

## DREAMAKER OPEN VI CADDIE SHEET

TEE AREA CONSISTS OF CONCRETE PADS, THERE WILL BE NO ADDITIONAL TEE SPACE ALLOTTED ON EITHER SIDE OF THE CONCRETE PADS.

### NOTE ABOUT PICNIC TABLES

Picnic tables, along with any other park or course equipment, are obstacles on the course. They are to be treated as any other obstacles, for example a bush or a tree. How you play your next throw depends on the picnic table. If there is room for you to take a stance under it, even by sticking your leg underneath, that's what you do. If your disc is on top of the picnic table and there is room underneath, it is a lie above ground, and you mark directly below it and play from there. If the disc is on top and there's no room underneath, the table is treated as a solid obstacle, and you mark directly behind it on the line of play.

### HOLE 1



#### Red Tee (Shorts)

Players that go OB Water or OB left (marked by white rope or completely surrounded by water) off the tee will proceed to the Orange Tee Drop Zone with one penalty stroke with normal OB rules thereafter.

#### White Tee(Mids)

Players that go OB Water or OB left (marked by white rope or completely surrounded by water) off the tee will have the choice to use regular OB rules or proceed to a Red Tee drop zone with one penalty stroke.

#### Blue Tee(Longs)

Players that go OB Water or OB left (marked by white rope or completely surrounded by water) off the tee will have the choice to use regular OB rules or proceed to a Red Tee drop zone with one penalty stroke.

### Hole 5



#### Red Tee(Shorts)

Players that go OB water or long off the tee (marked by white rope or completely surrounded by water) must proceed to orange drop zone with one penalty stroke, with normal OB rules thereafter.

### White Tees(Mids)

Players that go OB water or long off the tee (marked by white rope or completely surrounded by water) must proceed to the Red Tee DZ with one penalty stroke, with normal OB rules thereafter.

### Blue Tees(Longs)

Players that go OB water or long off the tee (marked by white rope or completely surrounded by water) must proceed to the Red Tee DZ with one penalty stroke, with normal OB rules thereafter.

## Hole 6



### Island Green

Hole 6 – Island Green: Any throw from the Tee must come to rest on the Island Green to be able to mark on the Island Green. Throws from the Tee that don't come to rest on the Island Green must proceed to the Drop Zone with a penalty throw. All other throws use normal OB rules.

## Hole 7



### Red Tee(Shorts)

Those going OB water(as marked by rope or completely surrounded by water) must proceed to the orange drop zone with one penalty stroke. Normal OB rules apply thereafter.

### White Tee(Mids)

Those going OB water(as marked by rope or completely surrounded by water)will have the option of proceeding to the Red Tee Drop zone or using regular OB rules.

### Blue Tee(Longs)

Those going OB water(as marked by rope or completely surrounded by water)will have the option of proceeding to the Red Tee Drop zone or using regular OB rules.

