

VERDI PARK DGC

COURSE GUIDE (WIP)



COURSE NOTES

Layout. 9 baskets, 18 tees. Blue tees for the front nine, orange tees for the back nine.

Course boundaries. Anything outside the park is OB. Take one metre of relief from where your disc last crossed the boundary, plus one throw. On Țițeica street there is no fence, so OB begins at the sidewalk. A disc that comes to rest on the sidewalk, or beyond it, is OB.

The playground is out of bounds at all times. Do not throw over it, into it, or near it. If your disc ends up there, retrieve it carefully and play from the nearest point outside, plus one throw. This is a public park with children in it, and this rule is not negotiable.

Verdi stays open to the public during the tournament. Walkers, cyclists, dogs and children have right of way. If anyone is in range, stop and wait. Never throw a blind line until you know it's clear, and make sure someone is spotting whenever the fairway isn't fully visible from the tee.





VERDI PARK DGC

1

PAR 3

DISTANCE

57 m 187 ft

ELEVATION

-2 m -7 ft

Carry hazard. The hazard line crosses the fairway at the tree line, before the path. Everything from the tee to the line is hazard, one throw, play it where it lies. Everything past the line is clean.

 **Hazard (HAZ)**





VERDI PARK DGC

2

PAR 3

DISTANCE

72 m 236 ft

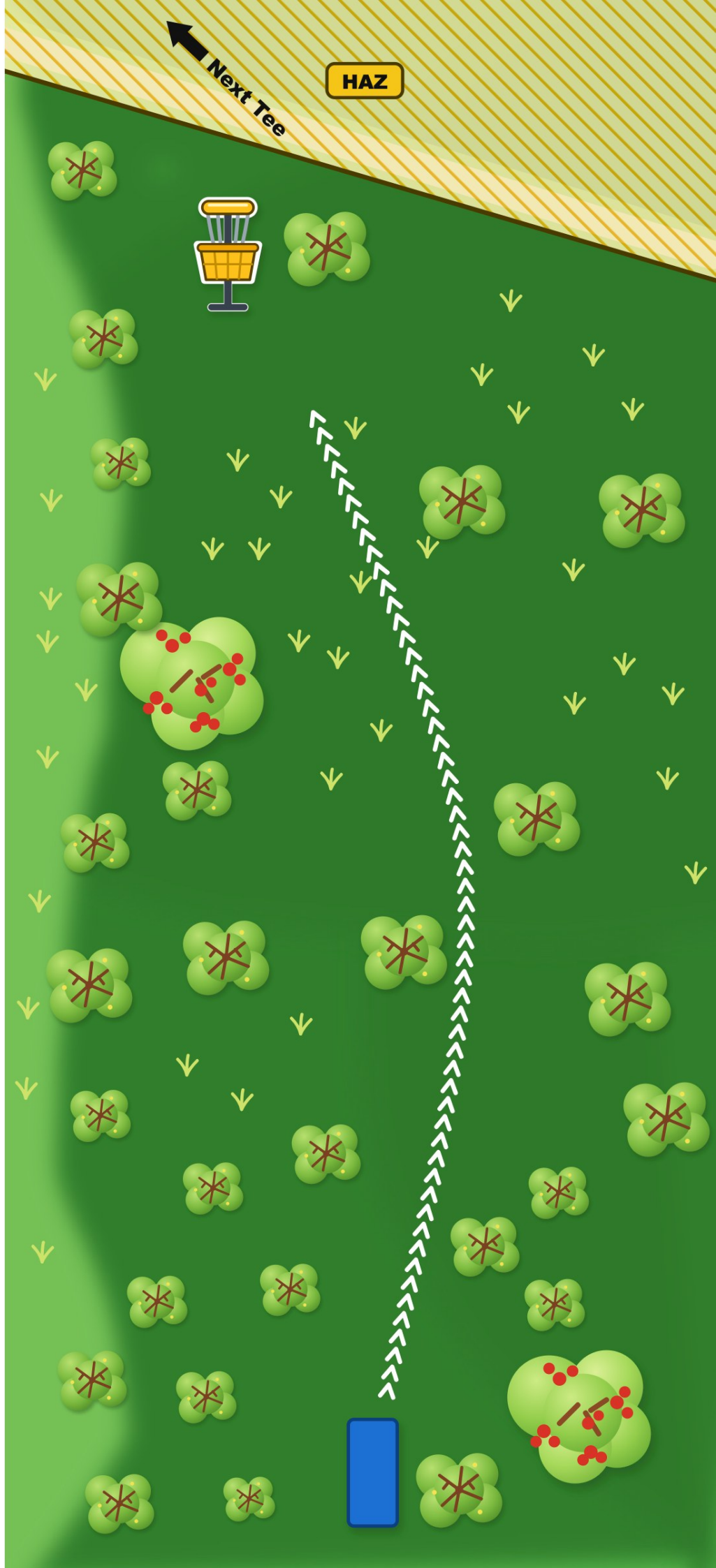
ELEVATION

-1 m -3 ft

Hazard long. The path crosses the fairway just past the basket and marks the hazard line. The path and everything beyond it is hazard, one throw, play it where it lies.



