Evergreen Fields



HUNTSVILLE, ONTARIO, CANADA

www.huntsvillediscgolfclub.com

- Target / basket location.
- Red / Recreational Tee Box with Hole Number -Recommended for recreational players or those new to the sport.
- White / Intermediate Tee Box and Hole Number -Recommended for players with a PDGA rating of 850 or higher.
- Blue / Advanced Tee Box and Hole Number Recommended for players with a PDGA rating of 900 or higher. *NB With the exception of #1, consider all other Blues "Safari" Tees and ask a local!
- Fairway / Hole route
- Hole transitions follow from end of one hole to the beginning of the next.
- Out of Bounds Purple lines on the map indicate areas considered out of bounds / hazards, and "island" boundaries.

Flooding can be an issue on #6 green, #9 basket, ALL of #10, and #11 tee. You may want to scout these before throwing. If #10 is unplayable, take the alternate route along the cart path to the North to the #11 short tee.

Disc Golf Rules, Safety and Etiquette

Objective of the Game

Disc Golf is played like traditional golf, but with disc golf discs instead of balls and clubs. One throw (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.

SAFETY FIRST

Never throw when other players or other pedestrians are within range. Always give pedestrians the right of way. Be aware of your surroundings and environment at all times.

Tee Throws

Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

Lie

During baseball games, a

players play from red tees

(P)

18

The spot where the player's previous throw has landed. Mark each lie with a mini marker disc or leave the thrown disc on the ground where it landed. The player's subsequent throw is made from directly behind the marked lie.

Throwing Order

The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After all players have teed off, the player whose disc is farthest from the target throws first, and so on.

Fairway Throws

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player maintain balance and not move past the lie until the disc comes to rest.

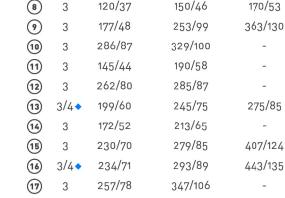
Completion Of Hole

A disc that comes to rest in the disc golf basket or suspended in the chains constitutes the successful completion of that hole.

Out Of Bounds

If any area of 0.B. is visible between the disc and 0.B. line, then the disc is considered 0.B. A throw that lands out of bounds, must be played from a point up to 1 meter in bounds from where the disc crossed over the out of bounds line. 0.B. zones are indicated on the course map, however, permanent water hazards, roads/parking areas, and property boundaries are also considered out of bounds.





par

3/4

3

3

3

3

4

(5)

6

(7)

ft/m

164/50

235/72

292/89

186/57

253/77

200/61

120/37

ft/m

236/72

266/81

372/113

253/77

259/79

305/93

137/41

ft/m

350/107

512/156

493/150

264/80

335/103

54/60 3824/1166 4825/

302/92

4825/1470

413/126

5926/1806

554/169

PEGAD BASSOR

PE

Observe all posted rules. No littering.

Note: Hole #3 is not safe to play during soccer games, or when spectators present on berm.

M 20 40 60 80 100

Fluent Disc Sport and Disc Golf Muskoka assume no liability for the accuracy of the data delineated on this map, either expressed or implied. Play at your own risk.



Huntsville, ON

