



Gunnite, island, painted line right, sidewalk right, water left, and beyond is OB.

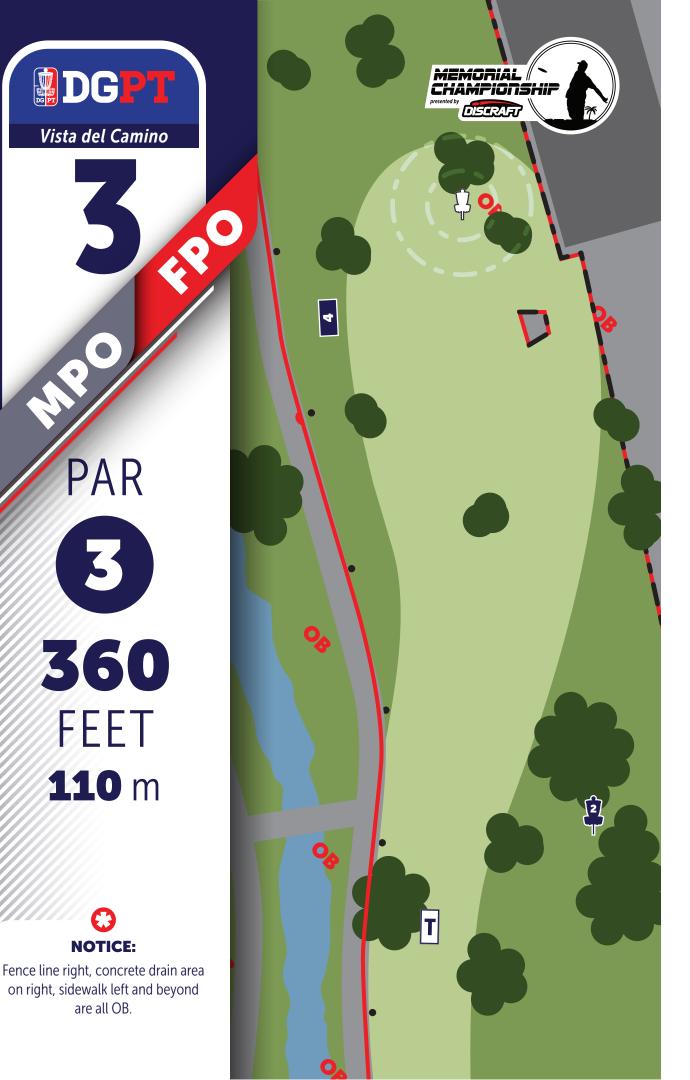
If OB from the tee, you may (1) re-tee, or (2) play from where disc was last in bounds.

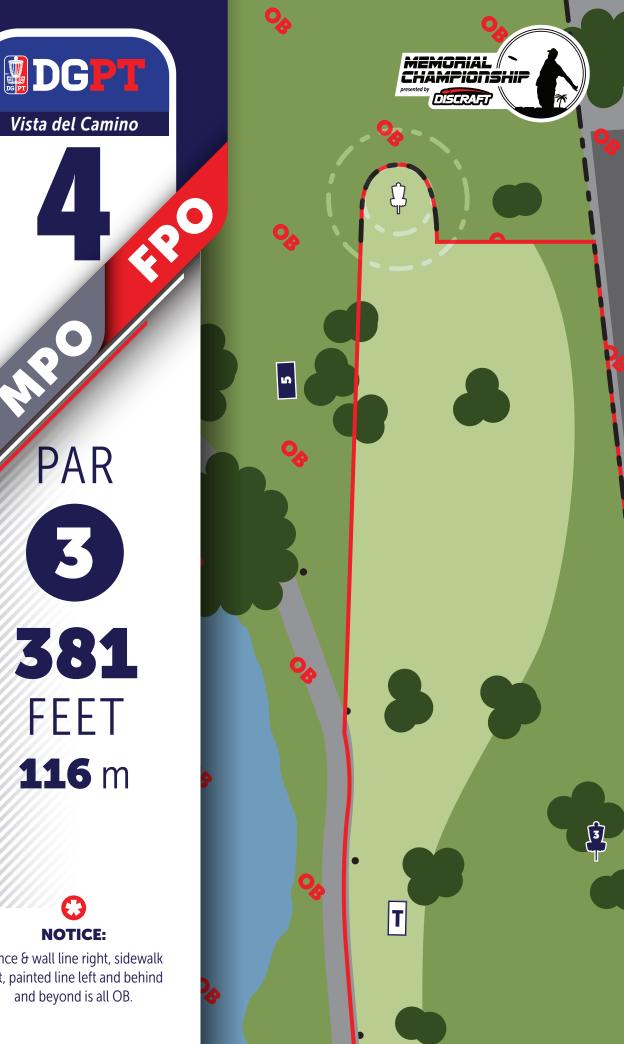
If OB on any other throw, (1) play previous lie, (2) play from where disc was last in bounds, or (3) proceed to DROP ZONE.



