

## HOW TO PLAY DISC GOLF

### Objective of the Game

Disc golf is played like traditional "ball" golf, but with flying discs and baskets instead of balls, clubs and holes. One stroke is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. Player with the lowest total strokes for the entire course wins.

### Safety First

Never throw when players or park users are within range. Always give park users the right of way. It is up to the golfer to notice park users and always be aware of their surroundings.

### Teeing Off

Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

### Lie

The lie is the spot where the player's previous throw has landed. Mark the lie with a mini disc or flip over the thrown disc directly towards the hole or designated fairway. Player's subsequent throw is made from directly behind the marked lie.

### Throwing Order

After teeing off and until the hole is finished, the player whose disc lies furthest from the hole throws first, followed by the next furthest and so on. When teeing off, the player with least amount of strokes on the previous hole goes first, followed by the player with next lowest strokes and so on. If players have same number of strokes then their respective order stays the same as previous tee off.

### Fairway Throws

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed unless the lie is within 33 feet (10 meters) of the basket. Any attempt within 10 meters (know as "the circle") requires the player not move past the lie until the disc is at rest. You must maintain balance after the throw – you cannot jump forward or step past your lie.

### Completion of Hole

A disc that comes to rest in the basket or basket chains constitutes successful completion of the hole. A disc landing on top of the basket or getting wedged in the basket from the outside is not complete.

### Unplayable Lie

Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation.

### Mando (Mandatory)

A mandatory restricts the path the disc may take to the target. This path is determined by arrow sign(s) and landmarks such as trees or poles. Once the disc goes past or through the mandatory mark(s) the hole may be completed.

### Out of Bounds (O.B.)

Out of bounds are designated areas which are not in play and you should avoid throwing your discs in these areas. If you throw a disc O.B., you move your disc to a point up to 3 feet in bounds from where the disc went out of bounds. In regulation play, a one stroke penalty is added to your score on that hole.

### 2 Meter Rule

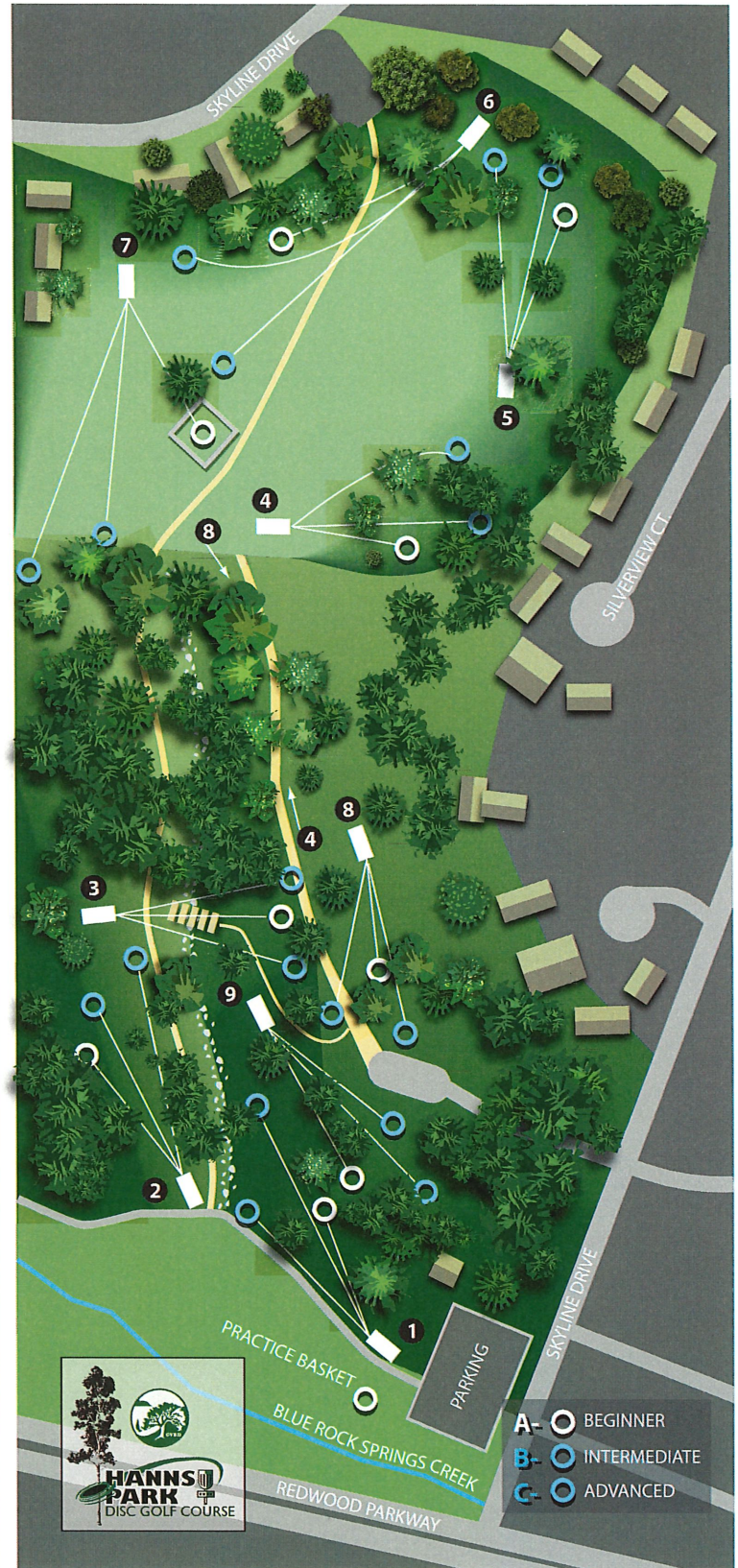
If your disc gets stuck in a bush or tree above 2 meters (6 feet 6 inches), you must mark the disc directly below where it is stuck and add a penalty stroke to your next throw.

