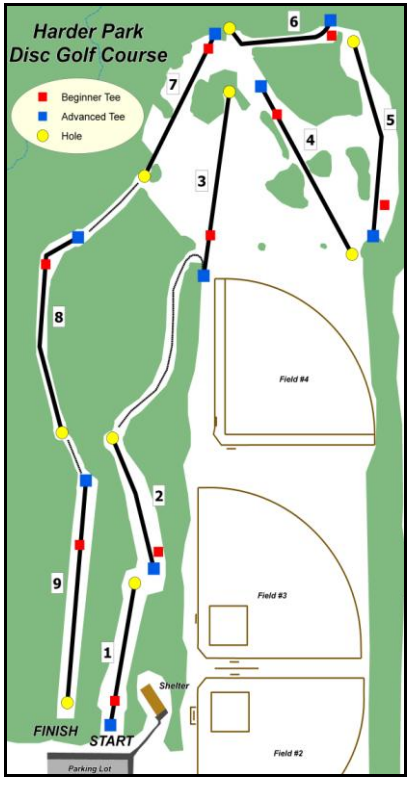

HARDER PARK DISC GOLF COURSE SCORE CARD

HOLE	1	2	3	4	5	6	7	8	9	TOTAL
RED TEE	200'	217'	232'	222'	257'	176'	220'	250'	285'	2,059'
BLUE TEE	245'	232'	297'	272'	307'	186'	250'	350'	345'	2,484'
PAR	3	3	3	3	3	3	3	4	3	28

SCORER:	ATTEST:	DATE:

Course made possible by: Ian Maki's Eagle Scout Project & Central MN Initiative Foundation

Rules and Safety

Disc golf is played like traditional golf but using a flying disc. The object is to complete the course with the fewest throws possible.

TEE OFF:
Tee throws must be released from tee pad.

LIE:
Spot where the disc lands.

THROWING ORDER:
After tee-off, the player whose lie is furthest from the basket throws first. The player with the lowest score on the previous hole is the first to tee-off on the next hole. It is NOT necessary to start at Hole #1, but all players are asked to be respectful of play throughs.

FAIRWAY THROWS:
Fairway throws must be made with the foot closest to the basket on the lie. The other foot cannot be closer to the basket than the lie. A run-up and follow through is permitted.

COMPLETION OF HOLE:
Hole is complete when disc is in basket.

OUT OF BOUNDS:
Throws out of bounds must be played from point where disc went out.

COURSE COURTESY:
Don't throw until others are out of range! Please provide for courteous play-throughs and please pick up after yourself.