



- # White / Intermediate Tee Box and Hole Number - Recommended for players with a PDGA rating of 850 or higher.
- # Red / Recreational Tee Box with Hole Number - Recommended for recreational players or those new to the sport.
- # Target / basket location.
- Yellow line 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.
- "Mando" - Indicates a mandatory flight path. Discs must pass in the direction of the arrow around an obstruction such as a tree.

#	par	ft/m	ft/m
1	3	192/58	265/81
2	3	156/48	240/73
3	3	128/39	215/66
4	3	192/58	265/81
5	3	142/43	259/79
6	3	162/50	180/55
7	3	184/56	385/117
8	3	210/64	335/102
9	3	291/89	305/93
10	3	281/86	340/104

30 1938/591 2591/790
60 4529/1381

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.

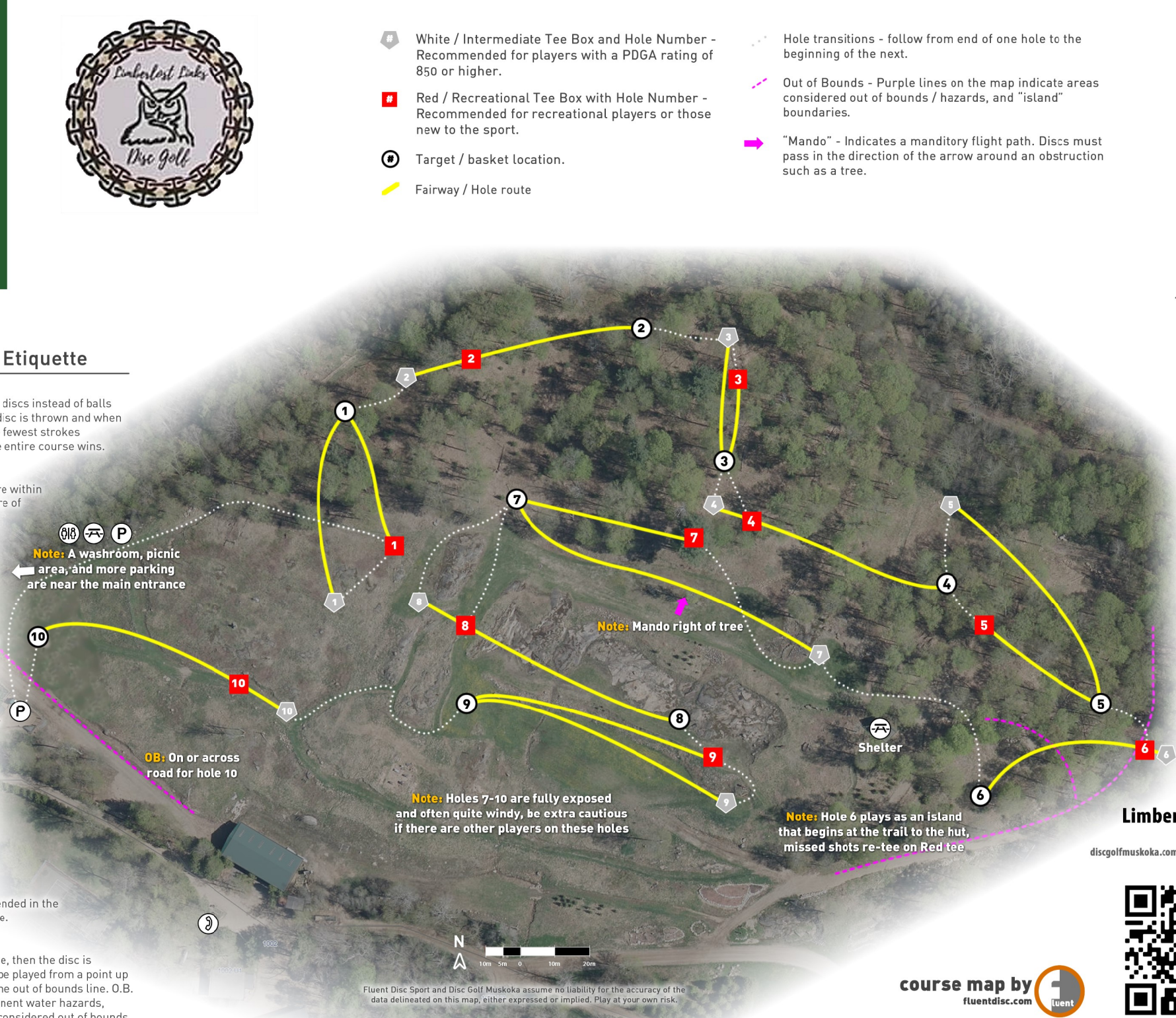
Lie
The spot where the player's previous throw has landed. Mark each lie with a mini marker disc or leave the thrown disc on the ground where it landed. The player's subsequent throw is made from directly behind the marked lie.

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 O.B. is visible between the disc and O.B. line, then the disc is considered O.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. O.B. zones are indicated on the course map, however, permanent water hazards, roads/parking areas, and property boundaries are also considered out of bounds.



DISC GOLFERS' CODE

PDGA PROFESSIONAL DISC GOLF ASSOCIATION

1 PLAY SMART
Never throw into a blind area or when players, spectators, pedestrians, or other facility users are within range. Use a spotter.

2 RESPECT THE COURSE
Observe all posted rules. No littering, graffiti, or abuse of equipment or flora.

3 REPRESENT THE SPORT
Be positive and responsible. Teach others.

Limberlost Links
Huntsville, ON
discgolfmuskoka.com/courses/limberlost



course map by
fluentdisc.com