### COURSE RULES

- Please respect the park and other park users
- Pedestrians always have the right of way
- No smoking – high fire danger area
- Put trash in proper receptacles – let's keep it clean!
- Dogs on leash

### COURSE COURTESY

- Make sure fairway is clear before throwing
- Remain quiet while others are throwing
- Stand behind player who is throwing until throw is complete
- Immediately remove disc from basket after completing hole
- Allow faster groups to play through, whenever possible
- Help new players learn the rules



HOLE

1

HOLE

10

PAR 3

**A** - 148'  
+18

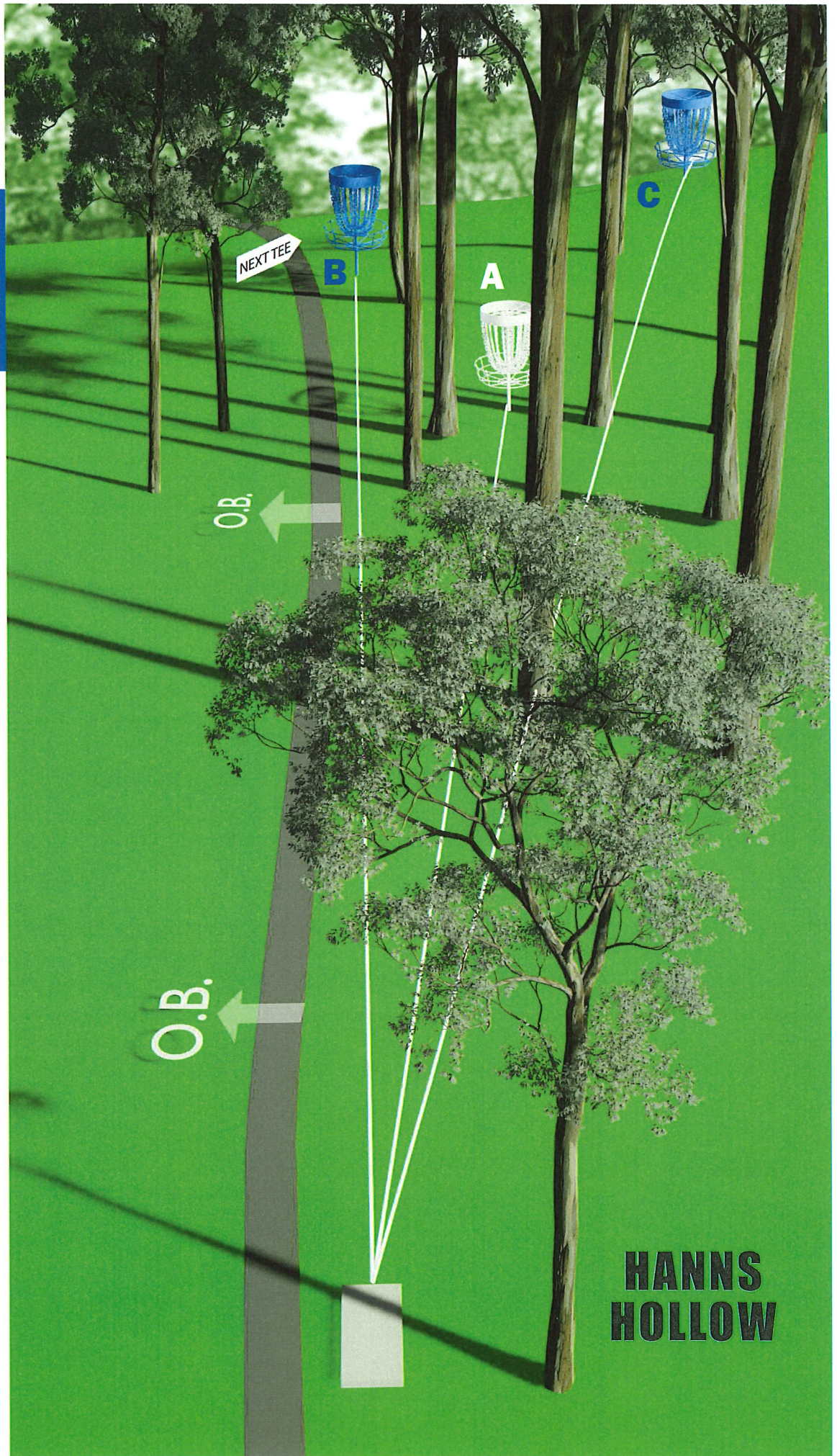
**B** - 190'  
+14

**C** - 235'  
+30

10' elevation change  
≈ 30' of distance



**HANNS  
PARK**  
DISC GOLF COURSE



**HANNS  
HOLLOW**

HOLE

2

HOLE

11

PAR 3

**A** - 170'  
+25

**B** - 220'  
+34

**C** - 250'  
+38

10' elevation change  
≈ 30' of distance



**HANNS  
PARK**  
