

| Hole | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|------|----|----|----|----|----|----|----|----|----|
| Par | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 |
| | | | | | | | | | |
| Hole | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| Par | 4 | 4 | 2 | 2 | 3 | 3 | 2 | 2 | 3 |

Disc Golf Rules of Play:

- 1. Players must tee off from the designated tee area. All players in front of you are out of range.
- 2. When playing a hole, the player farthest away from the basket throws first.
- 3. The hole is complete when a player's disc lands in the basket or chains.
- 4. The player with the least number of throws on the last hole tees off first on the next hole.
- 5. The spot where your previous throw has landed is called the "lie". To begin your next throw, your lead foot must be on or within 11 inches directly behind the lie. The other foot maybe no closer to the hole then the lie. A run up and natural follow through after release is allowed.
- 6. Any disc that comes to rest above the ground (in a tree or bush) is considered an unplayable lie. The disc must be thrown from the lie on the ground directly beneath the unplayable lie. (one stroke penalty.)



No pets for safety.