

All Sidewalks, Fences, Playground, Basketball/Volleyball Courts, and every part of the lake that is water is OB. Do NOT climb fences (especially in peoples yards) or you will be immediately removed by a handsome yet angry bearded man.

**HOLE 1: OB: Painted Line --**

HOLE 2: Nothing special, watch cross traffic from right on hole 5 –

HOLE 3 is across the street (look both ways) OB painted line right—

**HOLE 4: see island play –**

HOLE 5: Careful of players on 6 tee. Watch cross traffic from hole 2 from left –

HOLE 6: OB Fence- play short basket (faded Yellow)

**HOLE 7 SEE Packy's Pit**

HOLE 8: Mando Left of pole temporary basket (not podium basket). Rocks/ concrete border OB

HOLE 9: Mando left of pole –Painted DZ by pole

**HOLE 10: see island play –**

HOLE 11: nothin special—

HOLE 12: you got this –

**HOLE 13: Long** (corner) MPO,FPO,MP40,MP50,MA1,MA40.

**Middle** (normal long 9) FA1,MA2,MA50,MA60. **Short**-(norm 9 short) MA3, FA2, FA3

HOLE 14: watch for cross traffic from right on hole 26.

HOLE 15: Nothin special –

**HOLE 16 See island play –**

**HOLE 17:** MPO,FPO,MP40,MP50,MA1,MA40 play **long** tee – Everyone else is **short** tee

**HOLE 18:** MPO,FPO,MP40,MP50,MA1,MA40 play **long** (mando right of pole **DZ is Short tee**)

All others tee from **short**. Play to Short basket on the podium

**HOLE 19 SEE Packy's Pit**

HOLE 20: Concrete drainage area and fence OB – Play the short basket (**Green**) by pipe

**HOLE 21:** MPO,FPO,MP40,MP50,MA1,MA40 play **long** – Everyone else is **short** tee

HOLE 22 Double Mando between Palms- DZ is painted square –

HOLE 23: see hole 3 –

**HOLE 24: See Island Play –**

HOLE 25 Mando Left of pole (OB painted line not in play)—

HOLE 26 Basketball courts and area surrounded by concrete OB

**Island Play** Tee shots/Drop Zone shots must come to rest **on** the island to be safe. If your disc does not come to rest on the island, proceed to the next Tee/Drop Zone with a one shot penalty.

**Island holes have 3 tee pads.** If you miss the island from long, move to the short tee. If the island is missed from short pad, move to DZ. If Island is missed from the DZ you will re-tee until your shot lands on the island, with one added stroke per missed shot.

**HOLES (4/24) Long** -MPO, FPO, MP40, MP50, MA1, MA40. **Short** - MA50, MA60, MA2, FA1.

**DZ**- FA2, FA3, MA3

**HOLES (10,16) Long** MPO, MP40, MP50, MA1.**Short**- FPO, MA40, MA50, MA60, MA2,FA1

**DZ** -FA2, FA3, MA3

**HOLE 7 and 19 Packy's Pit** will play as a **HAZARD**. If you land in the concrete area below the basket, play your next shot where it lies with a 1 stroke penalty. If your disc lands behind the big metal grate, it is **OB** play the next shot where the disc crossed out of bounds, you can take a 1 meter relief from the OB.