

2017 Morning Course @ Wild Horse Golf Course

Layout	Holes	Par	Dist.	Ave.
Am	23	70	8,470'	370'
Pro	23	73	9,870'	430'
Monster	21	70	9,800	465'

adidas **TERREX**

2018 GCC Hole



TEE PAD COLORS

Pro – Green
Am – Black
All - Gold

Hole 4P Drop Zone

If disc never in bounds from the PRO tee pad, take one-stroke penalty and next shot from the D.Z. / AM tee pad.

General Wild Horse Disc Golf Rules

- 1) PDGA National Tour dress code required. Tee shirts not permitted.
- 2) Give way to ball golfers at all times. (They play through rather quickly!)
- 3) Water is out-of-bounds (O.B.). No wading in water to retrieve discs.
- 4) Greens are out-of-bounds (O.B.). Keep carts at least 30' from greens.
- 5) Cart paths and beyond are O.B. If cart path has curbing, do not drive carts onto grass areas where curbing exists. (The purpose of curbing is to keep carts out of this area!)
- 6) Sand traps are HAZARDS. (Take one-stroke penalty if you land in a sand trap, but play it where it lies.) No relief provided from sand traps. Rake sand traps after use.
- 7) Meet all other rules as applied to ball golf.
- 8) Individual hole maps are available to download from www.lvdgc.club (on front page) and www.golfwildhorse.com (select Disc Golf Course Layout). Also see websites for special disc golf events hosted at Wild Horse