NOTES:







PAR 3 381 FEET **116** m



Fence & wall line right, sidewalk left, painted line left and behind and beyond is all OB.











Gunnite is OB. Lake, sidewalk right and beyond is OB.

If OB from the tee, you may (1) re-tee or (2) play from where disc was last in bounds.

If OB on any subsequent throw, you may (1) replay previous lie, (2) play from where disc was last in bounds, or (3) proceed to the DROP ZONE.



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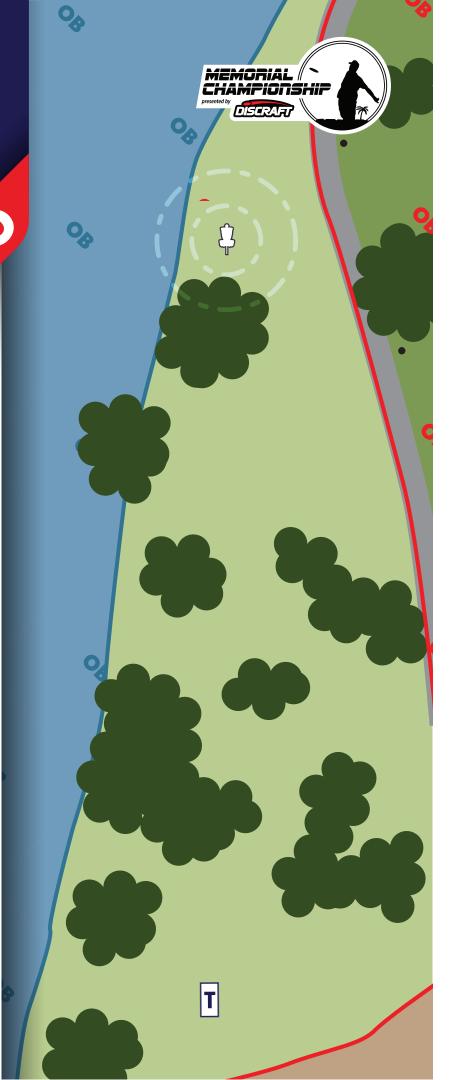
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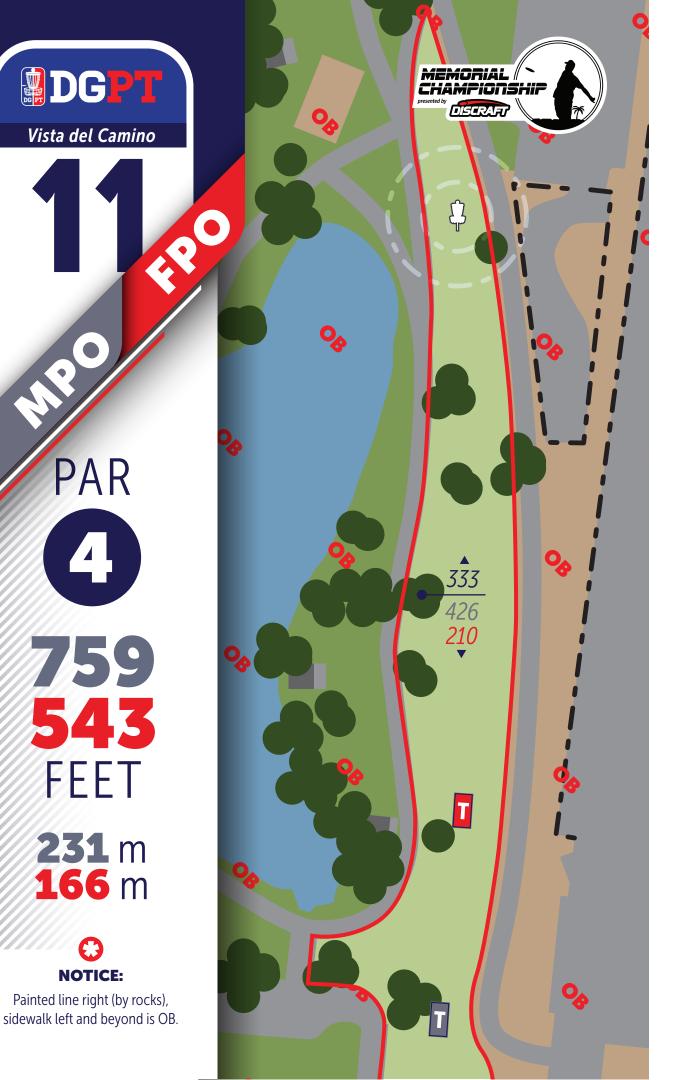