DISC GOLF COURSE



**SHERWOOD  
FOREST TUNNEL**

HOLE

3

HOLE

12

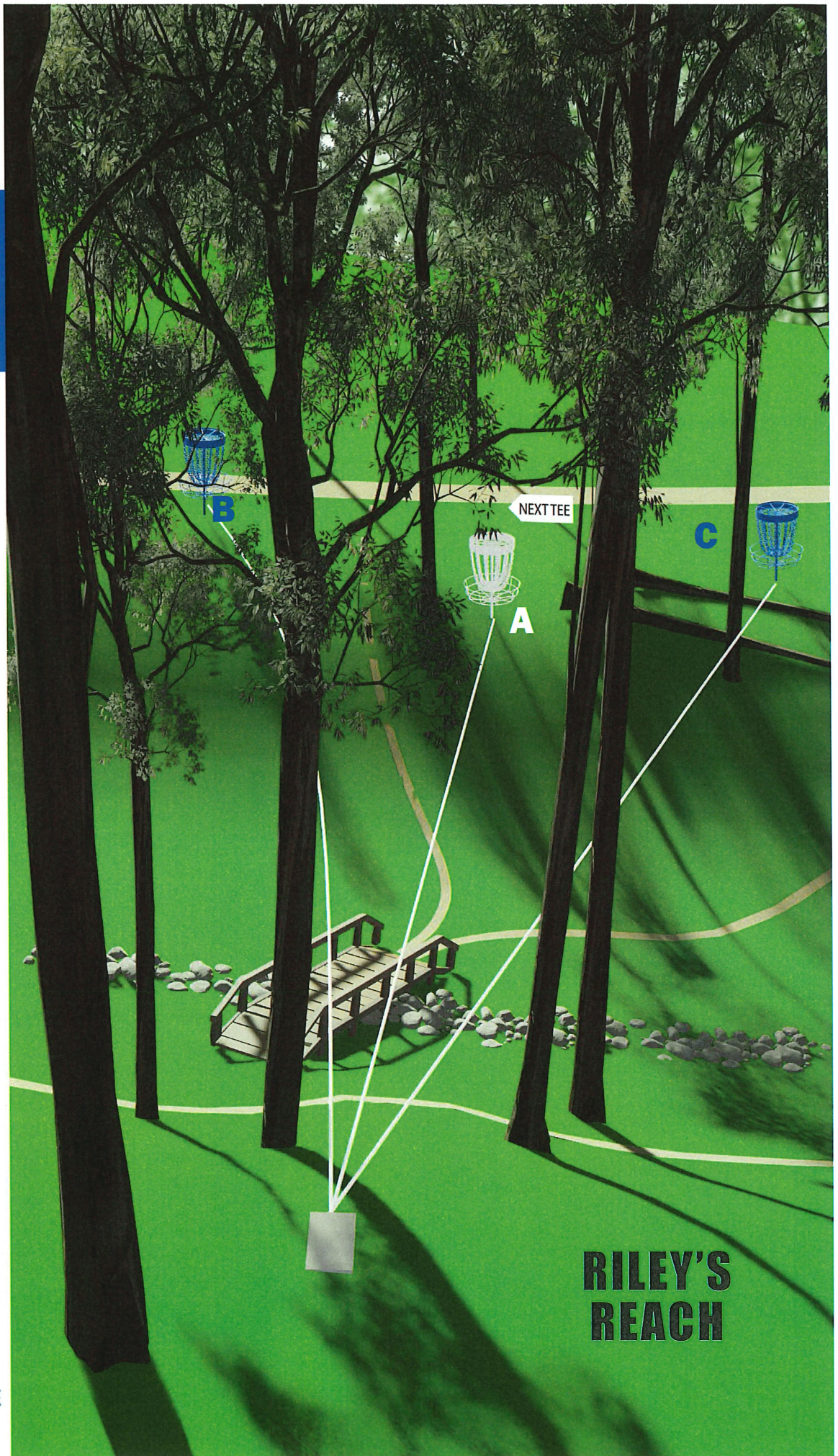
PAR 3

**A** - 140'  
+12

**B** - 190'  
+32

**C** - 185'  
+10

10' elevation change  
≈ 30' of distance



**RILEY'S REACH**

HOLE

4

HOLE

13

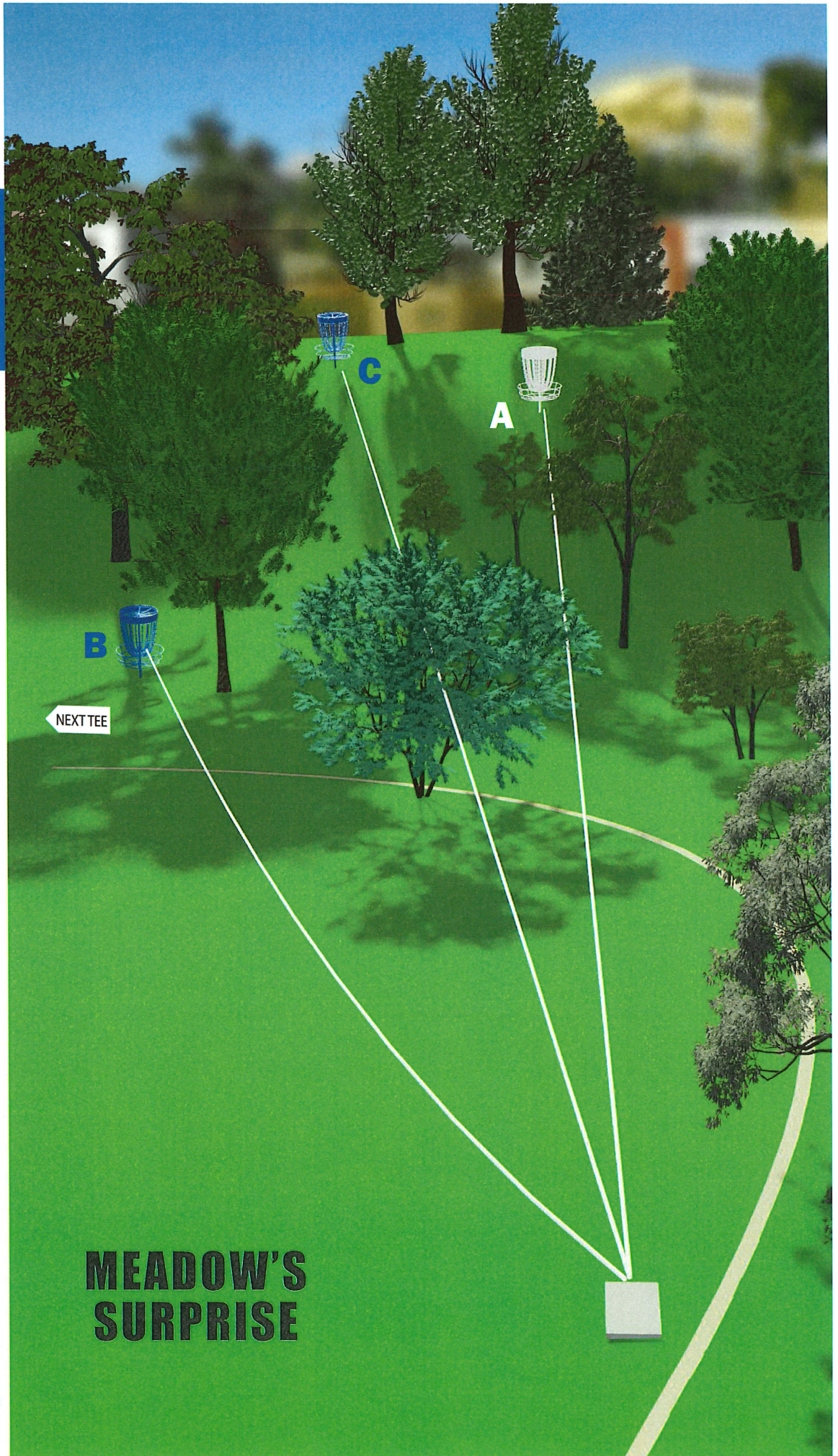
