

This is the Caddie book for the Vergennes High/Elementary School disc golf course. I will not list the distances for each hole. I will list info for the White and Blue tees. This book will have OB, Mando, and other relevant info.

ALWAYS yield to pedestrians and athletes! Be smart when you throw!

Hole 1-

White and Blue- Tall grass along the right side of the fairway is OB. Play disc from where it goes OB.

Hole 2-

White and Blue- Baseball field as defined by the fence is OB. Property boundaries along the right side of the fairway are OB. Any tall grass or fringe along the fairway is OB. Play disc from where it goes OB.

Hole 3-

White and Blue- Property boundaries along the right side of the fairway and the playground beyond the basket is OB. The throw must go to the LEFT of the closest front post of the soccer goal post. That front goal post is a Mando. Use a spotter if needed. The drop zone is one meter off of the farthest post of the soccer goal. If OB, play disc from where it went OB.

Hole 4-

White- Property boundaries along the left side of the fairway and beyond the basket are OB. Landing on the school roof is OB. Play disc from where it goes OB.

Blue- Pavement by the basketball hoop is OB. Property boundaries to the right and beyond the basket are OB. The school roof is OB. Play disc from where it goes OB.

Hole 5-

White and Blue- Property boundaries along the left side of the fairway are OB. Pavement by the basketball hoop is OB. The playground is OB as defined by the edge of the wooden barrier, not the wood chips. Play disc from where it goes OB.

Hole 6-

White and Blue- Baseball field to the left of the basket is OB. Tall grass beyond and to the right of the basket is OB. The basketball court is OB. Play disc from where it goes OB.

Hole 7-

White and Blue- Tall grass to the left along the tree line is OB. Play disc from where it goes OB.

Hole 8-

White and Blue- Tall grass beyond the basket which runs along the far end and right side of the fairway is OB. Play disc from where it goes OB.

Hole 9-

White and Blue- Tall grass to the right along the field and tree line is OB. Play disc from where it goes OB.

Hole 10-

White and Blue- There is no OB and no Mando.

Hole 11-

White and blue- Tall grass to the left is OB. Disc must travel between the two poles that have white arrows. The arrows point to the direction where the disc must go. The soccer field is OB.

Hole 12-

White and Blue- There are two sets of Mandos. The disc must travel through both sets of poles. The poles have white arrows on each pole pointing to the direction where the disc must go. The walking path beyond the basket is OB. The closest edge of the path is OB. If the disc is on the path it is OB. Play disc where it went OB.

Hole 13-

White and Blue- The closest edge of the walking path to the fairway is OB. IF the soccer goals are set up for game play, the disc must travel to the RIGHT side of the soccer goal. IF the soccer goal is NOT set up for game play, the soccer goals are obstacles. The large screen is in play. It is NOT a Mando.

Hole 14-

White and Blue- The closest edge of the walking path along the right side of the fairway and the wooden fence beyond the basket are OB. IF the soccer goal is set up for game play, the disc must travel to the RIGHT of the soccer goal posts. IF the soccer goal is NOT set up for game play, the soccer goals are obstacles.

Hole 15-

The disc must travel between the Elm tree and the post. Those are the Mandos. The pavement behind the basket is OB. The building in the fairway is in play and is an obstacle not OB.

Hole 16-

White and Blue- The closest edge of the walking path along the left side of the fairway are OB. Play disc from where it goes OB.

Hole 17-

White and Blue- The fence along the right side of the fairway is OB. If your disc crosses the fence, play disc from where it crosses. The pavement is OB.

Hole 18-

White and Blue-

The pavement is OB. The softball field is OB determined by an imaginary line from the corners of the dugouts to the backstop. The backstop is a Mando. The disc must travel to the RIGHT of the entire backstop. The disc CAN NOT TRAVEL OVER the backstop. If the disc doesn't pass the Mando properly, there is a Drop Zone for the next throw in the circle. The circle of grass in the pavement area is INBOUNDS! Grass areas around the pavement area are INBOUNDS! The roof of the shed is OB. When throwing from the drop zone, you must use the fastest disc in your bag to throw your penalty shot.

During tournament play if there is an issue, throw a provisional and consult with the TDs.