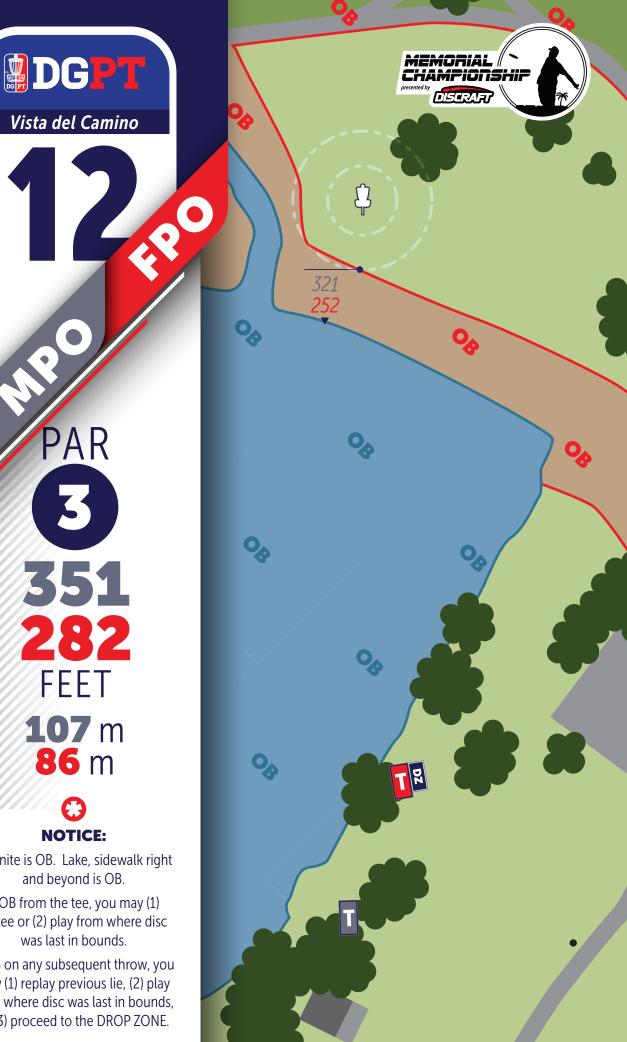


4 651 FEET **198** m



Pavillions OB (defined by concrete). Sidewalk, painted line (by rocks) left, fence right, sidewalk behind basket and beyond is all OB.





PAR 351 282 FEET **107** m **86** m



Gunnite is OB. Lake, sidewalk right and beyond is OB.

