

CHERRY STREET



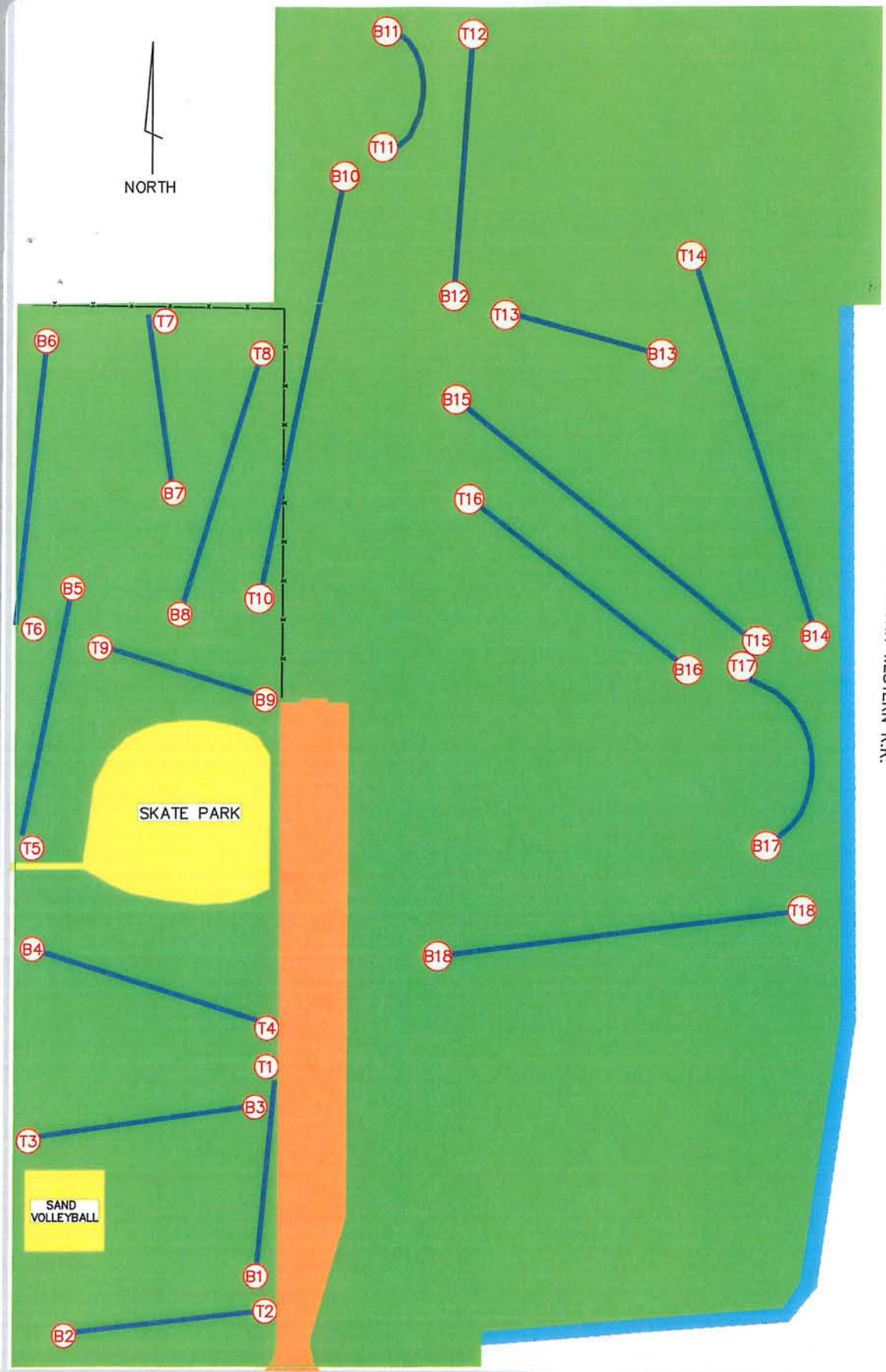
BONNIE STREET

WALNUT STREET

LINCOLN STREET

LINDEN STREET

GRAND TRUNK WESTERN R.R.



SKATE PARK

SAND VOLLEYBALL

WEST SHEPHERD STREET

HOLE	1	2	3	4	5	6	7	8	9	FRONT	10	11	12	13	14	15	16	17	18	BACK	TOTAL	
LENGTH	175	195	208	225	227	258	156	230	139	1,813	310	115	265	239	307	425	340	125	290	2,416	4,229	
PAR	3	3	3	3	3	3	3	3	3	27	3	3	3	3	3	3	3	3	3	27	54	
PLAYER 1																						
PLAYER 2																						
PLAYER 3																						
PLAYER 4																						
PLAYER 5																						

RULES

1. Disc Golf is played like ball golf using a flying disc. One point is counted each time the disc is thrown and when a penalty is incurred. The object is to acquire the lowest score.
2. Tee throws must be completed within or behind the designated tee area.
3. LIE - The spot on or directly underneath the spot where the previous throw landed.
4. THROWING ORDER – After teeing off the player whose disc is farthest from the hole always throws first. The player with the least amount of throws on the previous hole is the first to tee off on the next hole.
5. Fairway throws must be made with the foot closest to the hole on the lie. The other foot may be no closer to the hole than the lie. A run-up and normal follow through, after release, is allowed.
6. A dog leg is one or more designated trees or poles in the fairway that must be passed on the outside when approaching the hole. Until the dog leg is passed, the closest foot to the dog leg must be on the lie when the disc is released.
7. PUTT THROW – Within 10 yards of the pole, a player may not step past the point of his lie in making his putt throw. Falling or jumping putts are not allowed.
8. A disc that comes to rest in the basket constitutes a successful completion of that hole.
9. UNPLAYABLE LIE – Any disc that comes to rest more than 6 feet above the ground is considered an unplayable lie. After declaring an unplayable lie, the disc must be thrown from the new lie on the ground, directly underneath the unplayable lie. (1 throw penalty)
10. A throw that lands out of bounds must be played from the point where the disc went out of bounds. Water hazards and public roads are always out of bounds. (1 throw penalty)
11. COURSE COURTESY – Don't throw until the players ahead of you are out of range. Leave the course cleaner than you found it.

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