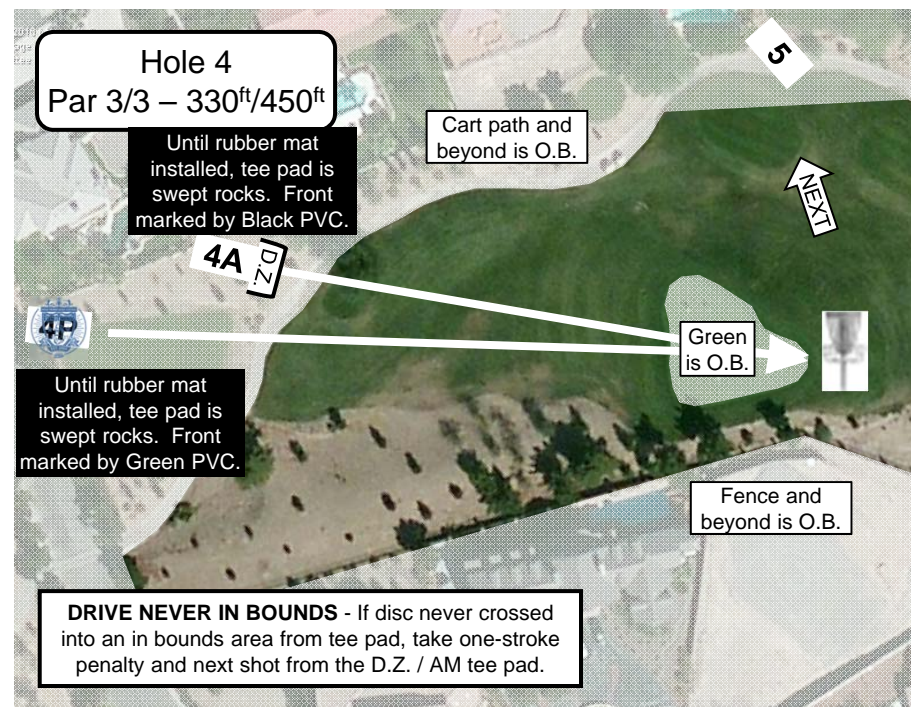
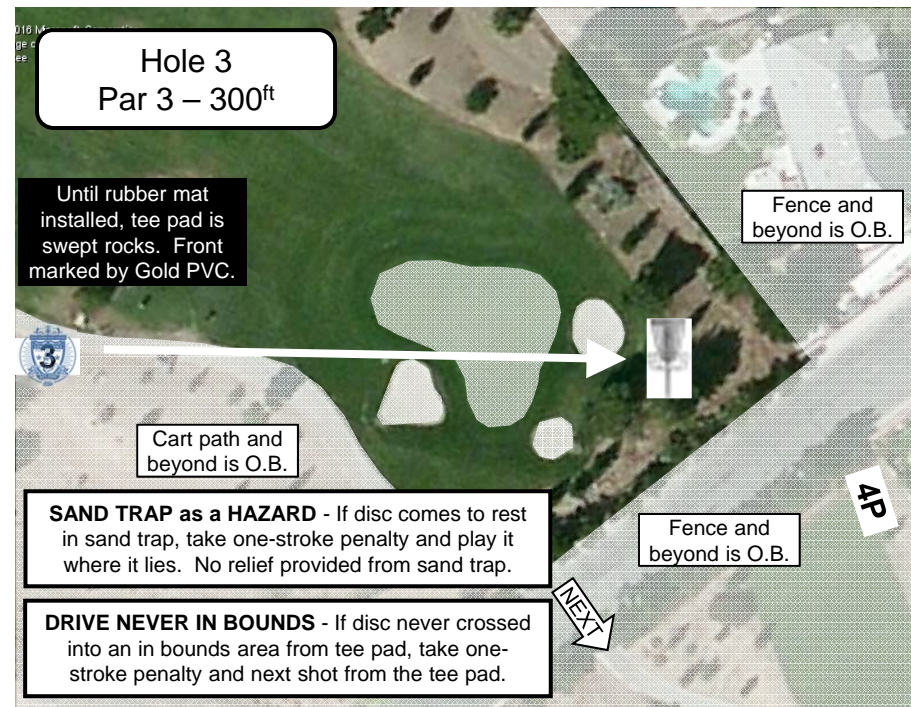
No.	Distance	Par	Out of Bounds (Sand Traps are HAZARDS – play it where it lies with a one-stroke penalty.)
1	420'	3	Mesh netting and beyond to left; cart path and beyond to right and left.
2	400'/500'	3/3	Cart path and beyond to way right, and way left.
3	300'	3	Cart path and beyond to right; fence and beyond to behind basket; green. Sand Traps are HAZARDS. If drive never in bounds, retee with a stroke penalty.
4	330'/450'	3/3	Cart path and beyond to left; fence and beyond to right; green. If drive never in bounds from Pro tee pad, use AM Tee Pad as drop zone with stroke penalty. If drive never in bounds from Am tee pad, retee with a stroke penalty.
5	290'	3	Cart path and beyond to left; fence and beyond to right; green. If drive never in bounds, retee with a stroke penalty.
6	450'	3	Cart path and beyond to left; fence and beyond to right. If drive never in bounds, retee with a stroke penalty.
or 5/6	680'	4	Cart path and beyond to left; fence and beyond to right; green. If drive never in bounds, retee with a stroke penalty.
7	460'	3	Cart path and beyond to left; fence and beyond to right. If drive never in bounds, retee with a stroke penalty.
8	340'	3	Cart path and beyond to right, left, and behind basket; green.
9	380'	3	Cart path and beyond to left; water; green.
10	350'	3	Cart path and beyond to right and left; green. Sand Trap is a HAZARD. If drive never in bounds, retee with a stroke penalty.
