

2017 GCC Course DGV @ Wild Horse Golf Course



	<u>All 22</u>	<u>1-20</u>	<u>1-15/20-22</u>	<u>1-10/15-22</u>
Par	71	65	59	57
Dist.	10,136'	9,486'	8,651'	7,809'
Ave. Dist.	461'	474'	482'	434'

No.	Dist.	Par/Notes
1	477'	3 Tee pad is longest/1 st ball golf teeing area for their Hole 10 marked with two white circles. Cart path and beyond to left/right; green O.B. Sand Traps are HAZARDS – play it where it lies, with one-stroke penalty.
2	504'	3 Tee pad is in front of large pine tree marked with two white circles. Cart path and beyond to right O.B.
3	386'	3 Tee pad is in gully. Inside fence is O.B.
4	273'	3 Tee pad is grinded concrete square. Cart path and beyond to right; green; fence and beyond O.B. Sand Traps are HAZARDS – play it where it lies, with one-stroke penalty.
5	465'	3 Tee pad is back corner of ball golf teeing area marked with two white circles. Area BEFORE cart path; green; fence and beyond to right O.B.
6	725'	4 Tee pad is middle of longest/1 st ball golf teeing area marked with two white circles. Cart path and beyond to left; fence and beyond to right O.B.
7	310'	3 ISLAND - Tee pad is front of ball golf teeing area next to concrete round-about marked with two white circles. Must land on grass area near basket. If disc lands off island, use drop zone marked by swept rocks/boulders.
8	597'	4 Tee pad is front of ball golf teeing area next to island from prior hole marked with two white circles. Cart path and beyond; green O.B.
9	840'	4 Tee pad front of longest/1 st ball golf teeing area marked with two white circles. Cart path and beyond to left; water area to right; greens O.B.
10	300'	3 Tee pad is grinded concrete square. Cart path and beyond to right and ahead; green O.B. Sand Trap is a HAZARD – play it where it lies, with penalty. (Hole #5 on Course 3.) If ball golfers in fairway behind you, may want to skip Holes 11-14 and go directly to Hole 15!
11	453'	3 Tee pad is grinded concrete square. Cart path and beyond to left; water to right; green O.B. (Hole #10 on Course 2.)
12	832'	4 Tee pad front of shortest ball golf teeing area marked with two white circles. Cart path and beyond to left; fence and beyond to right O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty. (Hole #11 on Course 2.)
13	396'	3 Tee pad grinded concrete square next to restroom. Area BEFORE cart path; green O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty. (Hole #12 on Course 2.)
14	646'	4 Tee pad is back of longest/1 st ball golf teeing area marked with two white circles. Cart path and beyond to right and left O.B. If initial drive from teeing area O.B. left, use shortest ball golf teeing area as drop zone, even if it takes you closer to the basket. (Hole #3 on Course 3.)
15	366'	3 Tee pad is grinded concrete square. Cart path and beyond behind basket O.B. (Hole #7 on Course 3.) If ball golfers anywhere in fairway behind you, may want to skip Holes 16-19 and go directly to Hole 20!

No.	Dist.	Par/Notes
16	423'	3 Tee pad is grinded concrete square. Area BEFORE cart path; cart path behind basket; water area O.B. (Hole #8 on Course 3.)
17	330'	3 Tee pad is grinded concrete square. Cart path to left; fence beyond basket; green; water area O.B. If disc lost in foliage past palm tree by green (but not lost in water), use left-side of palm tree as drop zone. (Hole #9 on Course 3.)
18	435'	3 Tee pad is front of longest ball golf teeing area for their Hole 7. MANDO right of first pine tree. Cart path and beyond to left and right; wooden fence and beyond to left O.B. (Hole #10 on Course 3.)
19	297'	3 Tee pad is top of hill on grass in front of gate/near foot bridge. Wooden fence and beyond to left and behind basket O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty. (Hole #11 on Course 3.)
20	431'	3 Tee pad grinded concrete square. Wooden fence and beyond to left; water area to right; cart path beyond basket O.B. (Hole #12 on Course 3.) If ball golfers anywhere in fairway behind you, may want to skip Holes 21-22!
21	215'	3 Tee pad is back of longest/1 st ball golf teeing area marked with two white circles. Area BEFORE cart path; cart path beyond basket; green O.B. Sand Traps are HAZARDS – play it where it lies, with one-stroke penalty. (Hole #14 on Course 3.)
22	435'	3 Tee pad is front of longest/1 st ball golf teeing area (also used for prior hole) marked with two white circles. Cart path and beyond to left O.B. (Hole #18 on Course 3.)

General Wild Horse Disc Golf Rules

- 1) PDGA National Tour dress code required.
- 2) Give way to ball golfers at all times.
- 3) No wading in water to retrieve discs.
- 4) Do not repair any damage on greens.
- 5) Refrain from walking on greens.
- 6) Keep carts at least 30' from greens.
- 7) Meet all other rules as applied to ball golf.











