

From Tee to Green and all Between: **Out of Bounds and Extreme Rough**

Each month we will go over a separate *Obstacle Factor*. These are all of the details beyond the length of a hole that impact play and difficulty.

This month's topic is **Out of Bounds and Extreme Rough**. Our mission is to evaluate how **Out of Bounds** comes into play and if the situation is **Extreme Rough** how difficult it may be for the player to recover.

OB/ER rating is based on:

- The distance of the **Out of Bounds** or **Extreme Rough** from the center of the target (fairway or green)
- Shot length to the target
- Number of times **OB/ER** comes into play on one hole
- Conditions along the **OB/ER** that might assist or prevent a ball from entering the situation

OB is **OB**, but the Course Rating Team has a little bit of judgment call when it comes to **Extreme Rough**. While rating a course, remember that we are rating with the *USGA Rules of Golf* in mind.

Think about the penalty of **Out of Bounds** vs. **Extreme Rough**. If a ball is hit outside of the boundary of a golf course, the penalty is a loss of distance and one stroke (*USGA Rules of Golf*, Rule 27-1b). The player must go back to where they struck the ball and hit again.

For **Extreme Rough**, we need to assess whether the situation would be a complete lost ball (27-1c) or if the player could find their ball. Then, if the player is likely to find their ball, how often would they be able to play the ball and how easy/difficult it would be to recover? Or, would it involve further action such as the player declaring the Ball Unplayable (*USGA Rules of Golf*, Rule 28 lists those options)?



Out of Bounds: indicated by stakes and lines.



Extreme Rough: With rough this thick, this would most likely be a Lost Ball in this situation.

Here are some of the further Adjustments that we think about when assessing **OB/ER**:

- **Bounce:** do conditions of the course increase the likelihood that a ball will Bounce into the condition (cart path next to OB) or decrease the likelihood (row of arborvitae or a net).
- **Percentage:** If the **Extreme Rough** has areas that would make it easier to find and play the ball, then we don't give it the full value (equal to OB). We would reduce the full value by 25%-100%.
- **Two Time:** if OB or ER comes into play on more than 2 times of a longer hole AND both values are high.
- **Two Way:** if OB/ER must be carried and also borders the target landing zone.
- **Squeeze:** if OB and/or ER exists within 20 yards on BOTH sides of a landing zone



Extreme Rough Percentage: can the ball be found, can it be played? How much can the player recover?

If you have any questions, please contact Gretchen Yoder, Manager of Handicapping and Course Rating

gretchen@oga.org