PAR 3

**A** - 178'  
+26

**B** - 265'  
+24

**C** - 260'  
+36

10' elevation change  
≈ 30' of distance



HOLE

5

HOLE

14

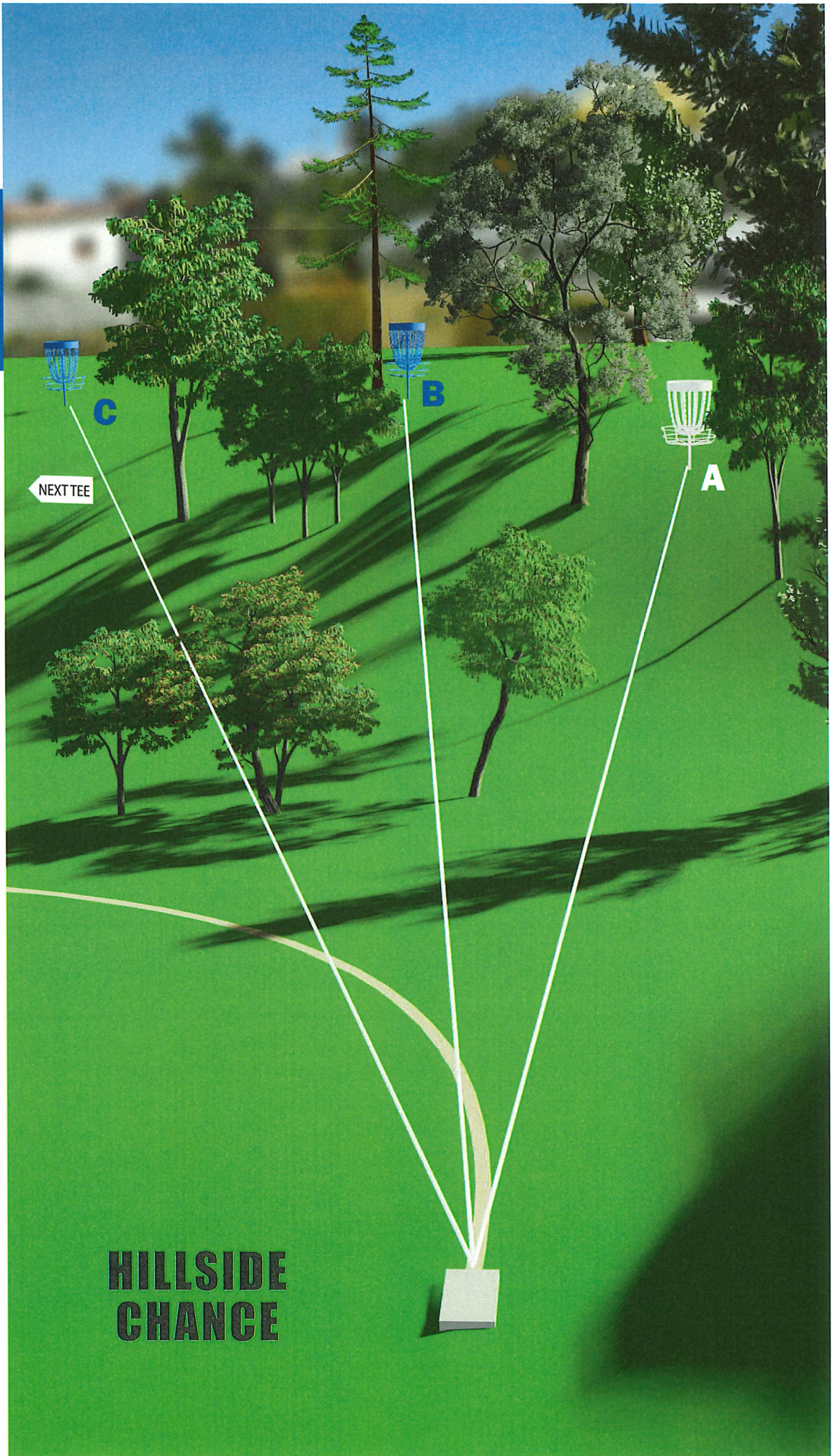
PAR 3

**A** - 200'  
+34

**B** - 200'  
+30

**C** - 265'  
+40

10' elevation change  
≈ 30' of distance



HILLSIDE  
CHANGE