Hazard (HAZ)





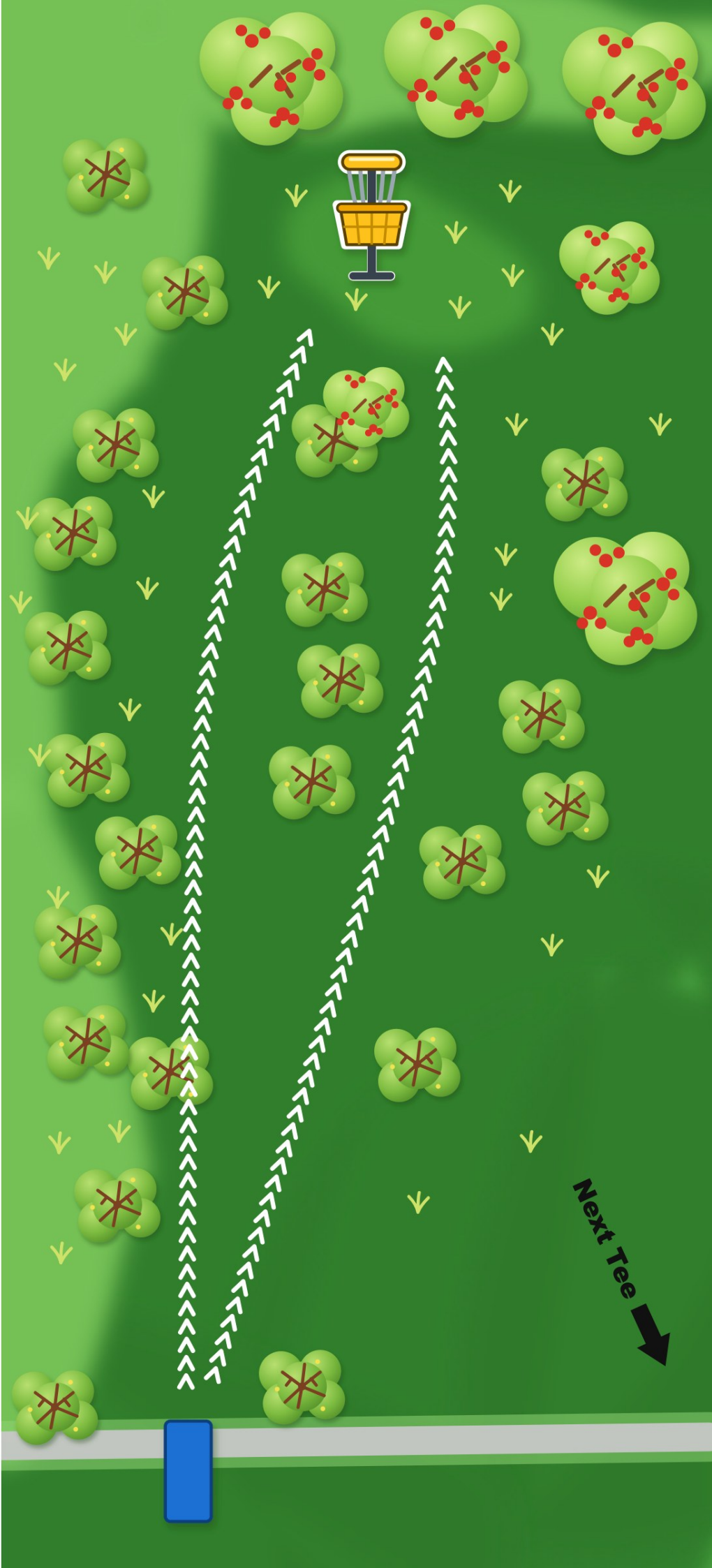
VERDI PARK DGC

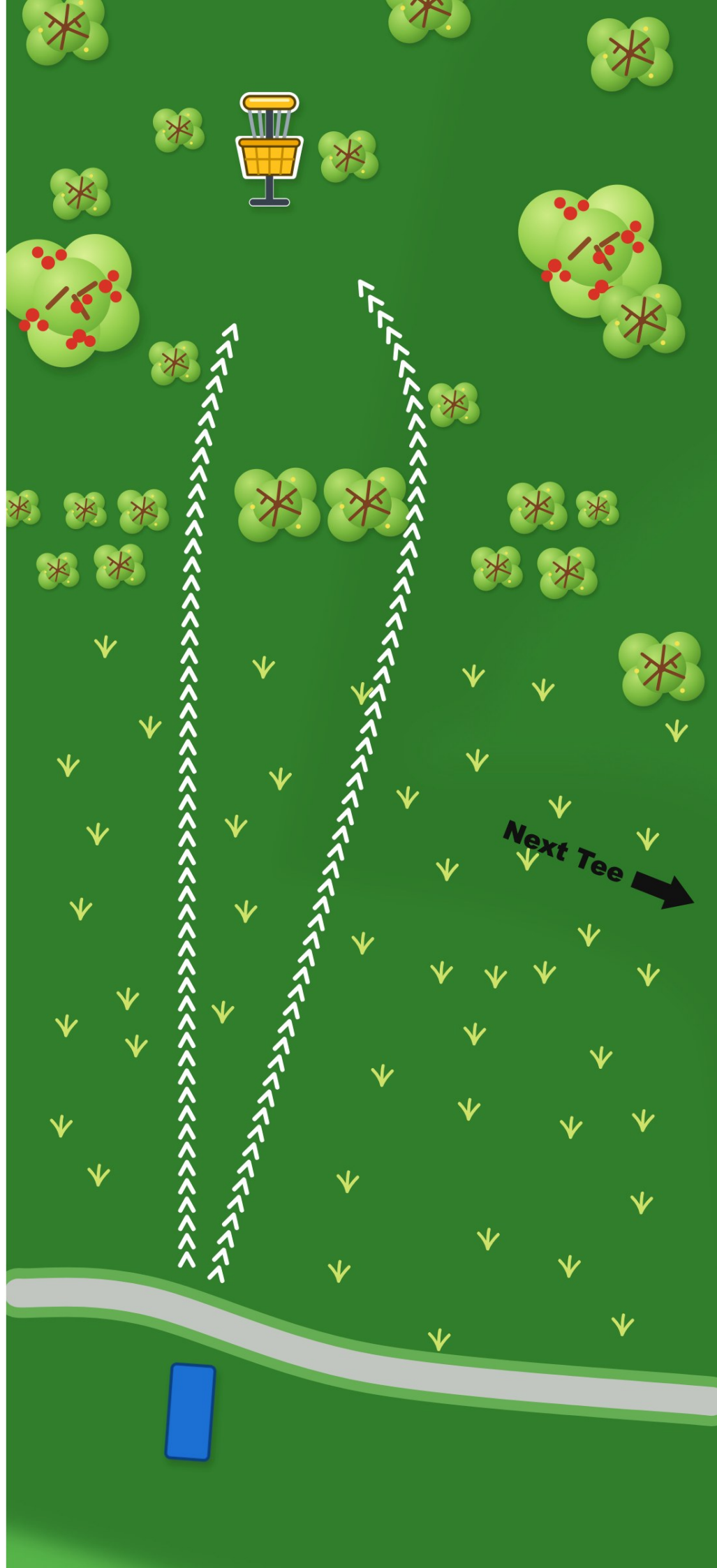
3

PAR 3

DISTANCE
51 m 167 ft

ELEVATION
+1 m +3 ft







VERDI PARK DGC

5

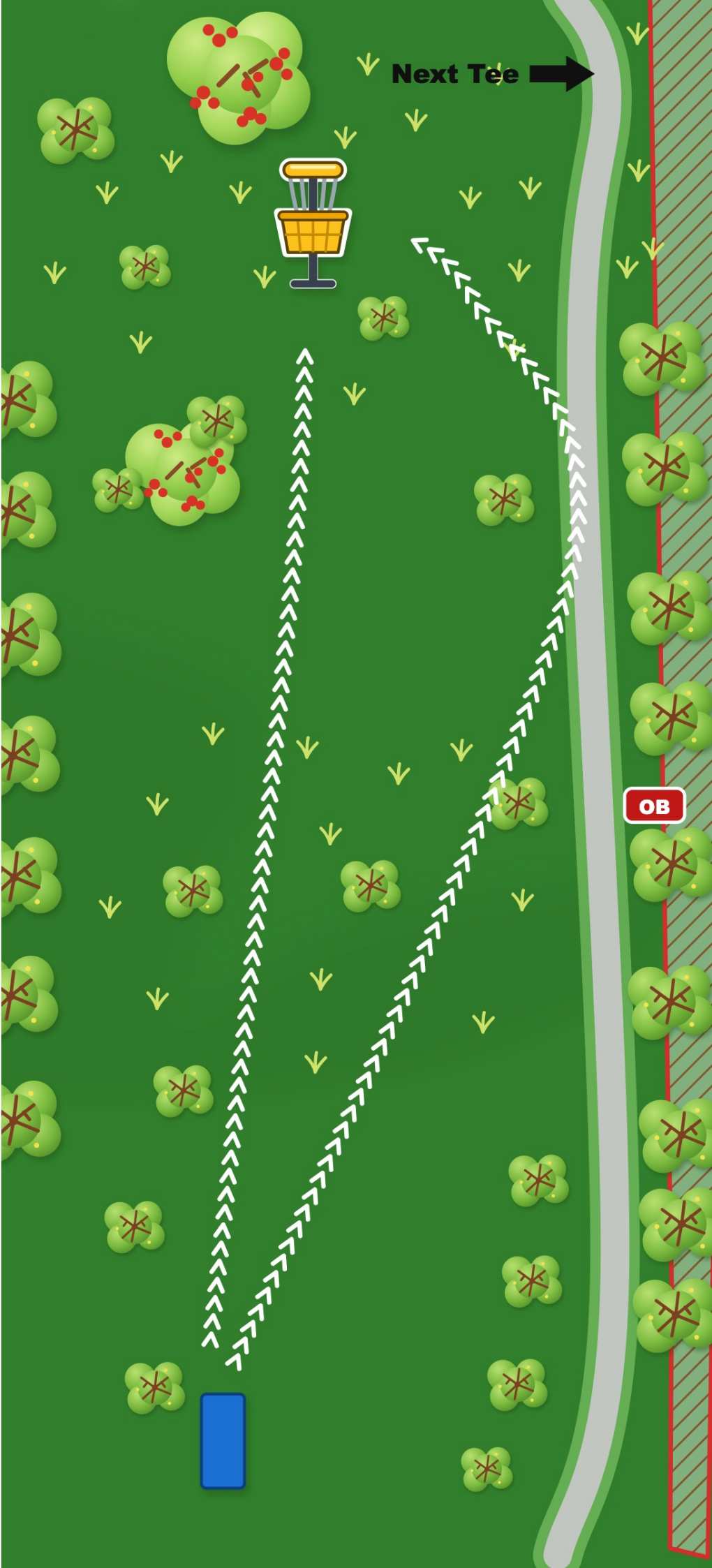
PAR 3

DISTANCE
57 m 187 ft

ELEVATION
0 m 0 ft

Hazard right. The hazard line runs along the first row of trees right of the path, parallel to the fairway. Anything beyond the line is hazard, one throw, play it where it lies. The path itself is in play.

