



RAPTORS KNOLL CADDY BOOK

**RED TEE PADS (PAR 64, 5295')
DEC 6/7, 2025**

RAPTORS OB RULES

Standing water (puddles) are casual

White stakes and beyond are OB.

Red-tipped stakes extend to infinity.

Fence and beyond is OB.

The brick lines count as part of the hazard/OB.

OB plays as point of entry unless stated otherwise.



Hole 1 Pin C

- White stakes and beyond are OB.
- The structures surrounded by wood are also played as OB.
- On top of towers and under structures is OB.
- Fence and beyond is OB.
- For any OB off the tee, play as point of entry or optionally from Red Tee Pad (Drop Zone).
- Drop Zone for a missed Mando from Blue and Gold is Red Tee Pad.



Hole 2 Pin A

- White stakes and beyond are OB.
- OB as marked on map.
- For any OB off the Blue or Gold tee, play as point of entry or optionally from Red Tee Pad (Drop Zone).




3

PAR

3

A: 171 FT
B: 199 FT


DRONE




PREVIEW



A



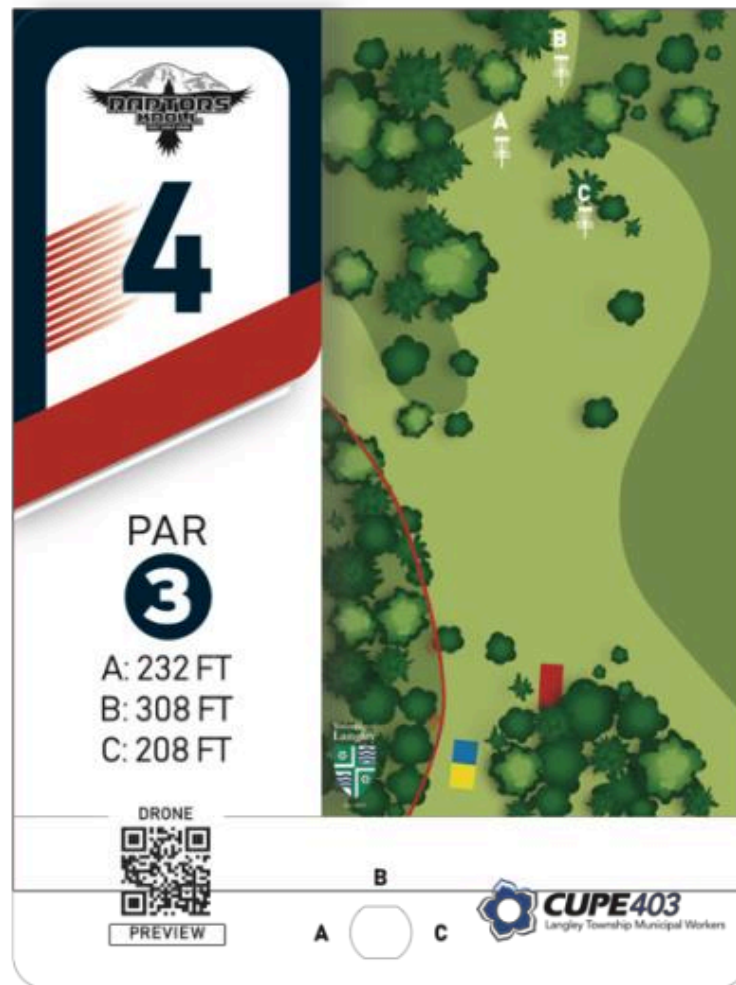
B





Deano

Hole 3 Pin B
No OB.



Hole 4 Pin C

- OB for Hole 2 is in play for Hole 4.
- All OB plays as point of entry.



Hole 5 Pin C

- White stakes and beyond are OB.
- OB as marked on map.
- Use the path by the green to move to the next hole.



