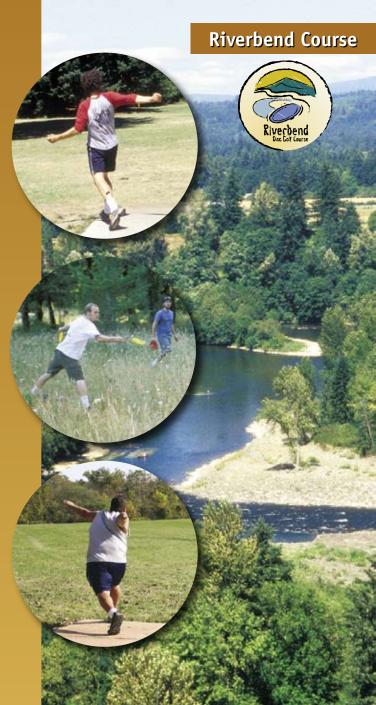




Milo McIver Disc Golf





Rules of play

The goal of disc golf is to get from tee to target in as few throws as possible. Players play either a 9 or 18-hole course.

- Begin play at the tee box (the throwing area at the start of each hole). Do not throw until the players in front of you are out of range. The hole ends with a short distance throw, like a putt. Each throw counts as a stoke.
- On the fairway, players whose disc is farthest from the target throw first. When picking up a disc, players put a marker disc down. The player then throws with his or her feet behind the marker disc.
- When a disc lands out of bounds, the player takes one penalty stroke and resumes play from the spot where the disc left the course.
- Discs that land above ground are considered an unplayable lie. The player takes one penalty stroke and resumes play from the spot on the ground directly below where the disc landed.

AMATEUR DISTANCE*											125°
West 1-9	Hole	/ % 1w	/ ∾ 2w	3w	/ 60 4w	/ ಌ 5w	/ જ 6₩	/ ❤ 7w	8w	9w	/ Total
Player	Par	5	3	3	4	3	3	3	4	3	31

AMATEUR DISTANCE* S S S S S S S S S S S S S S S S S S S											- /
PRO DISTANCE* $\left \begin{array}{cccc} \dot{\tilde{E}} & \dot{\tilde{E}} &$											
East 1-9	Hole	1E	2 E	3E	4 E	5E	6E	7 E	8E	9E	Total
Player	Par	3	5	3	3	3	3	3	3	3	29

	DISTANC	E*	% /	-/_		- /	% / '	• /		41/	\$
PRO DISTANCE* $\left \dot{\tilde{g}} \middle \tilde$											
East 10-18	Hole	10E	11E	12 E	13E	14E	15E	16E	17E	18E	Total
Player	Par	3	3	3	3	3	3	3	3	3	27

AMATEUR $\frac{1}{3}\frac{1}\frac{1}{3}\frac{$

* All distances are based on the "B" pin locations.