 **Out of Bounds (OB)**





VERDI PARK DGC

6

PAR 3

DISTANCE

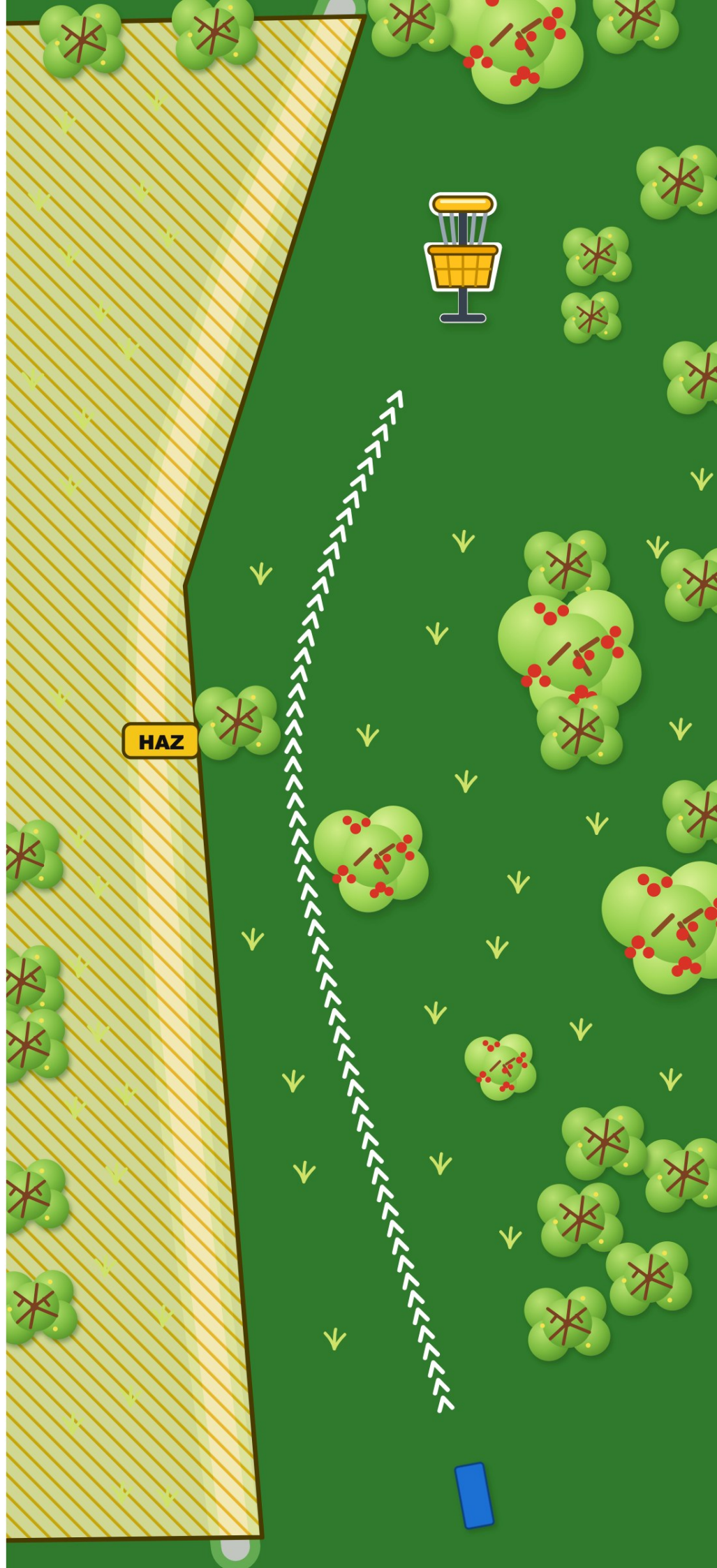
48 m 157 ft

ELEVATION

0 m 0 ft

Hazard left. The path is the hazard line, running parallel to the fairway on the left. Anything left of the path, including the path, is hazard, one throw, play it where it lies.

