

# LITTLE BLIND CREEK DISC GOLF COURSE

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

## HOW TO PLAY

- 1. Teeing off**  
Begin each hole with a throw from the defined tee. The winner of the previous hole throws first.
- 2. Fairway Play**  
Fairway throws are taken directly behind where your disc lands. The player where disc us furthest from the basket throws first.
- 3. Putting**  
When putting from inside 10m of the basket players must remain behind the disc until their thrown disc comes to rest.
- 4. Completion of a Hole**  
The hole is complete when the disc comes to rest in the chains or metal basket. Landing on top the basket does not count.

## OTHER RULES

**Out of bounds (OB)**  
A disc is considered out of bounds if the entire disc is over the boundary line or identified object. When disc is OB, add 1 stroke penalty to your score and play from where you disc went OB. Players are allowed 1m relief from the boundary line when OB or when a disc is inbounds is touching the boundary line. The Creek is OB on this Course. All Concrete paths are OB.

**Trees**  
A disc that lands in a tree (inbounds) is played from directly below with no penalty

**DISC GOLFERS CODE**  
**PLAY SMART RESPECT THE COURSE REPRESENT THE SPORT**

1. Always give other park users the **right of way**;
2. Do not throw your disc until the group ahead is clear.
3. Ensure the path is clear of people before throwing.
4. Take any rubbish with you or place it in the bins provided.
5. Respect all flora and fauna. The environment is part of the enjoyment for all park users. Damage incurs a penalty stroke.
6. Be positive and responsible. Teach others.



HOLE	1	2	3	4	5	6	7	8	9
METRES	51m	79m	55m	60m	67m	62m	48m	111m	78m
PAR (27)	3	3	3	3	3	3	3	3	3

