

Will Hair – short tees

- On or across any city street and curb is OB
- All park roads and curbs, and parking lots and curbs are OB
- All baseball fields, courts, and adjoining structures are OB
- Creek is OB (watch for poison ivy around creek on 9, 13, 17, 18)

Hole	Dist.	Par	Rules
1	268	3	OB: Across park road, tennis/basketball courts
2	216	3	MANDO: Throw left of yellow pole. DROP ZONE is short tee if missed. OB: Across park road, tennis/basketball courts
3	240	3	OB: Creek on left, marked by paint
4	176	3	Triple MANDO: Throw through yellow frame; re-tee if missed.
5	268	3	MANDO: Throw left of yellow pole. DROP ZONE is short tee if missed. OB: Property line on left. Do NOT climb fences to retrieve discs.
6	243	3	OB: Across park road, concrete ramp, property line on right. Do NOT climb fences to retrieve discs.
7	221	3	MANDO: Throw right of marked telephone pole near #2 tee. DROP ZONE is short tee if missed. OB: Property line on right. Do NOT climb fences to retrieve discs.
8	300	3	MANDO: Throw left of marked pole. DROP ZONE is short tee if missed. OB: Rough behind basket
9	246	3	OB: If your drive is OB, play next shot from DROP ZONE across the creek. JUNIORS tee from the tee box/drop zone across the creek.
10	216	3	OB: Across park road, creek-side rough. The cable is the OB line along the road.

11	250	3	OB: Across park road, creek-side rough. The cable is the OB line along the road.
12	222	3	MANDO: Throw right of the marked tree; throw from marked DROP ZONE if missed. OB: Creek-side rough, pavilion
13	271	3	OB: Across park road on the left, right, or deep; creek-side rough; OB line painted between basket and #16 short tee.
14	258	3	Double MANDO: Throw between the two marked trees; throw from marked DROP ZONE if missed. OB: Creek-side rough and fence line
15	242	3	OB: Across park road, creek-side rough and fence line
16	163	3	MANDO: Throw left of marked tree. DROP ZONE is short tee if missed. OB: Creek-side rough
17	194	3	OB: Across park road, creek-side rough
18	225	3	MANDO: Throw left of marked telephone pole. Throw from marked DROP ZONE if missed. OB: Creek-side rough, pavilion

Will Hair – long tees

- On or across any city street and curb is OB
- All park roads and curbs, and parking lots and curbs are OB
- All baseball fields, courts, and adjoining structures are OB
- Creek is OB (watch for poison ivy around creek on 9, 13, 17, 18)

Hole	Dist.	Par	Rules
------	-------	-----	-------

1	325	3	OB: Across park road, tennis/basketball courts
2	317	3	MANDO: Throw left of yellow pole. DROP ZONE is short tee if missed. OB: Across park road, tennis/basketball courts
3	333	3	OB: Creek on left, marked by paint
4	176	3	Triple MANDO: Throw through yellow frame; re-tee if missed.
5	320	3	MANDO: Throw left of yellow pole. DROP ZONE is short tee if missed. OB: Property line on left. Do NOT climb fences to retrieve discs.
6	406	3	OB: Across park road, concrete ramp, property line on right. Do NOT climb fences to retrieve discs.
7	480	3	MANDO: Throw right of marked telephone pole near #2 tee. DROP ZONE is short tee if missed. OB: Property line on right. Do NOT climb fences to retrieve discs.
8	387	3	MANDO: Throw left of marked pole. DROP ZONE is short tee if missed. OB: Rough behind basket
9	294	3	OB: If your drive is OB, play next shot from DROP ZONE across the creek. JUNIORS tee from the tee box/drop zone across the creek.
10	301	3	OB: Across park road, creek-side rough. The cable is the OB line along the road.
11	461	4	OB: Across park road, creek-side rough. The cable is the OB line along the road.
12	288	3	MANDO: Throw right of the marked tree; throw from marked DROP ZONE if missed. OB: Creek-side rough, pavilion
13	362	3	OB: Across park road on the left, right, or deep; creek-side rough; OB line painted between basket and #16 short tee box.
14	338	3	Double MANDO: Throw between the two marked trees; throw from marked DROP ZONE if missed.

			OB: Creek-side rough and fence line
15	374	3	OB: Across park road, creek-side rough and fence line
16	251	3	MANDO: Throw left of marked tree. DROP ZONE is short tee if missed. OB: Creek-side rough
17	240	3	OB: Across park road, creek-side rough
18	225	3	ISLAND: Pool A ONLY. If you do not land within the marked island (or OB), throw from DZ with a 1-stroke penalty. MANDO: Throw left of marked telephone pole. Throw from marked DROP ZONE if missed. OB: Creek-side rough, pavilion

WH differences:

7 – no mando on short box

16 – mando?

Cal Young					
<ul style="list-style-type: none"> <li>• On or across any city street and curb is OB</li> <li>• All park roads and curbs, and parking lots and curbs are OB</li> <li>• All baseball fields and adjoining structures are OB</li> <li>• Creek is OB</li> </ul>					
Hole	Dist.	Dist.	Dist.	Par	Rules
1	386	386		3	OB: Playground and adjoining sidewalk
2	297	420		3	MANDO: Throw left of marked pole. Throw from marked DROP ZONE if missed.

3	213	258		3	—
4	250	325		3	OB: Across park road
5	322	365	445	3	—
6	316	357		3	—
7	255	338		3	—
8	215	268	288	3	If there is water in the stream in front of the tee box, play it as casual.
9	392			3	OB: Across park road on the right
		570		4	
10	312	392		3	OB: Across park road on left
11	285			3	OB: Across park road on left, creek-side rough
		468		4	
12	330			3	
		427		3	OB: Across park road on right
			852	5	OB: Creek-side rough, playground and adjoining sidewalk
13	225	275		3	—
14	223	280		3	—
15	213	247		3	OB: Across park road

16	225			3	The sidewalk and anything short of the sidewalk is a HAZARD. If you land in the HAZARD, play it where it lies with a 1-stroke penalty. OB: Across park road
17	274	340		3	MANDO: Throw left of yellow pole; re-tee if missed. OB: Across park road
18	258	309		3	OB: Parking lot and curb, across park road