

2017 GCC Course Innova @ Wild Horse Golf Course



General Wild Horse Disc Golf Rules

- 1) PDGA National Tour dress code required.
- 2) Give way to ball golfers at all times.
- 3) No wading in water to retrieve discs.
- 4) Do not repair any damage on greens.
- 5) Refrain from walking on greens.
- 6) Keep carts at least 30' from greens.
- 7) Meet all other rules as applied to ball golf.

	All 23	1-18
Par (using 7A)	75	59
Distance (using 7A)	10,226	8,326
Par (using 7B)	76	60
Distance (using 7B)	10,385	8,485
Average Distance	441'/452'	463'/471'

No. Dist. Par Notes

- A 315' 3 Tee pad is grinded concrete square. Cart path and beyond to right; rocks in gulley O.B. (#14 on Course 2.)
- B 302' 3 Tee pad is swept rocks/boulders. Cart path and beyond to left O.B. (#15 on Course 2.)
- C 516' 3 Tee pad is grinded concrete square. Cart path and beyond to left; fence and beyond behind basket; green O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty. (#16 on Course 2.)
- D 210' 3 Tee pad is grinded concrete square. Cart path and beyond to left and right (until tall green fence); tall green fence and beyond right O.B. (#17 on Course 2.)
- E 557' 4 Tee pad is back of longest/1st ball golf teeing area. Cart path and beyond to right and ahead; fence and beyond to left; gulley between rocks; green O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty. (#18 on Course 2.)
- 1 434' 3 Tee pad is back of longest/1st ball golf teeing area. Cart path and beyond to right and ahead; water to left O.B. If disc lost in foliage to left, use middle of 3rd ball golf teeing area as drop zone.
- 2 258' 3 Tee pad is swept rocks. Curbing and beyond to right, left, and ahead O.B.
- 3 237' 3 Tee pad is grinded concrete square. Water area (defined by taller grass); cart path and beyond behind basket O.B. If disc lands anywhere in water area (including taller grass), use drop zone at edge of peninsula (where basket was located in '16).
- 4 375' 3 Tee pad is swept rocks/boulders. Cart path and beyond to right and ahead O.B.
- 5 549' 3 Tee pad is in between two trees, closer to one to the left, and marked with two yellow circles. Cart path and beyond to right and ahead; wall and beyond to left; green O.B. Sand Trap is a HAZARD – play it where it lies, with penalty.
- 6 219' 3 Tee pad is medium/2nd ball golf teeing area and marked with two yellow circles (same as last year, and all divisions will use this tee pad). Must land on grass/dirt near basket or on dirt just right of building. If disc lands anywhere in water; short of dirt right of building; or left of cart path, use drop zone on concrete left corner of building.
- 7 560/401 4/3 Pro tee pad is back of longest/1st ball golf teeing area and marked with yellow circle. 2nd cart path and beyond to left; green; water O.B. Sand Traps are HAZARDS – play it where it lies, with one-stroke penalty.
- 8 403' 3 Tee pad is longest/1st ball golf teeing area. Curbing and beyond to left, wall and beyond to right; water to left and ahead O.B. If disc lands in water, use drop zone across water near large green pipe. This is a temporary basket location - tournament location is on the 5th ball golf tee pad to left (see yellow basket).
- 9 538' 3 Tee pad is swept rocks/boulders. Cart path and beyond to right and left O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty.
- 10 715' 4 Tee pad is grinded concrete square. Cart path and beyond to right and left; green O.B. Sandy area behind basket is a sand trap. Sand Traps are a HAZARD – play it where it lies, with one-stroke penalty.
- 11 370' 3 Tee pad is back of grass area marked with yellow circle. Grass near sand trap/green to left O.B. If disc lost in foliage ahead and right of basket, use 1st bush in sandy area as drop zone.
- 12 311' 3 Tee pad is swept rocks/boulders. Fence to right; cart path behind basket; green O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty. This is a temporary basket location. Tournament location is 30' or so longer (see yellow basket).
- 13 386' 3 Tee pad is swept rocks/boulders. Wooden fence and beyond to right and behind basket O.B. Sand Traps are HAZARDS – play it where it lies, with one-stroke penalty.
- 14 569' 4 Tee pad is grinded concrete square. Wooden fence and beyond to right and behind basket; cart path and beyond to left and behind basket; green O.B. Sand Trap is a HAZARD – play it where it lies, with one-stroke penalty.
- 15 558' 4 Tee pad is longest/1st ball golf teeing area and marked with yellow circle. Cart path and beyond to right and left.
- 16 733' 4 Tee pad is grinded concrete square. Cart path and beyond to left; water area to right (defined by taller grass); green; non-grass area right and behind the basket O.B.
- 17 538' 3 Tee pad is front of longest/1st ball golf teeing area marked with yellow circles. Cart path and beyond to left, water area to right.
- 18 732' 4 Tee pad is longest grinded concrete square (note two are grinded). Cart path and beyond to left UNTIL tall grass used as O.B. for Hole #3 – then water (2nd lake); water (1st lake) to right (defined by tall grass) until cart path; rocks right of cart path; cart path and beyond AFTER water (1st lake) on right; green. This is a temporary basket location. Tournament location is 30' or so shorter (see yellow basket).