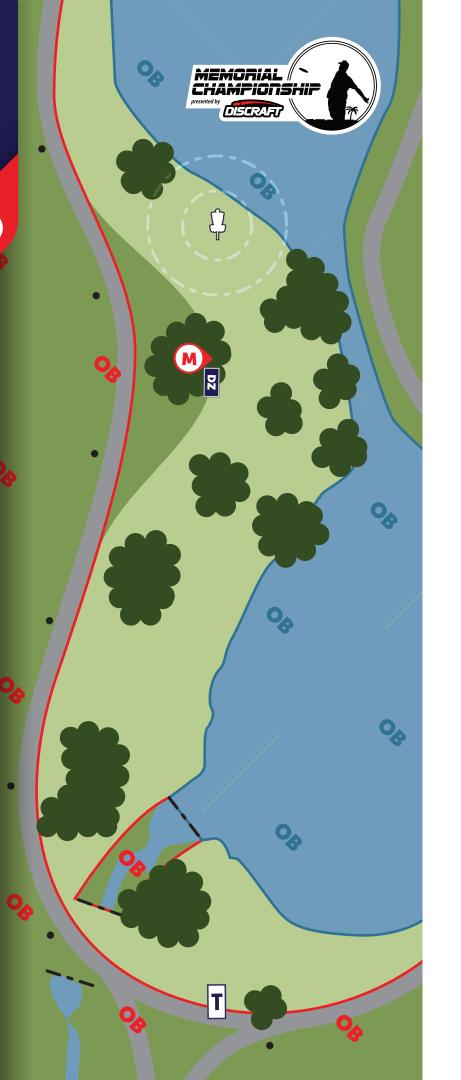
If OB from the tee, you may (1) re-tee or (2) play from where disc was last in bounds.

If OB on any subsequent throw, you may (1) replay previous lie, (2) play from where disc was last in bounds, or (3) proceed to the DROP ZONE.

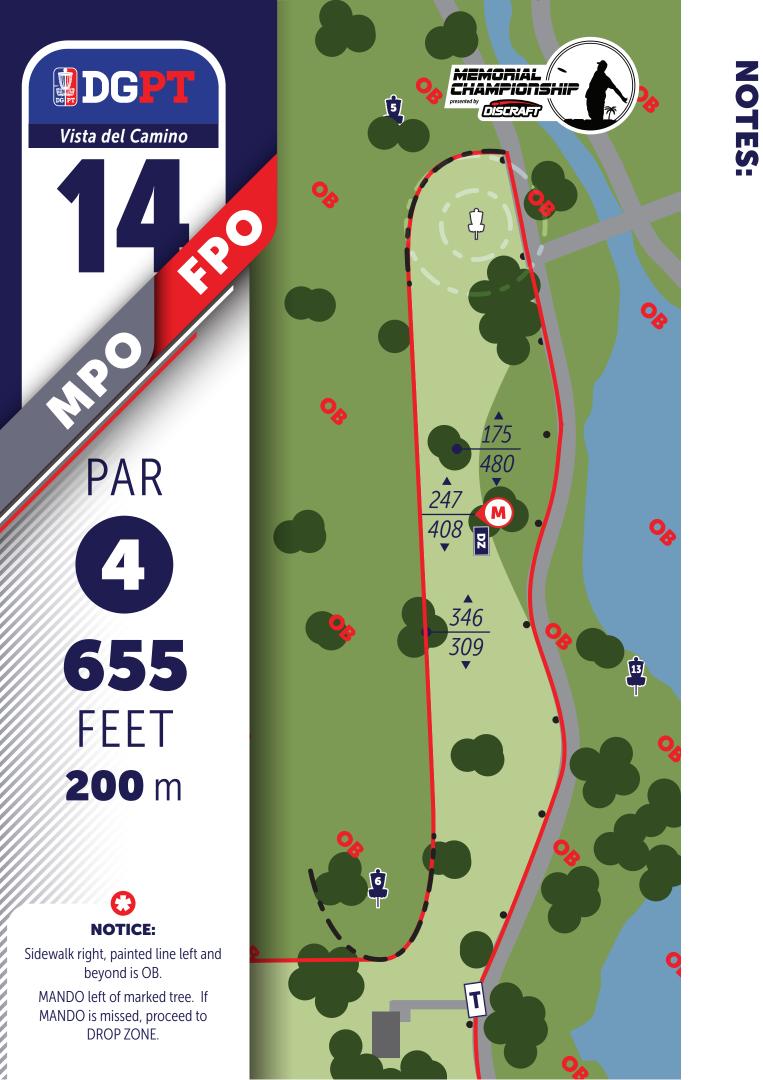




Lake, sidewalk and beyond is OB. MANDO right of marked tree. If MANDO is missed, proceed to DROP ZONE.

