

# Cash Days 2023 Course Rules and Layout

Hole	S/L	OB and Course Notes
1	191 ft	White tee over water for all divisions <i>OB: Surrounded by water</i>
2A	76 ft	Must use a mini disc (any size works, including mini Buzzz size) <i>OB: Surrounded by water</i>
2B	140 ft	Must pass in between double mando. If mandatory is missed, proceed to the drop zone with a one stroke penalty.
3	254/287 ft	Choose your own pin adventure. You may complete the hole using either A or B pin. You DO NOT need to choose your pin at any time. <i>OB: Over the fence deep</i>
4A	200 ft	Use shorter sprayed tee pad both rounds. <i>Everyone is playing to the macro basket attached ON TOP of the A pin.</i>
4B	160/238 ft	<i>FA3 use shorter tee pad both rounds.</i> If the initial drive does not make the island, proceed to the drop zone with a one stroke penalty. Normal OB rules apply after the initial drive.
5	106/198 ft	white pad round 1 blue pad round 2  Stroke and Distance OB: ALL OB shots must be replayed from the previous lie with a one stroke penalty. Example: Your drive goes OB, retee throwing 3. You land in bounds but your putt for 4 goes OB. Putt again from the same lie throwing 6.
6	277 ft	<i>FA3 use shorter sprayed tee pad both rounds.</i> Double Mando: must pass in between the two marked trees. If the mando is missed, move to the drop zone with a one stroke penalty.
7A	180/210 ft	MUST throw the highest speed DRIVER in your bag for your tee shot. Player B Chucker Hole: If you miss your first putt for 2, you may pick up your driver and use it to putt again for 2
7B	185 ft	Dicey Island Hole: If the initial drive does not make the island, roll one of the dice provided and proceed to the drop zone of the corresponding number. Normal OB rules apply after the drop zone.
7C	178/250 ft	OB left of the left-side sprayed line and right of the right-side sprayed line. All OB shots play normal OB rules with a one stroke penalty.  Double Mando: must pass in between the two marked trees. If the mando is missed, move to the drop zone with a one stroke penalty.
8	216 ft	Inside/Right pad both rounds
9	200/ 315/371 ft	<i>FA3 use shorter sprayed tee pad both rounds.</i>
10	200/ 337/411 ft	Live by the Coin, Die by the Coin You may choose to play from the white tee OR flip a coin to better your starting tee pad. Heads - you get to move to the temp pad 200 feet away. Tails - you have to move to the long pad 411 feet away.
11	235 ft	Choose your own pin adventure. You may complete the hole using either A or B pin. You DO NOT need to choose your pin at any time.
12	258/302 ft	You must play to the macro basket on top of the A Pin.
13A	230 ft	You may take up to 1 meter relief away from the net at any time.
13B	200 ft	Temp pad to A Pin Island hole: If the initial drive does not make the island, proceed to the drop zone with a one stroke penalty. Normal OB rules apply after the initial drive. If any part of your disc is touching the TOP of the wood ramp, you have NOT completed the hole.
14	221/265 ft	MPO and MA1 R2, use 8's left tee as long tee 2 off the 14th - everyone may take two drives each round and complete the hole from the drive of their choosing
15	255 ft	<i>OB: Surrounded by water before bridge</i>
17	273 ft	<i>OB: Surrounded by water. Short pad both rounds. A Pin.</i>
18	333/395 ft	Hazard Peninsulas: if completely surrounded by the hazard areas, play your shot where it lies with a one stroke penalty.  Short Pad : End of initial island 235, 287 to carry to greenside island Long Pad : End of initial island 297, 349 to carry to greenside island
If there is any confusion with the rules here, play a provisional and talk to us after the round.		

**MPO, MA1 (Round 1 only)**

- 1 White A 2A Long to Mini Basket
- 2B Temp to White A 3 White A or B (your choice)
- 4A Temp to top basket
- 4B Temp pad to practice basket
- 5 White to temp 6 White A
- 7A White to Temp
- 7B Alt to Temp
- 7C Temp to A
- 8 Inside A
- 9 White A 10 White A
- 11 White to either A or B (your choice)
- 12 White to top basket
- 13A Long to temp basket
- 13B Temp pad to A
- 14 White A 15 White A
- 17 White A 18 White A

**MPO, MA1 (Round 2 only)**

- 1 White A 2A Long to Mini Basket
- 2B Temp to White A 3 Long A or B (your choice)
- 4A Temp to top basket
- 4B Temp pad to practice basket
- 5 Long to temp 6 White A
- 7A Long to Temp
- 7B Alt to Temp
- 7C Long Temp to A
- 8 Inside A
- 9 Long A 10 White or Coin Flip A
- 11 White to either A or B (your choice)
- 12 Long to top basket
- 13A Long to temp basket
- 13B Temp pad to A
- 14 Long A 15 White A
- 17 White A 18 Long A

**MA2,MA3,MA4,FA3,MA40**

**(Round 1)**

- 1 White A 2A Long to Mini Basket
- 2B Temp to White A 3 White A or B (your choice)
- 4A Temp to top basket
- 4B Temp pad to practice basket
- 5 White to temp 6 White A
- 7A White to Temp
- 7B Alt to Temp
- 7C Temp to A
- 8 Inside A
- 9 White A 10 White A
- 11 White to either A or B (your choice)
- 12 White to top basket
- 13A Long to temp basket
- 13B Temp pad to A
- 14 White A 15 White A
- 17 White A 18 White A

**MA2,MA3,MA4,FA3,MA40**

**(Round 2)**

Same as above but 5 long tee

**FA3**

Use shorter, FA3 specific pads on 4B, 6, and 9