



How Do I Drop From an Unplayable Lie?

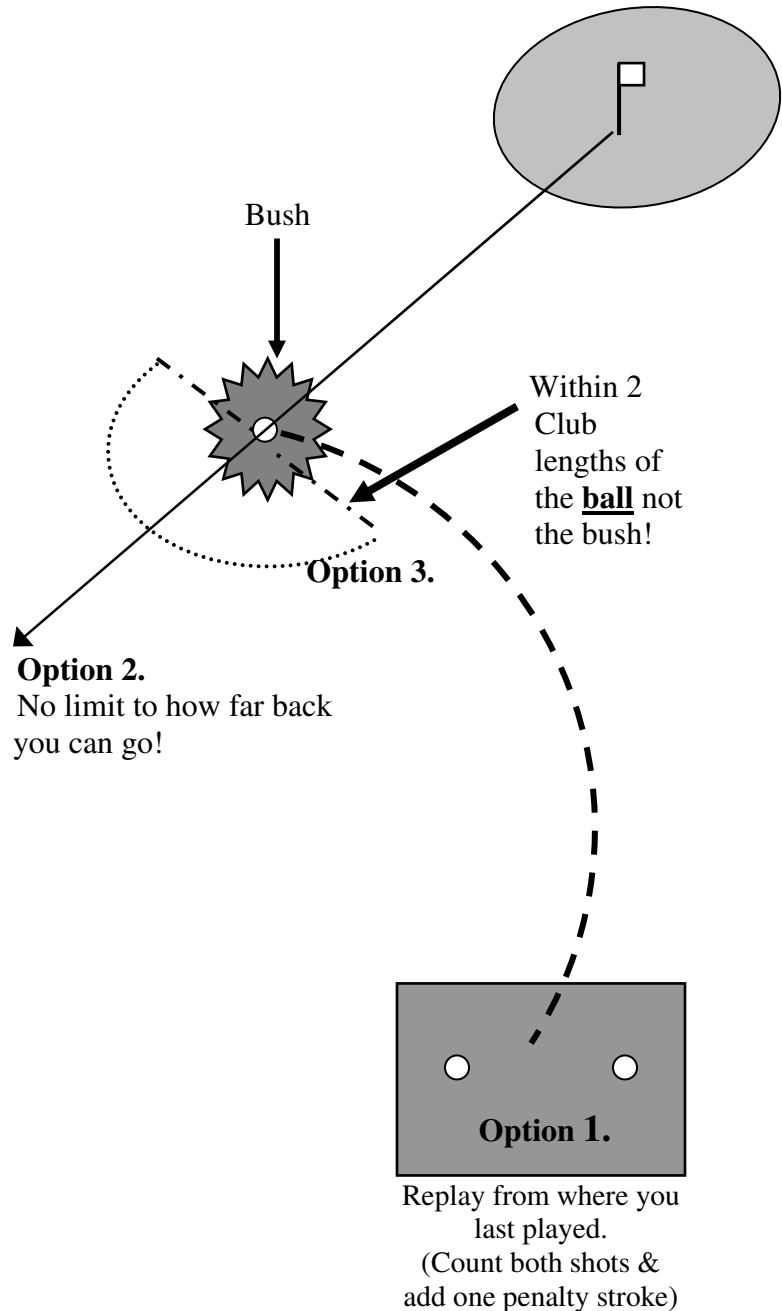


Rule 28

If the player deems his ball to be unplayable, he must under **penalty of one stroke:**

1. Play from the spot from which the original ball was last played; or
2. Drop behind the point where the ball lies, keep that point between the ball and the *hole* with no limit to how far behind that point the ball may be dropped; or
3. Drop within two club-lengths of **where the ball lies**, not nearer the *hole*.

If the unplayable ball is in a *bunker*, the player may proceed under 1, 2, or 3. If the player elects 2 or 3, a ball must be dropped in the *bunker*.



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