

the LOOP

RULES



Walk up tee times at no less than 10 minute intervals.



Play is expected to be no more than 8 minutes per hole with 4 players.



All ball marks must be fixed.



Play from the tee colored box to the coordinating colored flag.



Be sure to wait for the group to clear the adjacent tee or play area for safety.



All bunkers must be raked.



Be considerate of all surrounding play on The Loop, and the North Course.



Walking only, no push carts.



Local Rule for the Loop out of bounds. Ball may be dropped at the estimated spot the ball was last or crossed out of bounds with a two stroke penalty.



HOLE DESCRIPTIONS

Hole 1 Bowl

First of the classic template greens. Allows numerous ways to navigate a direction to the hole. Perhaps even a putt?

Hole 2 Riv

This 25 yard green features a nod to the famous bunker at Riviera's 6th hole cut in the middle of the green.

Hole 3 Cliff

Play to the smallest green on the course requires a precise shot up and around many challenging bunkers.

Hole 4 Redan

Another classic template greens, this right to left and moving away from the tee green will give great challenge even without a bunker in play.

Hole 5 Crow Nest

Another Uphill challenge with menacing bunkers front and behind the green. Beware the snack poaching black birds that have made this area home.

Hole 6 Trough

The Biarritz (Trough), the signature 125 yard green provides plenty of challenge and separates this green with its many distinct features but first clear the quarry of bunkers.

Hole 7 Horseshoe

An approach to the properside of this green is essential to beat par.

Hole 8 Mitt

A return to the signature green with its multitude of unique hole locations but none more fun and dangerous than the mitt!

Hole 9 Perch

The final and most difficult challenge to the narrow well guarded green perched at the top of the Loop!