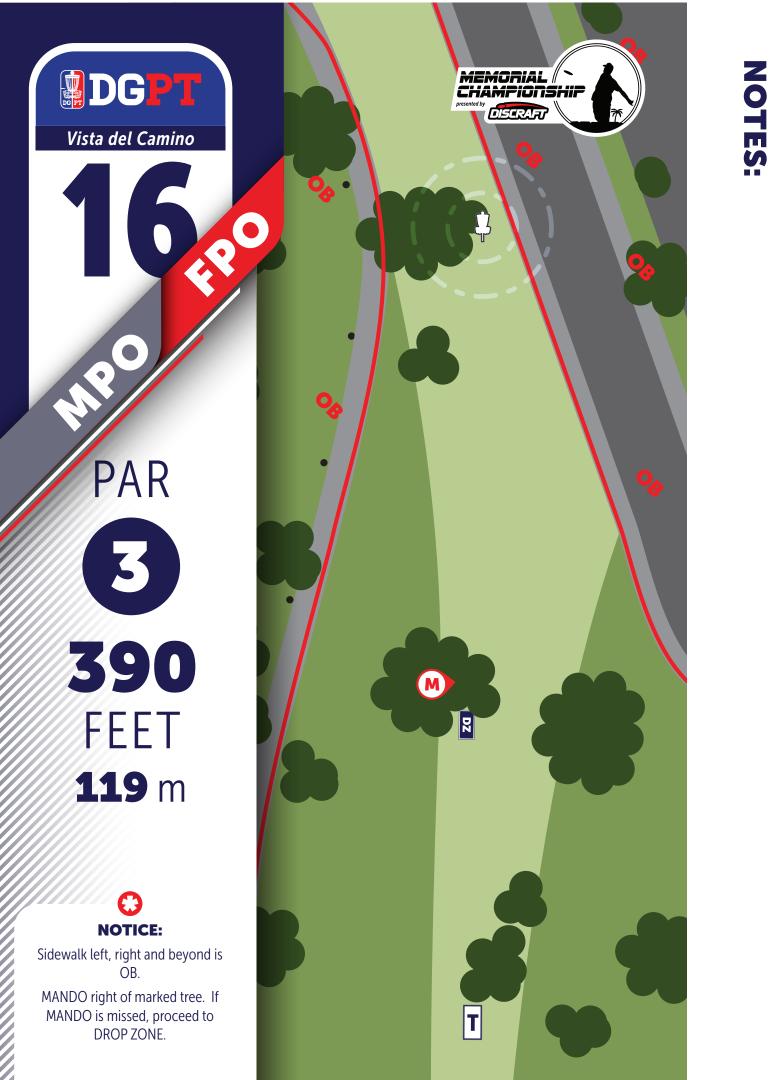


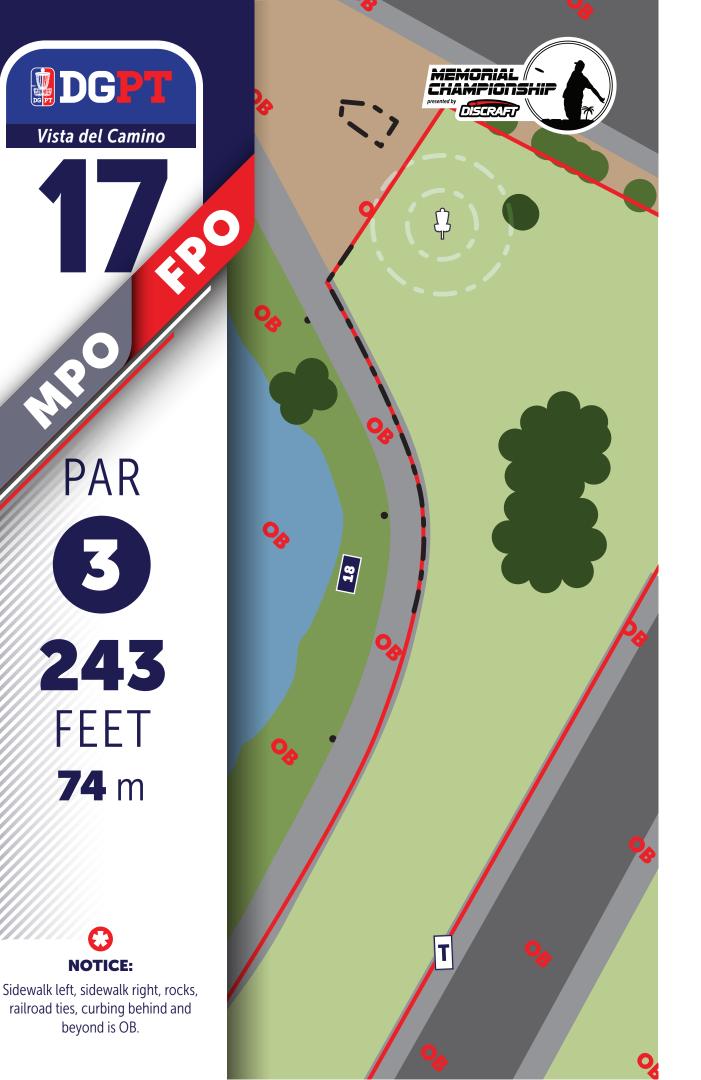
NOTES:



