



COURSE NAME:

LOCATION:

DATE:

HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOTAL	
DISTANCE (FT)																						
PAR																						

PLAYERS
1
2
3
4
5
6

WHAT... you just lost another disc?! You need a DGA Rift! -> DISCGOLF.COM



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You may need some more putting practice..just saying?! Try a Mach Shift! -> DISCGOLF.COM



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"The most fun wins!" - "Steady" Ed Headrick - Disc Golf's Inventor -> DISCGOLF.COM

RULES

THE MOST FUN WINS

Object of the Game: The lowest score wins. One point is counted each time the disc is thrown and when a penalty is incurred.

Tee Throws: Tee throws must be completed within or behind the designated tee area. Wait until the players in front of you are out of range.

Lie: The spot where the previous throw has landed. Mark in front of your disc with a mini disc or turn over the thrown disc in line with the hole.

Throwing Order: After teeing off, the player farthest from the hole throws first. The lowest number of throws determines who will tee off 1st on next hole.

Fairway Throws: Your feet cannot past the lie. A run-up and normal follow-through, after release, is allowed.

Completion Of Hole: A disc that comes to rest in the Disc Pole Hole® basket or chains constitutes successful completion of that hole.

Mandatory (Mando): Designated trees or poles in the fairway that must be passed (usually indicated by arrows).

Un-Playable Lie: Rules vary and often depend on the course. Lie is played as close too and behind the un-playable lie. There is a 1 throw penalty.

Out Of Bounds: An out of bounds disc must be played from a point 3 feet in bounds from where the disc went out of bounds.

Course Courtesy: Yell "fore" if there is a chance people are in the flight path of your disc. Yield to people on the fairway. Please pick up trash. Help others.

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