

Clinton Long Layout

Hole	Tee	Target	Par	Length	Notes
1	Long	Main	4	439	Double Mando 325' off tee. Missed Mando Proceeds to Drop Zone.
2	Long	Main	3	330	
3	Long	Main	3	412	OB Parking Lot Right.
4	Long	Main	3	425	Painted OB line OB rules Apply
5	Long	Main	4	474	Mando Right Missed Mando Proceed to Drop Zone. Mando Left Missed Mando Proceed to Drop Zone. Painted OB line OB rules Apply
6	Long	Main	4	590	OB Line Right. Mando Right Missed Mando Proceed to Drop Zone. Mando Left Missed Mando Proceed to Drop Zone. Painted OB line OB rules Apply
7	Long	Main	4	594	Hazard Area Left Near Green Play from Lie with a Throw Penalty
8	Long	Main	3	324	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 come to rest out of bounds must proceed to the Drop Zone with a penalty throw. All other throws use normal OB rules. Hazard Area to the Edge of Gravel Road Play from Lie with a Throw Penalty. Gravel Road inbounds.
9	Long	Main	3	350	
10	Long	Main	3	400	Mando Left Missed Mando Proceed to Drop Zone.
11	Long	Main	3	332	Mando Left Missed Mando Proceed to Drop Zone. Road Plays as River. OB Left.
12	Long	Main	3	274	
13	Long	Main	4	662	Mando Left Missed Mando Proceed to Drop Zone. OB Right. Mando Left Missed Mando Proceed to Drop Zone. Water is Mandatory Relief. OB Parking Lot Long.
14	Long	Main	3	270	
15	Long	Main	4	583	OB Left. Roads Play as Rivers OB on or over Black Top Road Right
16	Long	Main	3	329	
17	Long	Main	3	279	Island Green: An initial throw beyond the inbounds fairway must come to rest on the Island Green to be able to mark on the Island Green (this rule still applies if the initial throw is abandoned). If the throw comes to rest OB, the next throw is from the Drop Zone with a penalty throw. All throws made from the Drop Zone or the Island Green itself use normal OB rules.
18	Long	Main	3	242	OB Road Left. Any Throws Landing on Armory Building Right are OB