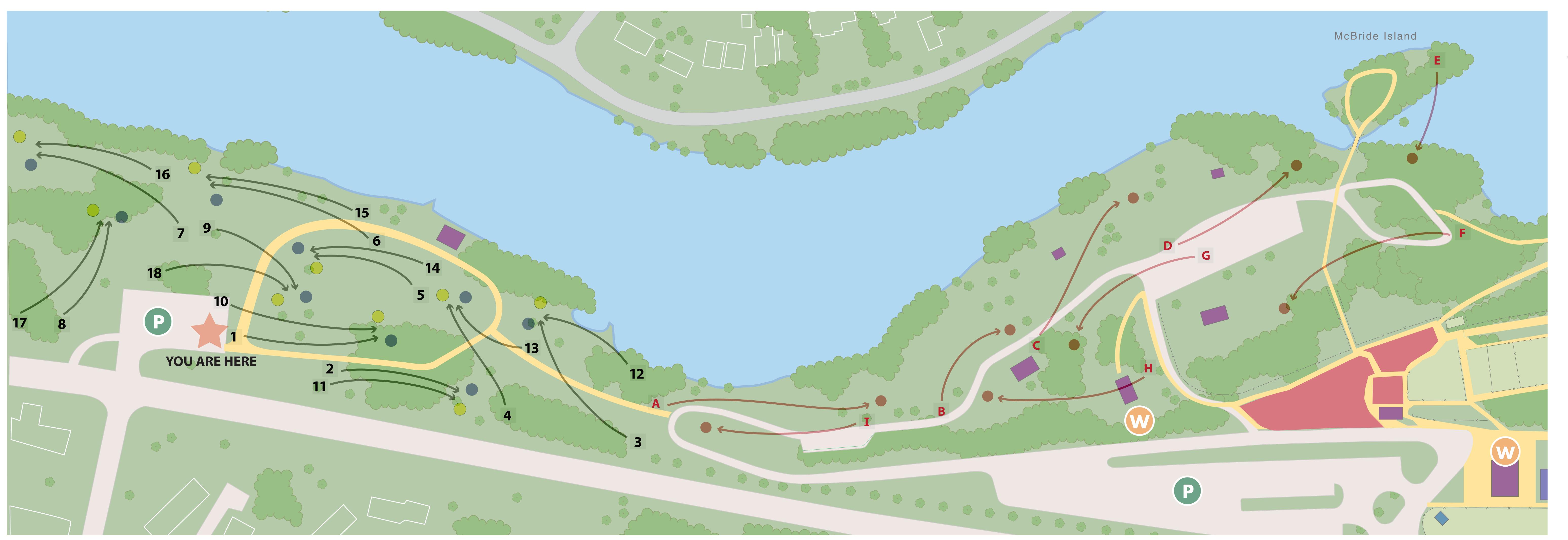
# Disc Golf Course







### THROW DISTANCES (FT) All holes are par-3

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
Co	urse	251	201	193	191	214	239	230	177	198	271	225	157	192	221	231	219	209	236	
Alt	ternate	250	207	218	227	180	305	360	192	183	270	225	170	232	189	293	279	235	214	
<ul><li>Extended (Available Sept – May)</li></ul>																				
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210

## HOW TO PLAY

The goal of disc golf is to complete the course in the fewest throws. Here are the rules:

- 1. Start from the teeing area. The player must throw from behind the front of the teeing area.
- 2. Subsequent throws are played from behind the spot where the previous throw came to rest. This spot is known as the "lie." f your disc comes to rest in a tree or bush, the lie is the spot on the ground directly
- 3. A run-up and follow-through are allowed but the player must release the disc before stepping past the lie.
- 4. A putt is a throw from within 10 meters of the target. When putting, you may not step past the lie before establishing balance.
- 5. The hole is completed when the disc comes to rest in the basket or chains. The hole is not completed if the disc is resting on top of the target.
- 6. If a throw goes out of bounds, play from either the last in-bounds location with a one-throw penalty, or re-tee with a one-throw penalty.

# Please keep in mind...

This course is used by many park visitors.

Respect others and make sure the path is clear of visitors and park staff before you make your throw.



