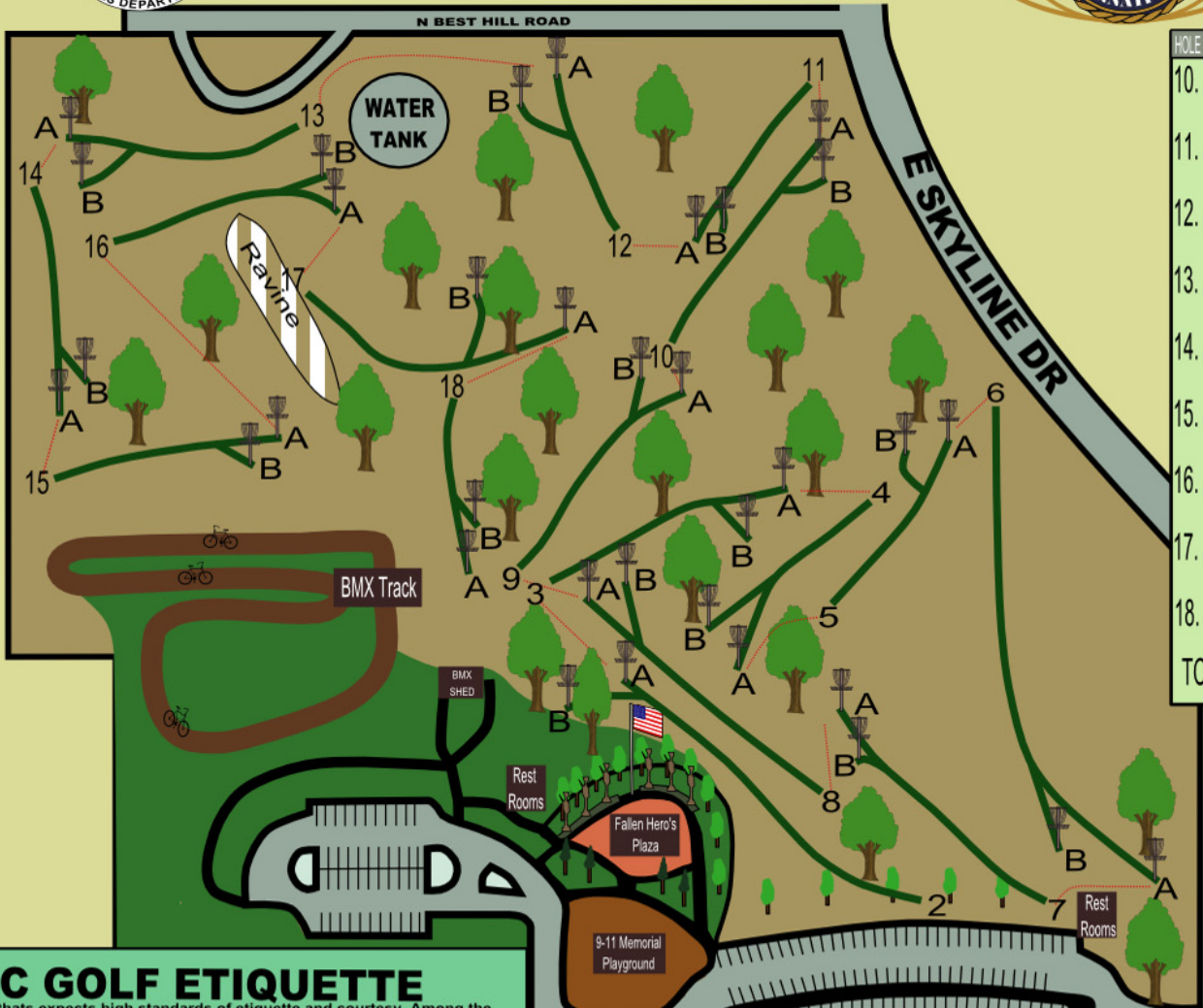


PANHANDLE KIWANIS DISC GOLF COURSE

CHERRY HILL PARK



HOLE	PAR	SCORE
1.	4	
2.	3	
3.	3	
4.	3	
5.	3	
6.	4	
7.	3	
8.	3	
9.	3	



HOLE	PAR	SCORE
10.	3	
11.	3	
12.	3	
13.	3	
14.	3	
15.	3	
16.	3	
17.	3	
18.	3	
TOTAL		

DISC GOLF ETIQUETTE

Disc Golf is a game that expects high standards of etiquette and courtesy. Among the basic considerations are such things as concern for spectators and other players and respect for plant life on the course. These rules have been designed to promote fair play for all users.

1. Don't Litter! Pack it In - Pack it Out.
2. Disc Golf is played like ball golf, using flying discs. One stroke is counted each time the disc is thrown, and when a penalty is incurred. The winner is the golfer with the lowest score.
3. Tee throws must be completed within the designated tee areas.
4. The player with the fewest strokes is the first to tee off. After teeing off, the player whose disc is farthest from the hole always throws first.
5. Fairway throws must be made at the point where the disc lies including run-up.
6. A run-up and normal follow-through, after release, are allowed more than 10 meters from the hole. Inside 10 meters, a player may not step past his/her lie. 'Falling or jumping' putts are not allowed inside 10 meters.
7. A disc that comes to rest inside the disc pole hole basket or chains constitutes successful completion of that hole. A disc that comes to rest on top of the pole hole does NOT constitute a successful hole, or completion of that hole.
8. A disc that comes to rest more than 2 meters above the ground is considered unplayable. The disc must be thrown from the ground directly below the disc. Add 1 stroke penalty.
9. A throw that lands out-of-bounds must be played from the point where the disc went out-of-bounds. Add 1 stroke penalty. Water, concrete sidewalks, parking lots, canals, streets are normal disc golf out-of-bounds.
10. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park pedestrians.
11. Be polite and patient in waiting for others to clear your path or skip that hole and play it later. Limit your group size to 4-5 people to allow for a good pace of play. Larger or slower groups should be prepared to allow other groups to play through.

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