

# Milford Golf Club

## Course Risk Assessment



# Milford Golf Club Risk Assessment – The Golf

 <b>Hazard</b>	<b>Who Might Be Harmed?</b>	 <b>How Is The Risk Controlled?</b>	<b>Risk Factor</b>
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## General Overview of Course Risks



1.	<b>Typical hazards encountered on a Golf Course.</b>	<i>Golfers, Greens Staff and spectators.</i>	<i>Strict adherence to the Rules and Etiquette of Golf, observe all signs and be aware of rules concerning cessation of play in dangerous weather or conditions.</i>	<i>Low</i>
2.	<b>Teeing Off</b>  <b>Miss hit Tee shot to right or left</b>	<i>Other Golfers on adjacent greens, fairways, or paths</i>	<i>Don't tee off until you are sure that the group in front are out of range. Don't tee off if any of your playing partners are standing forward of you. Don't tee off if anyone is walking toward the tee from any adjacent holes. Don't stand forward of a player teeing off.</i>  <i>Don't walk towards a tee when someone is preparing to drive</i>  <i>Pay attention when playing shot and shout fore if ball drifts to left or right and there is any likelihood of hitting someone.</i>	<i>Medium</i>
3.	<b>Rights of way</b>	<i>Members of public and dog walkers on paths or fairways</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left or right and there is any likelihood of hitting someone.</i>	<i>Medium</i>
4.	<b>Fairway to Green</b>	<i>Other Golfers</i>	<i>Don't take a shot until you are sure that the group in front are out of range. Don't take a shot if your playing partners are forward of you and in range. Stand in a safe position when a playing partner is taking a shot</i>	<i>Medium</i>
5.	<b>Miss hit approach shot to green</b>	<i>Players on adjacent holes</i>	<i>Be aware of players in this area and shout fore if hitting to left or right past green and there is any likelihood of hitting someone.</i>	<i>Medium</i>
6.	<b>Streams, Riverbeds, Ponds Lakes</b>	<i>All Golfers</i>	<i>Be aware of the dangers of streams, riverbeds (wet or dry, muddy areas), lakes, ponds including slipping down banks, deep water and slippery bridges. Don't step onto frozen water. Use ball retrievers whenever possible. Appropriate holes 7, 9, 11, 15, 16, 18</i>	<i>Medium</i>
7.	<b>Hidden Greens</b>	<i>Other Golfers, Greens Staff</i>	<i>Don't play to Greens until you are sure that the group in front have left. Greens that may be hidden from view for approach shot are holes 1, 4, 8, 11, 14, 16</i>	<i>Low</i>

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8.	<b>Trees and other fixed hazards</b>	Golfers and Playing partners	When playing near trees beware of balls ricocheting.	Low
9.	<b>Undulating ground, hollows, hills</b>	All Golfers	Take care when walking over undulating ground especially when wet or icy. Appropriate to holes:1, 2, 3, 4, 9, 13, 14, 15, 16, 18	medium
10.	<b>Driving Buggies</b>	All Golfers	Take care on hills, hollows, and undulations. Take special care driving over bridges or near to brooks and on inclines. Keep speed to minimum.	Medium


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<b>Hole #</b>			
Miss-hit tee shot to right from White Tee	People on Putting Green Players in Buggies coming down from 18th	Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.	Medium
Balls coming from Driving range over net	You	Take care when walking along fairway and listen out for Fore Range being shouted	Medium
Tee shot from White tee if behind trees	You	Take care when walking along fairway and listen out for Fore being shouted  Trees to be regularly trimmed by greens staff	Low
Green Approach shot drifts left	Players walking to 2 <sup>nd</sup> Tee	Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.	Low
Over hit approach to Green	Vehicles or people going down road	Pay attention when playing shot especially of vehicles are known to be coming down road.	Low
<b>Hole 1</b> Miss hit tee shot to the left	Players walking up 18 <sup>th</sup> Fairway	Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.	Low
Over hit approach to Green	Players on 2 <sup>nd</sup> tee (Right) and also players on 15 <sup>th</sup> Tee (Long)	Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.	Low
<b>Hole 2</b> Hit tee shot long and left	Players on 14 <sup>th</sup> Tee	Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.	Low
<b>Hole 3</b> Miss hit tee shot to the left	Players on 7 <sup>th</sup> Tee	Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.	Low
Over hit approach to Green	Players on 4 <sup>th</sup> Tee	Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.	Low
<b>Hole 4</b> Miss hit tee shot to the left	Players on 7 <sup>th</sup> Tee and 6 <sup>th</sup> Green	Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.	Medium