 **Hazard (HAZ)**





VERDI PARK DGC

7

PAR 3

DISTANCE

50 m 164 ft

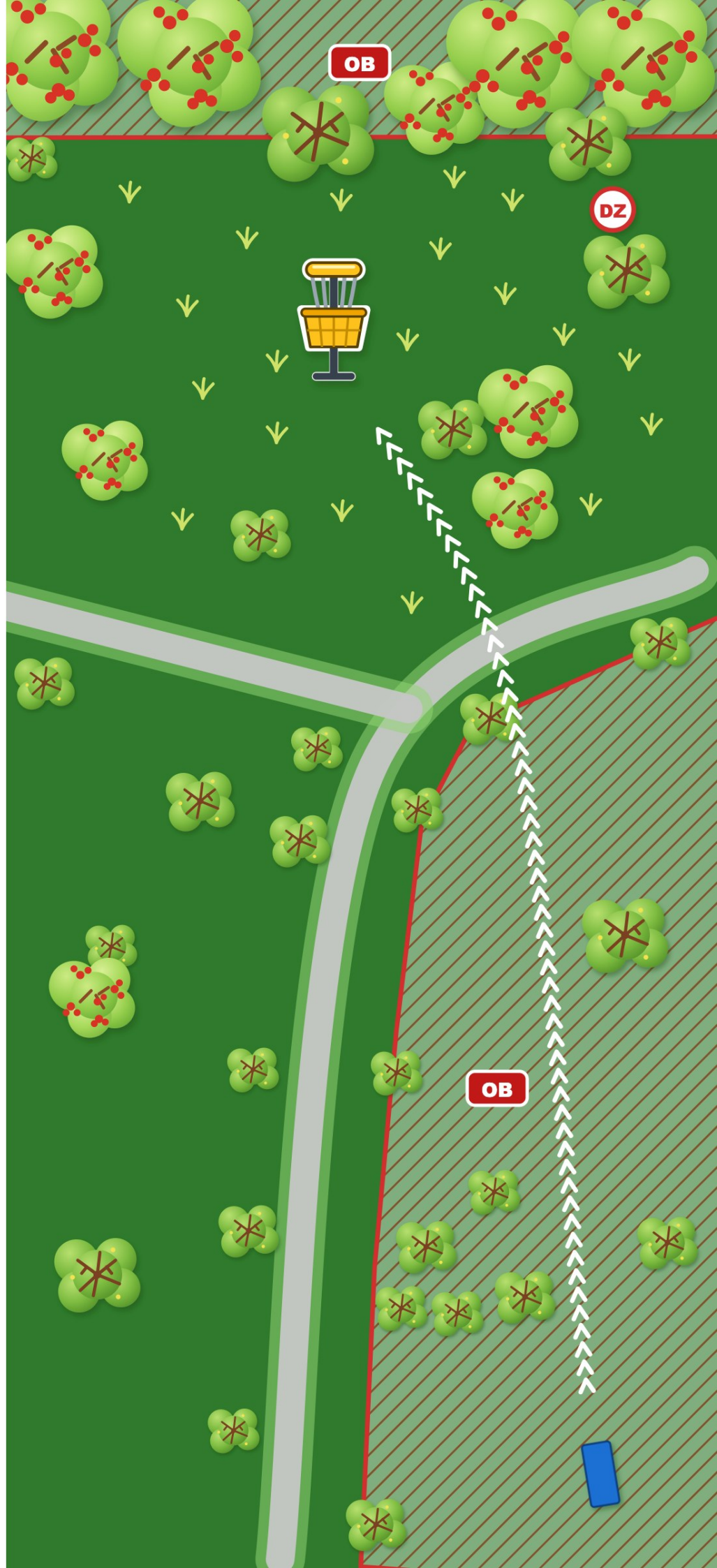
ELEVATION

-1 m -3 ft

Carry OB. The OB line goes through the trees closest to the path. If you land short, play from the drop zone right of the basket, plus one throw.



Out of Bounds (OB)