11	310'/440'	3/3	Cart path and beyond to left; water; green. If drive never in bounds from Am tee pad, retee with a stroke penalty.
12	310'/640'	3/4	Cart path and beyond to left; fence and beyond to right. Sand Trap is a HAZARD.
13	300'	3	Cart path and beyond to left; fence and beyond to right. Sand Trap is a HAZARD.
or 12/13	930'	5	Cart path and beyond to left; fence and beyond to right. Sand Trap is a HAZARD.
14	490'	3	Cart path before grass and behind basket; green; fence and beyond to right. Sand Trap is a HAZARD. If drive never in bounds, retee with a stroke penalty.
15	370'/600'	3/4	Cart path and beyond to right and left.
16	420'	3	Cart path and beyond to right and left.
17	340'/600'	3/4	Cart path and beyond to left, right, and behind the basket; water area; green; fence right and behind the basket.
18	260'/490'	3/3	Cart path and beyond to right and left; fence and beyond to left. If drive never in bounds from PRO tee pad, retee with a stroke penalty.
19	370'	3	Cart path and beyond to right; fence and beyond to left. Sand Trap is a HAZARD. If drive never in bounds, retee with a stroke penalty.
20	500'	4	Cart path and beyond to right and behind basket; fence and beyond to left; water. If drive never in bounds, retee with a stroke penalty.
21	220'	3	Cart path and beyond to right and behind basket; green. Sand Traps are HAZARDS. If drive never in bounds, retee with a stroke penalty.
22	360'	3	Cart path and beyond to right and left. Sand Trap is a HAZARD.
23	500'	3	Cart path and beyond to right, left, and behind basket; green. Sand Trap is a HAZARD.