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Over hit approach to Green to right	<i>Players on 5<sup>th</sup> Tee</i>	<i>Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.</i>	<i>Low</i>
<b>Hole 5</b> Miss hit tee shot to the extreme left	<i>Players on 6<sup>th</sup> Fairway &amp; Tee</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.</i>	<i>Low</i>
<b>Hole 6</b> Miss hit tee shot to the extreme right	<i>Players on 7<sup>th</sup> Green</i>	<i>Pay attention when playing shot and shout fore if ball drifts to right and there is any likelihood of hitting someone.</i>	<i>Low</i>
<b>Hole 7</b> Miss hit tee shot to the left	<i>Players on 3<sup>rd</sup> Tee</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.</i>	<i>Low</i>
<b>Hole 8</b> White tee shot – front of tee cross over	<i>Players walking from 13<sup>th</sup> green to 14<sup>th</sup> tee</i>	Look to left to make sure nobody is coming from the left	<i>Medium</i>
Miss hit tee shot to the right	<i>Players on 2<sup>nd</sup> Green</i>	<i>Pay attention when playing shot and shout fore if ball drifts to right and there is any likelihood of hitting someone.</i>	<i>Low</i>
Over hit approach to Green long and right	<i>Players on the putting green</i>	<i>Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.</i>	<i>Low</i>
<b>Hole 9</b>	<b>NO HAZARDS</b>	<b>NO HAZARDS</b>	<b>NONE</b>
<b>Hole 10</b> Miss hit tee shot to the left	<i>Players on 11<sup>th</sup> Tee</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.</i>	<i>Low</i>
<b>Hole 11</b> Tee shot going to the right	<i>Players on 12<sup>th</sup> Fairway</i>	<i>Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.</i>	<i>Medium</i>
Approach shot going to the right	<i>Players on 13<sup>th</sup> Tee</i>	<i>Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.</i>	<i>Medium</i>

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<b>Hole 12</b> Miss hit tee shot left	<i>Players on 13<sup>th</sup> Green – protected by trees</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone.</i>	Medium
Miss hit tee shot right	<i>Players on 11<sup>th</sup> Fairway</i>	<i>Pay attention when playing shot and shout fore if ball drifts to right and there is any likelihood of hitting someone.</i>	Medium
<b>Hole 13</b> Miss hit tee shot left	<i>Players on 12<sup>th</sup> Fairway</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone</i>	Low
Miss hit tee shot right	<i>Players on 8<sup>th</sup> white tee</i>	<i>Pay attention when playing shot and shout fore if ball drifts to right and there is any likelihood of hitting someone</i>	Low
<b>Hole 14</b> Miss hit tee shot left	<i>Players on 15<sup>th</sup> Tee</i>	<i>Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.</i>	Medium
Miss hit approach shot left	<i>Players on 15<sup>th</sup> Tee</i>	<i>Check for players in these areas before taking shot. Shout fore if your ball is likely to go near to them.</i>	Medium
<b>Hole 15</b> Miss hit tee shot left	<i>Players on 16<sup>th</sup> Tee</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone</i>	Low
<b>Hole 16</b> Miss hit tee shot left and long	<i>Players on 17<sup>th</sup> Hole short and green</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and long and there is any likelihood of hitting someone</i>	Low
Trying to get balls from the ditch – severe bank	<i>All golfers trying to go down into steep ditch</i>	Roped off areas and signage on the hole and at the ditch stating do not go down	High
Miss hit approach shot left	<i>Players on 17<sup>th</sup> Tee</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone</i>	Low
<b>Hole 17</b> Miss hit tee shot left	<i>Players on 16<sup>th</sup> Fairway</i>	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone</i>	Low

