

Railyard Rumble - Long layout - MPO/MP50/MA1

Hole	Tee	Par	Length	Notes
1	Main	3	267	OB - On top of or inside pavilion, on or over railroad tracks
2	Long	3	295	OB - on or over road, Mando Left of tree marked with red paint
3	Main	3	206	OB - over painted line on left, in pavement
4	Main	3	235	OB - over hedges on right, over rightmost railroad track. In hedges plays as casual
5	Main	4	447	OB - over inside railroad track. Double Mando, must cross between 2 marked trees
6	Main	3	250	OB - anywhere off of main parking lot that basket is on, in or over road
7	Long	3	352	OB - Surrounded by pavement
8	Main	3	203	No OB
9	Main	3	255	No OB
10	Main	3	250	OB - in or over creek left
11	Long	3	350	OB - over any fence. Creek is casual, you may take relief along line of play if you land in creek area
12	Main	3	296	OB - in or over road, over 2nd iron rail to right in parking lot. OB line continues past end of rail up to basket
13	Main	3	250	No OB
14	Main	3	285	No OB
15	Main	3	207	OB, over inside rail track on left and right. Mando left of water tower stand
16	Main	3	250	OB - on top of building, over inside rail track
17	Main	3	195	OB - On or over any rail car. Use Edge of railroad car as casual relief line if your disc goes under train car
18	Long	3	420	OB - Over fence, over painted line to right
19	Long	4	572	OB - over silt fence to left, over painted line on right
20	Main	3	262	OB - over painted line to left, in or over road
21	Main	3	230	Hazard - Disc must land in island, if not play from that lie with a +1 penalty