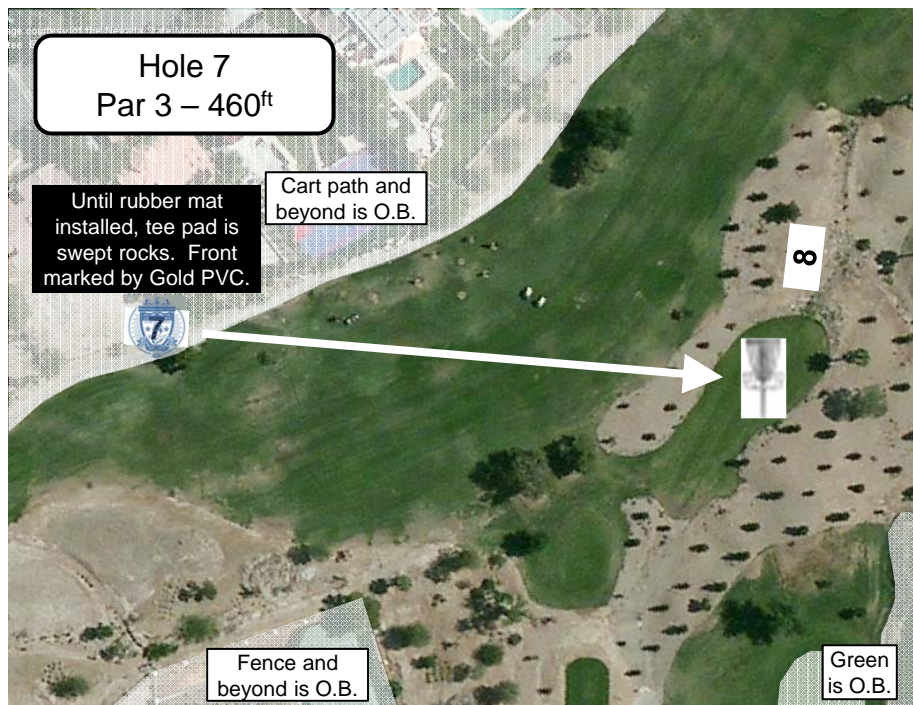
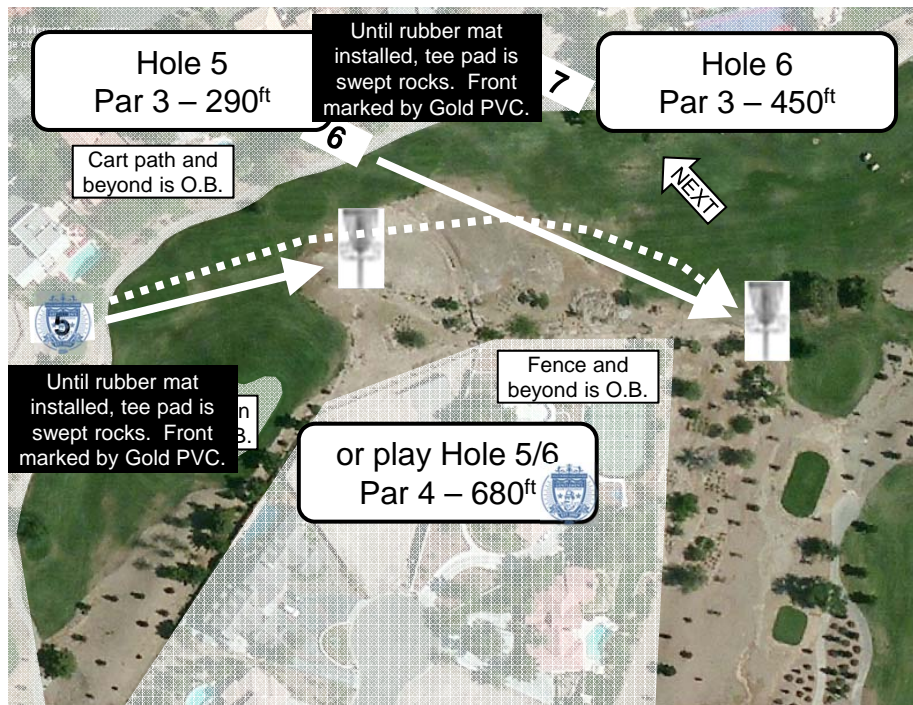
Layout	Tot. Dist.	Par	Ave. Hole Dist.	<300'	300' to 400'	400' to 500'	500' to 600'	600' to 700'	700' to 800'	800' to 900'	>900'
Am	8,470'	70	Average – 370'	3	12	6	2	0	0	0	0
Pro	9,870'	73	Average – 430'	2	7	8	3	3	0	0	0
21/Pro	9,800'	70	Average – 465'	1	6	7	3	3	0	0	1