VERDI PARK DGC

8

PAR 3

DISTANCE

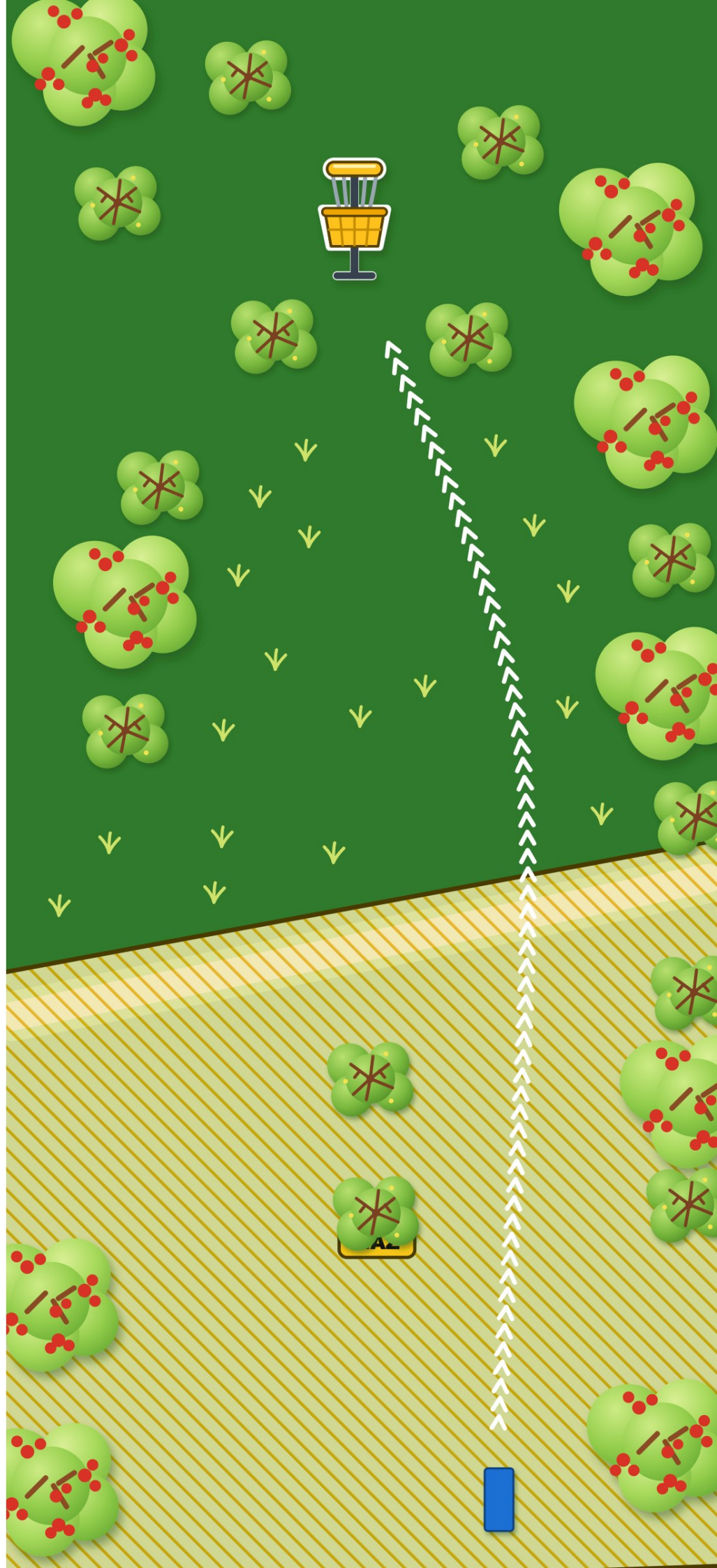
66 m 217 ft

ELEVATION

0 m 0 ft

Carry hazard. The path crosses the fairway about halfway to the basket and marks the hazard line. Everything from the tee to the path is hazard, one throw, play it where it lies. Everything past the path is clean.

 **Hazard (HAZ)**





VERDI PARK DGC

9

PAR 4

DISTANCE

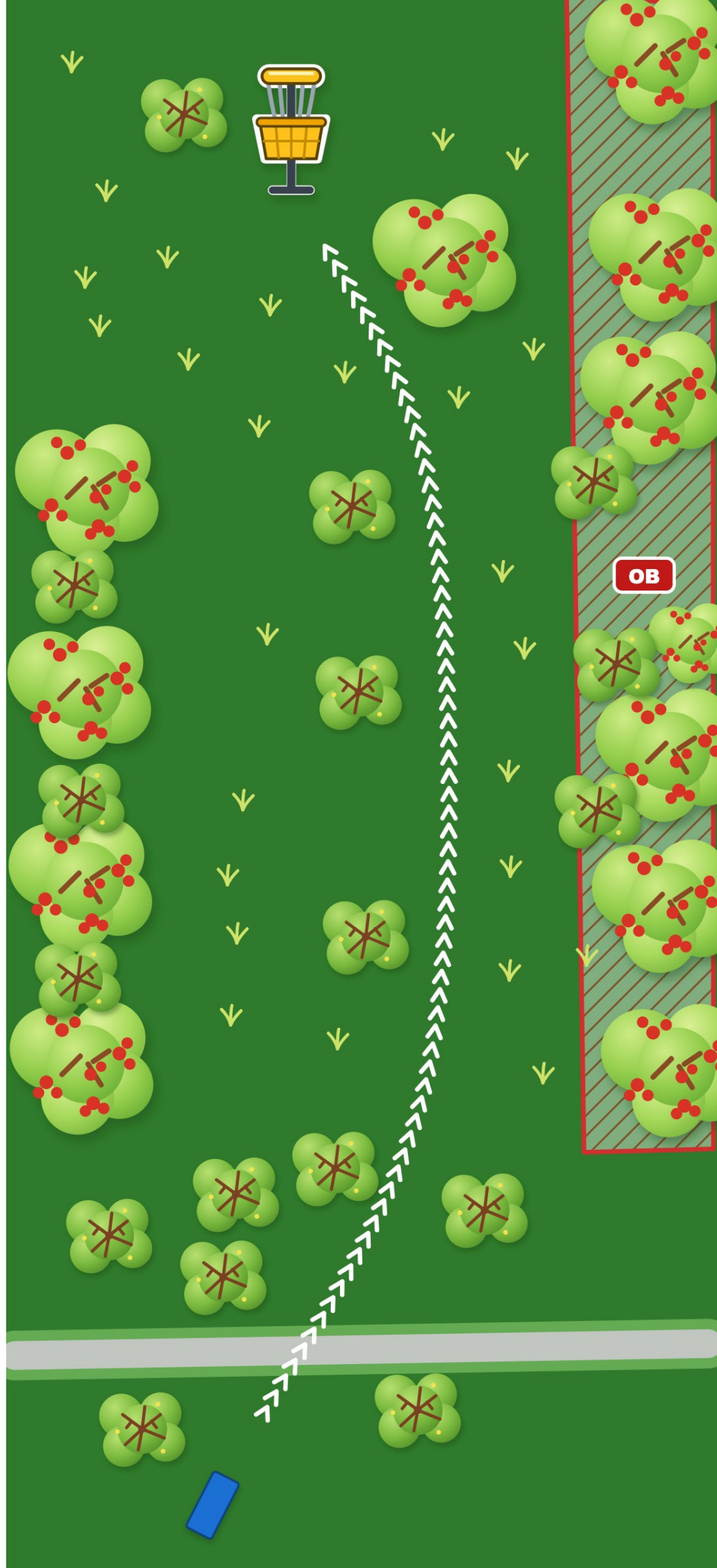
97 m 318 ft

ELEVATION

0 m 0 ft

OB right. The rough on the right is OB, from about halfway to the basket up to basket level. Take one metre of relief from where your disc last crossed the line, plus one throw.

