Hole	Dist.	Par	Notes
A	315'	3	Tee pad is grinded concrete square. Cart path and beyond to right O.B. (#14 on Course 2.)
B	302'	3	Tee pad is swept rocks/two boulders. Cart path and beyond to left O.B. (#15 on Course 3.)
C	492'	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 right and left; fence and beyond right - at the point where it begins 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; 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 3rd of 4 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.~~ Hole #2 on Course Innova not playable at this time.
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, use drop zone at edge of peninsula (where basket was located in 2016).
4	375'	3	Tee pad just behind grass area and marked with two yellow circles. 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; fence/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. 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 and Am tee pad is shortest/3rd 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. DO NOT JUMP INTO BACK YARDS TO RETRIEVE DISCS!
9	551'	4	Tee pad is one plastic grass pad in front of tree. (Working on improving tee pad.) Cart path and beyond to right and left 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 longer next to sand trap.
10	715'	4	Tee pad is grinded concrete square. Cart path and beyond to right and left; green O.B. Sandy area right of basket is a sand trap. Sand Traps are a HAZARD – play it where it lies, with one-stroke penalty. This is a temporary basket location - tournament location is shorter in grass.
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	300'	3	Tee pad is two plastic grass pads. (Working on improving tee pad.) 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.
13	386'	3	Tee pad is two plastic grass pads, next to large palm. (Working on improving tee pad.) 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	596'	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	693'	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 square. Cart path and beyond to left, water area to right.
18	732'	4	Tee pad is grinded concrete square. 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.

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) Rake any footprints left in sand traps.
5) Do <u>not</u> repair any damage on greens.
6) Refrain from walking on greens.
7) Keep carts at least 30' from greens.
8) Do not drive carts in desert landscaping.
9) Meet all other rules as applied to ball golf.