scorer

Attested

Date

**All play is governed by R.C.G.A. Rules Except As Modified By Local Rules**

Observe cart paths & signs, keep pull carts and power carts off tee's, greens and their sides

Around greens pull carts must be kept a minimum of 30 ft. Away from putting surface

Drivers of power carts must be at least 16 years of age.

Out of bounds is defined by white stakes and fences - PENALTY - stroke and distance

OBSTRUCTIONS - All cart paths, roadways, sprinkler heads and valve boxes are considered obstructions.

RELIEF - One club length, not nearer the hole - no penalty. If ball strikes power lines, replay shot - no penalty

All lakes and ditches are defined as water hazards (red & yellow stakes)

PENALTY - 1 stroke, drop two club lengths from point of entry.

Ground under repair is marked as such by rope, sign or white painted line

RELIEF - One club length not nearer the hole - no penalty

DRESS CODE - Proper dress is required. Soft spikes only please.

**Help Eliminate Slow Play:**

1. A group, having a clear hole ahead must signal players behind to play through.
2. Continuous putting recommended whenever possible.
3. Minimize time looking for lost balls, limit # of hits to reach green.
4. Maximum four players per group, each player must have own equipment.



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