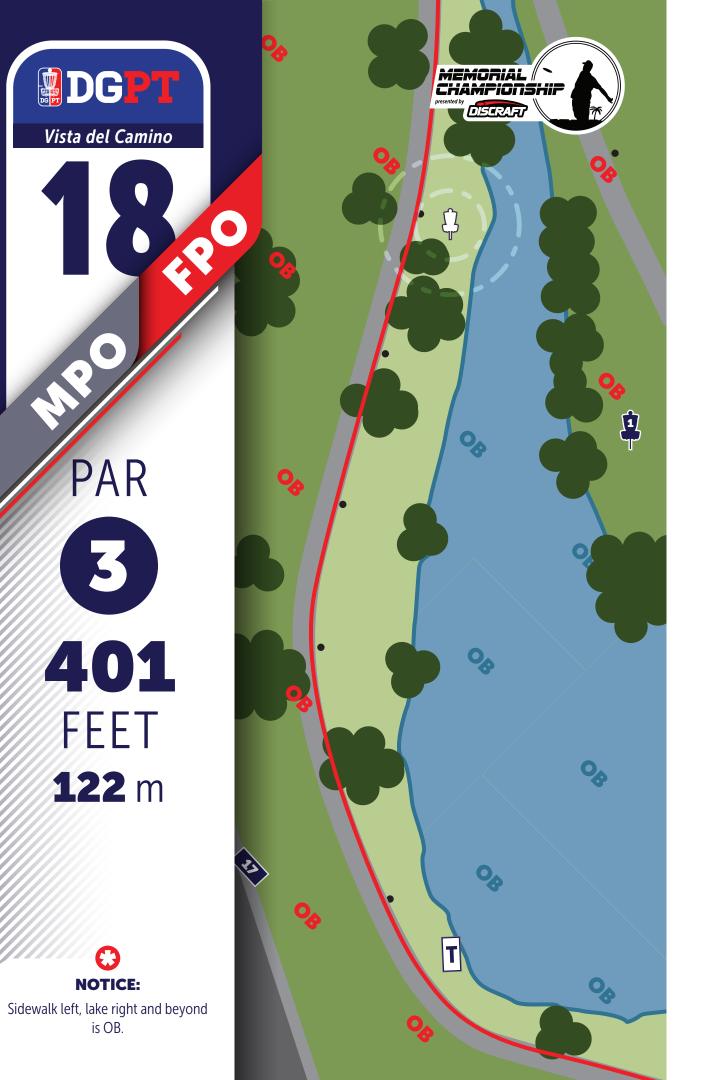


NOTES:





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GENERAL RULES

GENERAL OB:

On or beyond curbs (define road OB).
On or beyond sidewalks.
Lake, completely surrounded by water.
Ramadas, defined by concrete surrounding.

Two meter rule IS in effect. Tee boxes are NOT OB. Any bench connecting to a sidewalk is OB. All planter boxes are OB.

MPO/FPO:

If MANDO or island is missed, ree-tee, then DROP ZONE if applicable, unless otherwise noted.

ALL OTHER DIVISIONS:

If MANDO or island is missed, DO NOT ree-tee, go straight to DROP ZONE if applicable.

MPO/FPO PLAYOFF HOLES:

Sudden death format, playing holes 1, 2, 16, 17, and 18 repeatedly until a winner is decided.