HOLE

6

HOLE

15

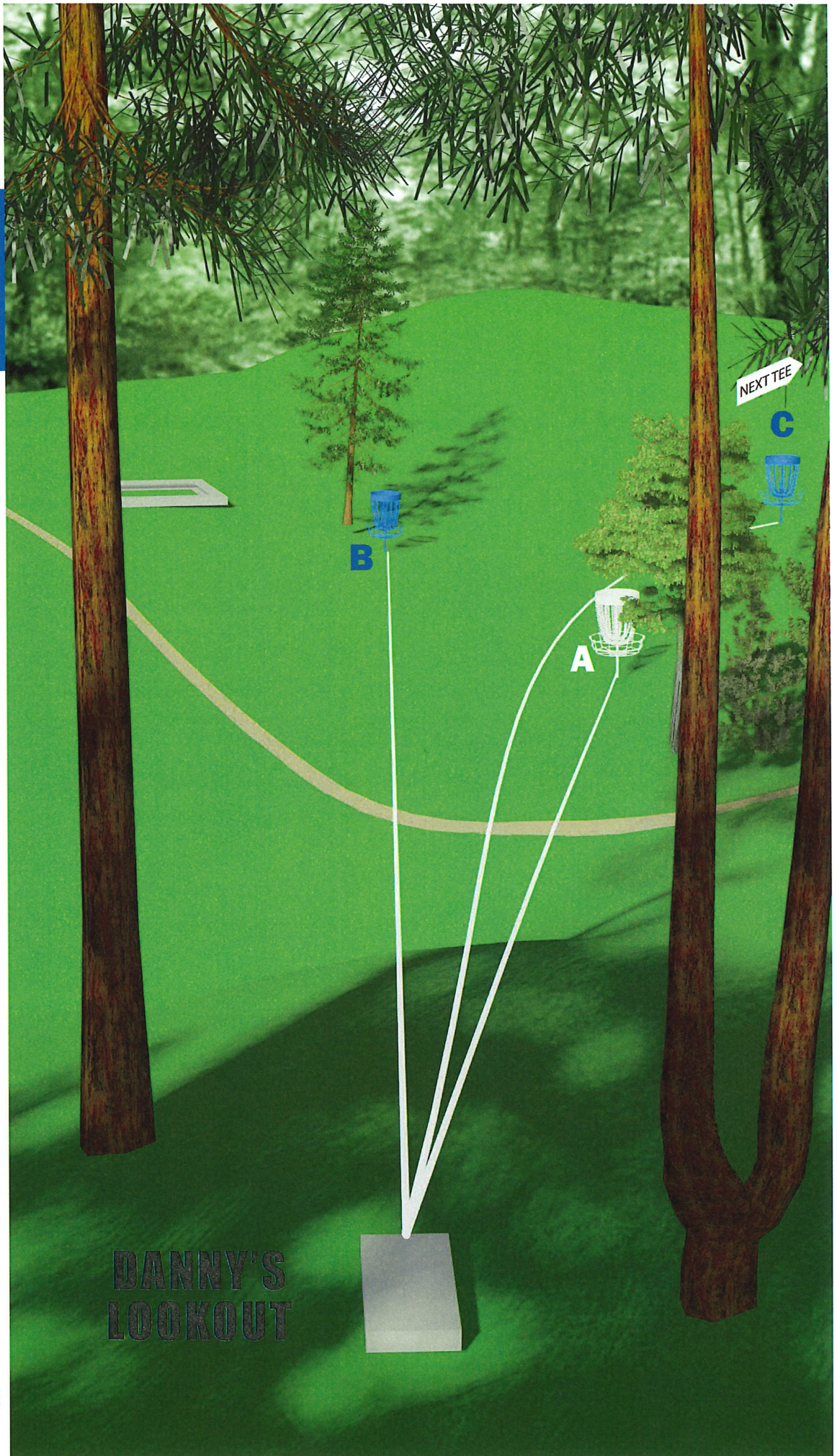
PAR 3

**A** - 290'  
-32'

**B** - 375'  
-35'

**C** - 375'  
-26'

10' elevation change  
≈ 30' of distance



HOLE

7

HOLE

16

PAR 3\*

A - 200'  
-24

B - 330'  
-26

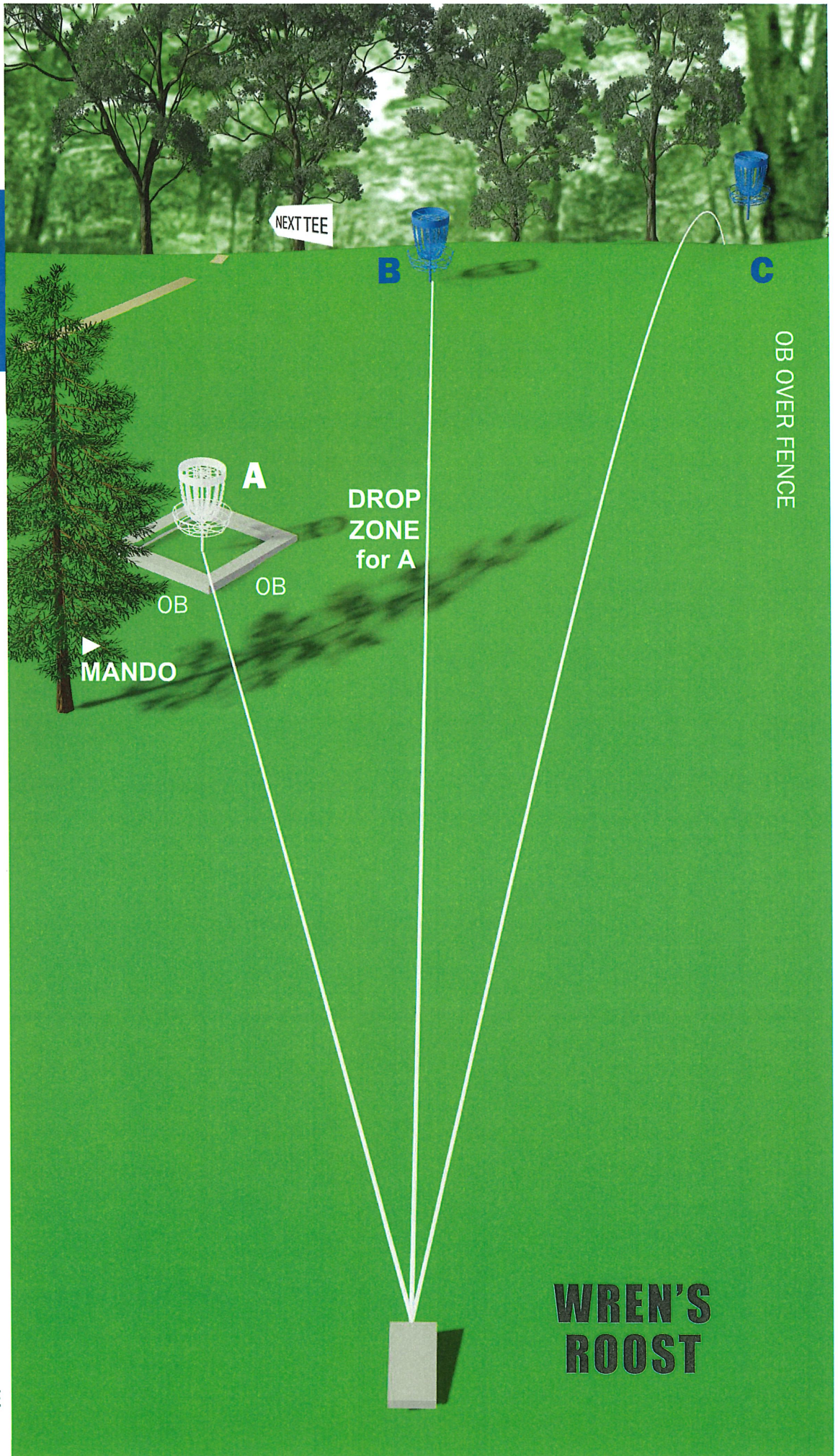
C - 460'  
-28  
\*(PAR 4)