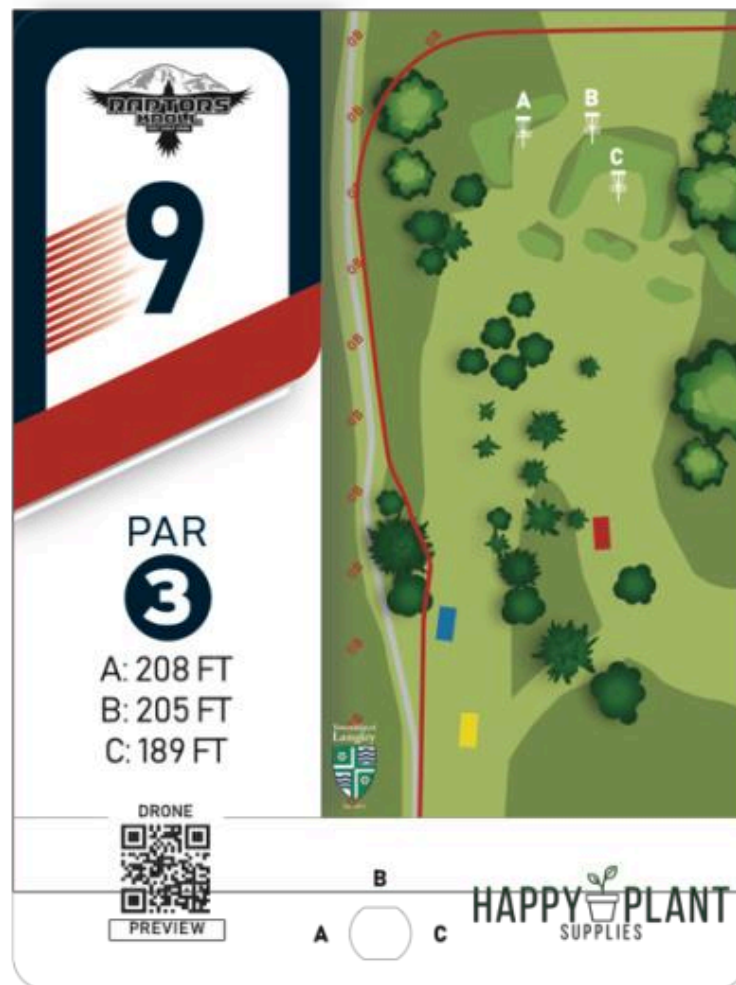
Hole 7 Pin B

- White stakes and beyond are OB.
- Brick line and within plays as hazard.
- OB and hazard as marked on map.
- **CTP for FA40, FA50, FA55, FA60.** If your disc is closer than the CTP flag then move the flag to your lie and add your name to the list. Disc must be in bounds and clear of hazard to count for CTP.



Hole 8 Pin A

- Gravel area plays as hazard.
- Bricks, rope, and wooden wall mark the hazard boundaries.
- Hazard as marked on map.
- **CTP for MP40, MP50, MP55.** If your disc is closer than the CTP flag then move the flag to your lie and add your name to the list. Disc must be in bounds and clear of hazard to count for CTP.



Hole 9 Pin C

- White stakes and beyond are OB.



Hole 10 Pin B

- White stakes and beyond are OB and fence mark OB.
- Triple Mando from Blues and Golds.
- Drop zone for a missed Mando is in the Mando arch.
- OB as marked on the map.
- **CTP for MA55, MA60.** If your disc is closer than the CTP flag then move the flag to your lie and add your name to the list. Disc must be in bounds and clear of hazard to count for CTP.



Hole 11 Pin B

- Plays as an island green for Pin B and C.
- White stakes and beyond are OB.
- Brick line and within plays as hazard.
- For any OB off the Blue or Gold tee that never crosses inbounds, play from Red Tee Pad (Drop Zone).
- All other OB play as normal point of entry.



Hole 12 Pin C

- Fence on left is OB.
- OB as marked on map.
- Missed Mando is a retee.
- **CTP for MA40, MA50.** If your disc is closer than the CTP flag then move the flag to your lie and add your name to the list. Disc must be in bounds and clear of hazard to count for CTP.



Hole 13 Pin C

- White stakes and beyond are OB.
- Any disc which lands on the neighbour's property must not be retrieved.
- OB as marked on the map.



Hole 14 Pin B

- White stakes and beyond are OB.
- 45-degree angle cut on wall caps is OB line.
- ANY drive which does not come to rest in bounds must proceed to the drop zone (bricks) with a penalty stroke.
- Normal OB rules apply after that drop zone.
- **Ace Pot CTP for all divisions (if you paid into ace pot).** If no aces are scored then the ace pot will be split amongst CTP winners. If your disc is closer than the furthest CTP flag then move the furthest flag to your lie and add your name to the list. Disc must be in bounds and clear of hazard to count for CTP.



Hole 15 Pin A

- White stakes and beyond are OB.
- Brick line and within plays as hazard, outside ropes as OB.
- Mando left - drop zone is red bricks.
- OB as marked on map.



Hole 16 Pin A

- White stakes and beyond are OB.
- OB as marked on map.



Hole 17 Pin B

- White stakes and beyond are OB.
- OB as marked on map.



Hole 18 Pin B

- White stakes and beyond is OB.