 **Out of Bounds (OB)**





VERDI PARK DGC

10

PAR 3

DISTANCE

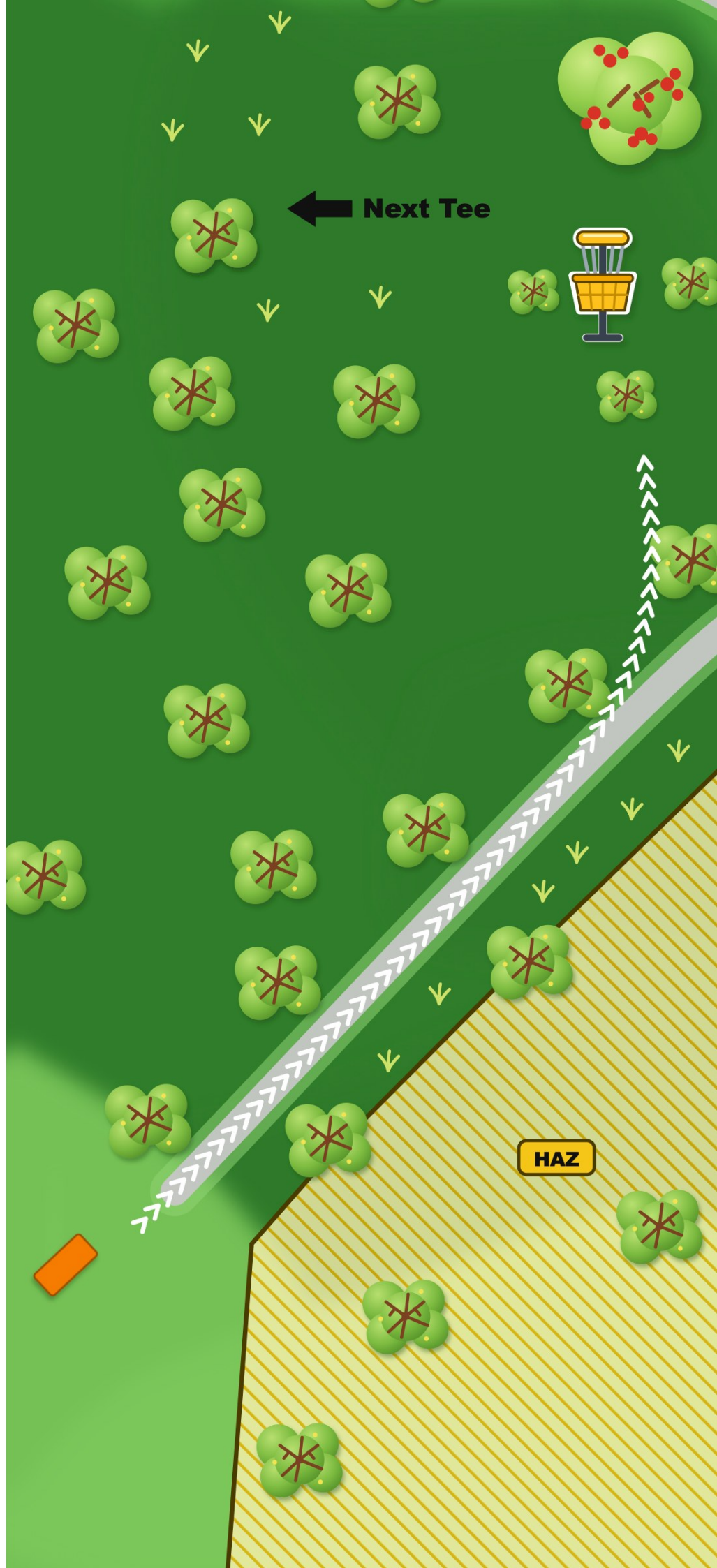
64 m 210 ft

ELEVATION

-2 m -7 ft

Hazard right. The hazard line runs along the first row of trees right of the path, parallel to the fairway. Anything beyond the line is hazard, one throw, play it where it lies. The path itself is in play.