when playing  
blue B/C  
inside island is OB

10' elevation change  
≈ 30' of distance



HANNS  
PARK  
DISC GOLF COURSE





HOLE

8

HOLE

17

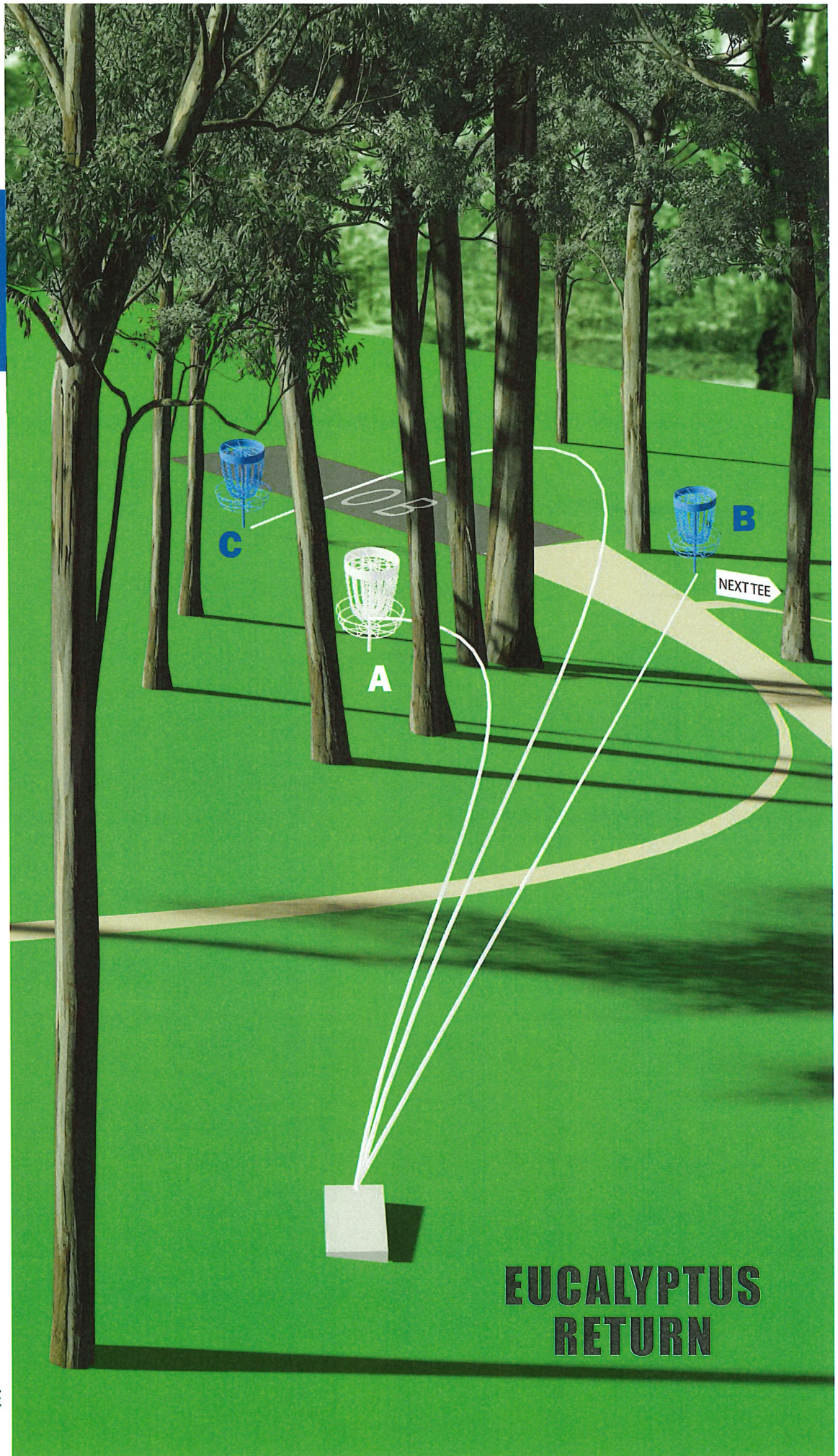
PAR 3

**A** - 190'  
-24

**B** - 265'  
-32

**C** - 290'  
-40

10' elevation change  
≈ 30' of distance



**EUCALYPTUS  
RETURN**

HOLE

9

HOLE

18

PAR 3

A - 205'

B - 200'  
+12

C - 270'  
+8

10' elevation change  
≈ 30' of distance



BLUE ROCK  
CREEKSIDE