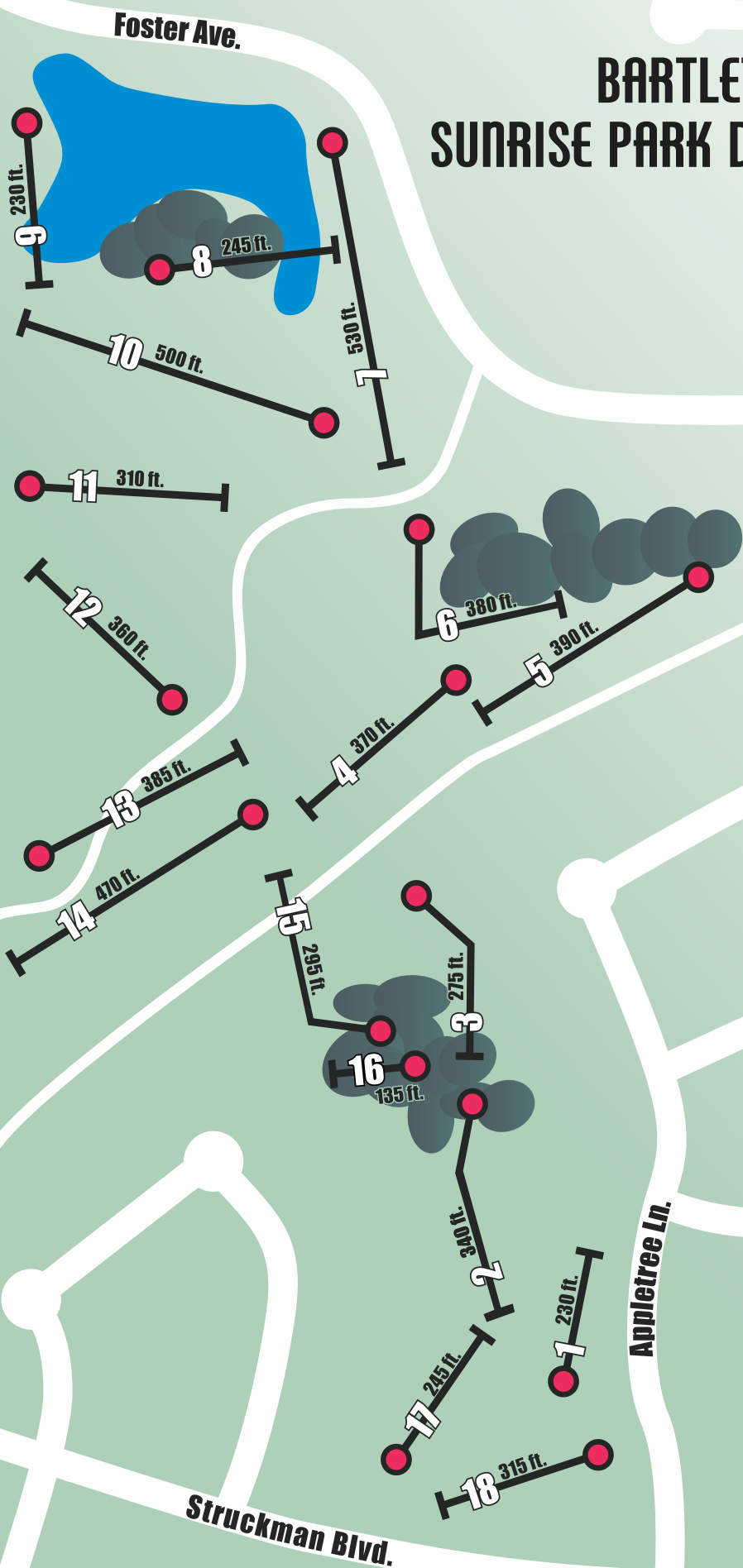


BARTLETT PARK DISTRICT SUNRISE PARK DISC GOLF COURSE



DISC GOLF RULES & REGULATIONS

1. One stroke is counted each time the disc is thrown, the winner is the golfer with the lowest score.
2. Tee throws must be completed within the designated tee areas. Beginners may use short tees or may avoid water hazards if needed.
3. After teeing off, the player whose disc is farthest from the hole always throws first. The player with the least amount of strokes on the previous hole is first to tee-off on the next hole.
4. Fairway throws must be made with the foot closest to the hole on the front edge of the lie where the last throw landed. The other foot may be no closer than the foot on this lie.
5. A run-up and normal follow through, after release, is allowed more than ten meters from the hole. Inside ten meters, a player may not step past the point of his lie until after the disc thrown has landed.
6. A disc that comes to rest inside the disc hole basket or chains constitutes successful completion of that hole. A disc that comes to rest on top of the pole does not constitute a successful putt.
7. Any disc that comes to rest more than two meters above the ground, is considered unplayable. The disc must be thrown from the ground directly below the disc. 1 throw penalty.
8. A throw that lands out of bounds must be played from the point where the disc went out of bounds. Water, roads, playgrounds, walkways, and private property are normal disc golf out of bounds hazards. Please respect private property.
9. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park guests.

			PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
HOLE	DISTANCE (ft.)	PAR				
1	230	3				
2	340	3				
3	275	3				
4	370	3				
5	390	3				
6	380	3				
7	530	4				
8	245	3				
9	230	3				
10	500	4				
11	310	3				
12	360	3				
13	385	3				
14	470	4				
15	295	3				
16	135	3				
17	245	3				
18	315	3				
TOTAL	6005	57				