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<b>Hole 18</b> Tee shot goes long	Players on 1 <sup>st</sup> Hole Green/Fairway	<i>Pay attention when playing shot and shout fore if ball drifts to left and long and there is any likelihood of hitting someone</i>	Low
Miss hit approach shot left	Players on Putting Green/ Clubhouse building	<i>Pay attention when playing shot and shout fore if ball drifts to left and there is any likelihood of hitting someone</i>	Low/Medium

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Hazard No.	List What Further Action Is Necessary To Control The Risk	Person Responsible	Completion Date
1	Include on a notice in locker rooms or pro shop	General manager	1 <sup>st</sup> Sept 2020
2	Include on a notice in locker rooms or pro shop	General Manager	1 <sup>st</sup> Sept 2020
4	Sign on tee and around hazard area and hazard area roped off	General Manager	1 <sup>st</sup> Sept 2020

Assessment compiled by:

Date of assessment:

Signature:

Date to review further actions:

Position:

Assessment review date:

*Review If necessary due to course changes or incidents. Otherwise 1 Sept 2021*



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The Course may be closed when extreme or adverse weather conditions mean it is dangerous to play or damage to the course would result if play were permitted. Such conditions could cause greens to become waterlogged, the course flooded, covered in snow or poor visibility due to fog. The decision to close the course is made by the **Course Manager** in consultation with the **General Manager** and/or the **Professional Shop**

The procedure for closing the course will be as follows: The **Course Manager** will ring the **General Manager** and/or **Professional Shop** and inform them. The **Course Manager** will put up '**Course Closed**' signs and the **Professional Shop** will update the web site **Course Status**.

## FOG AND LOW CLOUD POLICY

When visibility is more than 200 metres these are normal conditions when visibility is less than 200 metres and this distance is not visible the **Management** may close the course. No players should attempt to play in those conditions. If there is a need to stop play due to low cloud or fog the **Professional Shop** will sound a long blast of the Klaxon. Players should return safely to the Clubhouse. Resumption of play will be signalled by two short blasts on the klaxon.

## LIGHTNING POLICY

In the event of a lightning strike being seen within the vicinity of the Golf Club the **General Manager** or the **Professional Shop** will close the course by sounding a long blast on the Klaxon. When a lightning storm has been seen in the course vicinity, no play is to commence until a period of 15 minutes from the last lightning strike/clap of thunder. Play will resume after two short blasts of the Klaxon. Three long blasts indicate complete abandonment of play.

If the **General Manager** or the **Professional Shop** is unavailable it is incumbent upon each **Player** to assess the risks and ensure that they take appropriate measures to ensure safe passage from the course in the event of Fog or Lightning.

## COMPETITIONS

During a Club competition the **Competition Organiser** in conjunction with the **General Manager** or the **Professional Shop** may close the course if it is considered the course has become unsuitable for play. In the event that the **Competition Organiser, General Manager** or **Professional Shop** is unavailable it is incumbent upon each **Player** to assess the risk and ensure that they take appropriate measures to ensure safe passage from the course.

Players should make themselves fully conversant with the rules of the competition in which they are playing. E.g. in some competitions a cessation of play may also mean the abandonment of that particular competition. In other competitions such as Opens or Invitation Days, the competition may be recommenced if and when conditions allow. In such circumstances players must mark the position of their ball in the correct manner, otherwise a penalty or disqualification will result.

*The cease play signal is a long blast, and players should mark their ball and find somewhere safe to shelter. The all-clear signal is two short blasts, and if it sounds then play can resume. If this has not been sounded within ½ hour then play must be abandoned. Three long blasts indicate complete abandonment.*