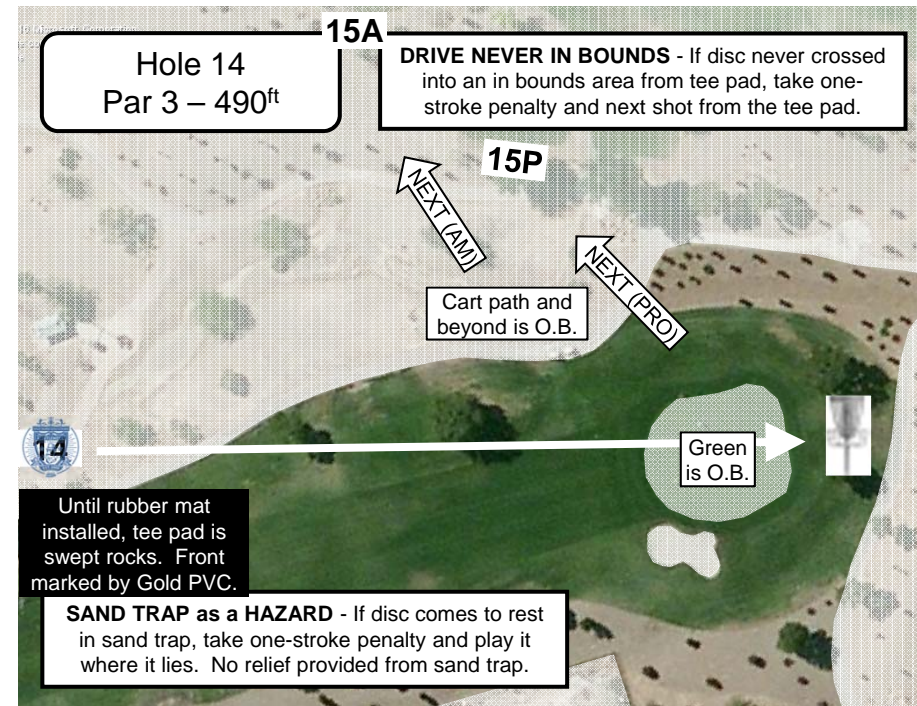
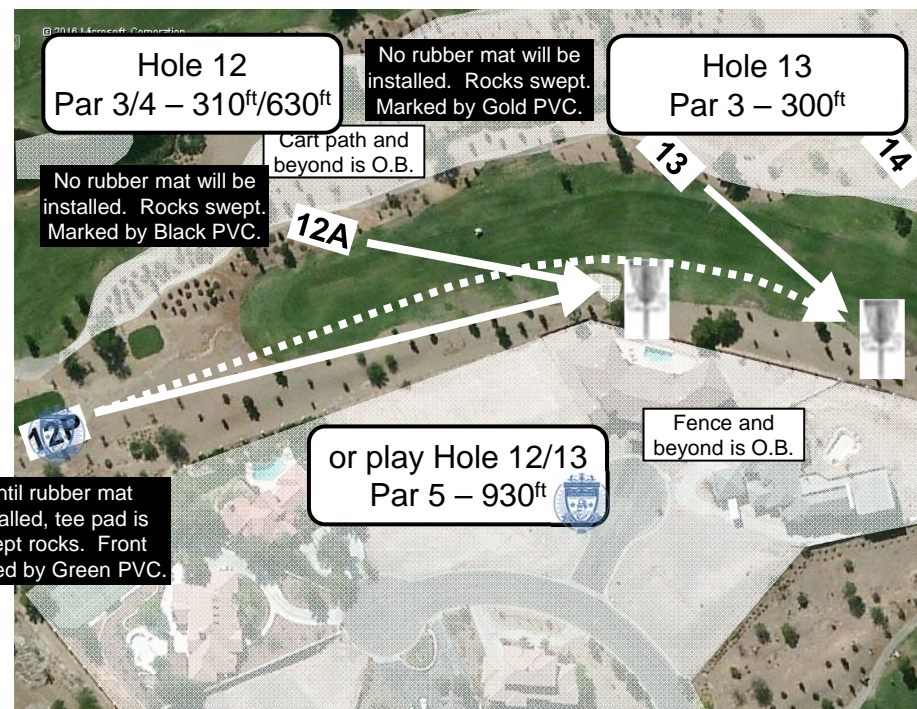
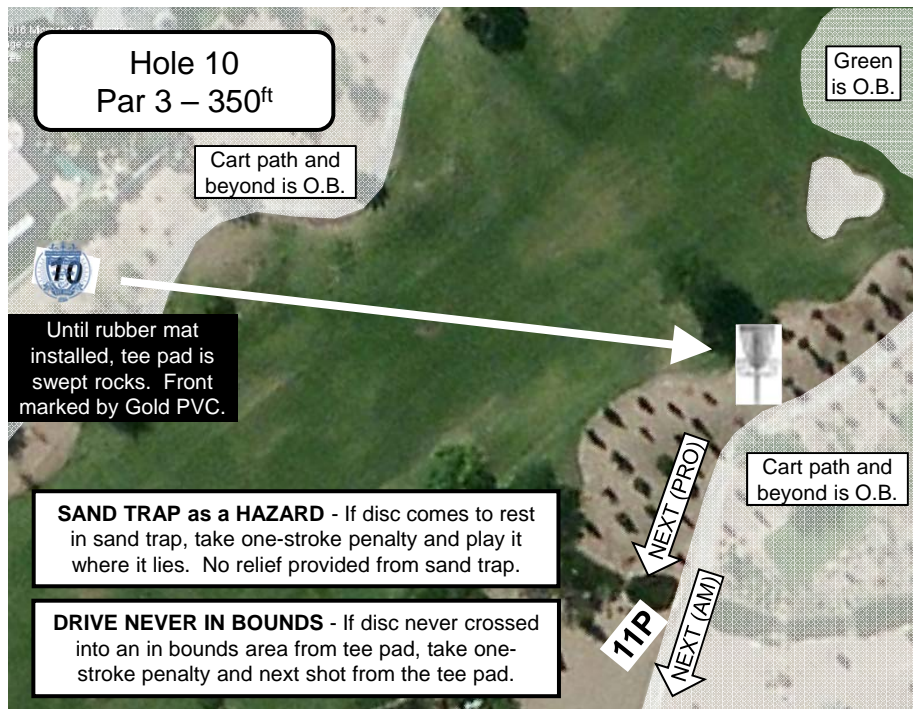
Am course is 510' longer than afternoon version. Par is the same (70). Average distance is 20' longer.

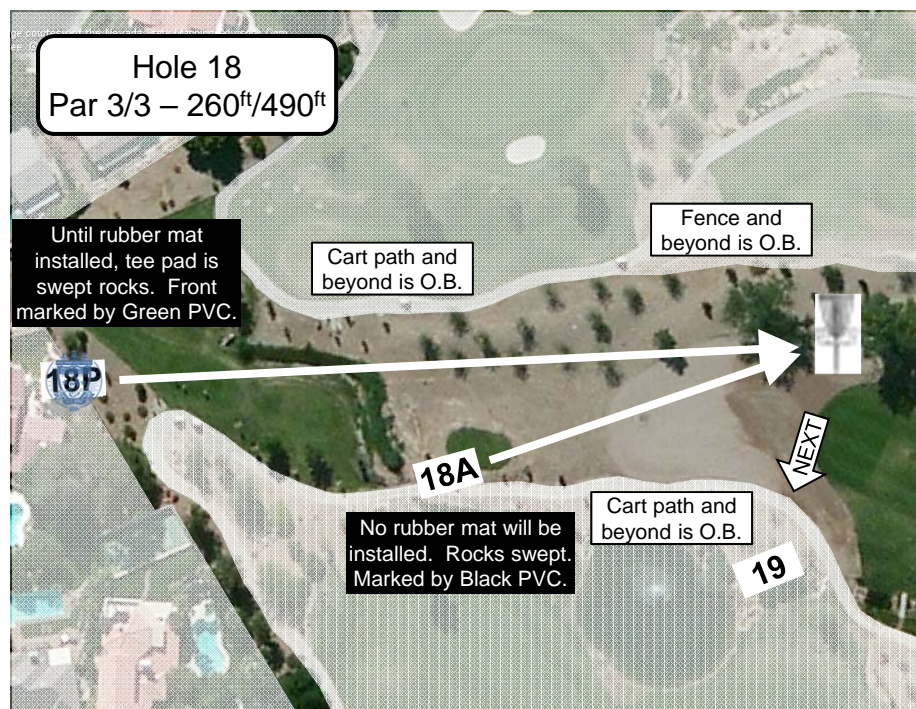
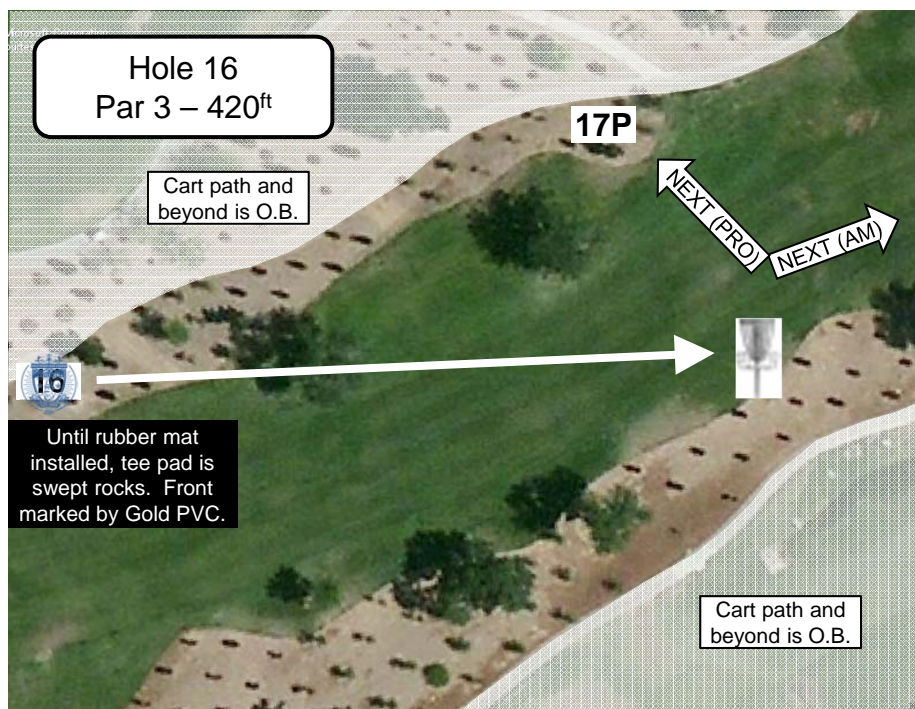
Pro course is 130' longer than afternoon version. Par is 1 strokes lower (73 vs. 74). Average distance is 5' longer.

Monster course is 1 hole more than afternoon versions, so expected 260' longer and Par is 2 strokes higher (70 vs. 68). Average distance is 10' shorter.











Hole 23 Par 3 – 500ft

Cart path and
beyond is O.B.

Green
is O.B.



Until rubber mat
installed, tee pad is
swept rocks. Front
marked by Gold PVC.

Cart path and
beyond is O.B.

SAND TRAP as a HAZARD - If disc comes to rest
in sand trap, take one-stroke penalty and play it
where it lies. No relief provided from sand trap.