 **Hazard (HAZ)**





VERDI PARK DGC

11

PAR 3

DISTANCE

64 m 210 ft

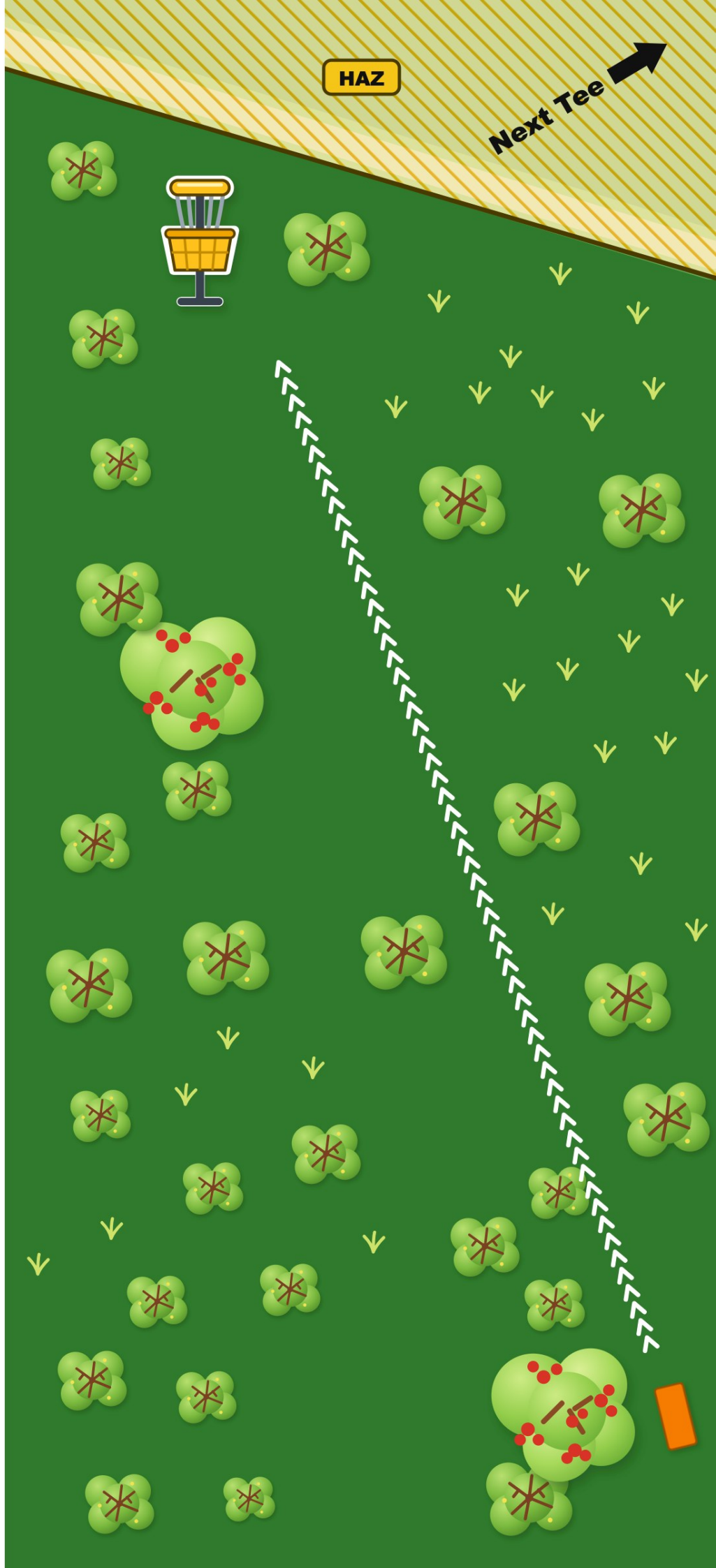
ELEVATION

0 m 0 ft

Hazard long. The path crosses the fairway just past the basket and marks the hazard line. The path and everything beyond it is hazard, one throw, play it where it lies.



Hazard (HAZ)





VERDI PARK DGC

12

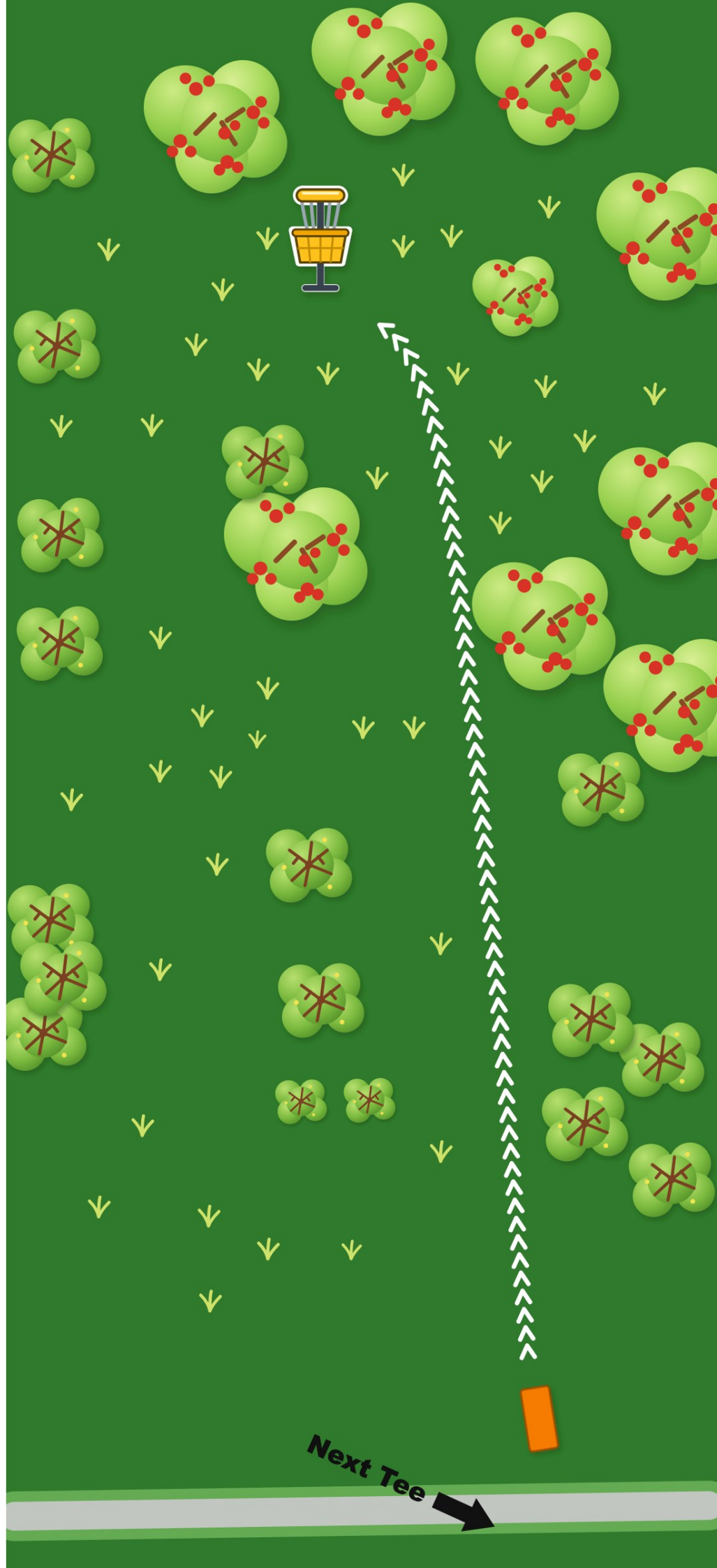
PAR 3

DISTANCE

50 m 164 ft

ELEVATION

+1 m +3 ft





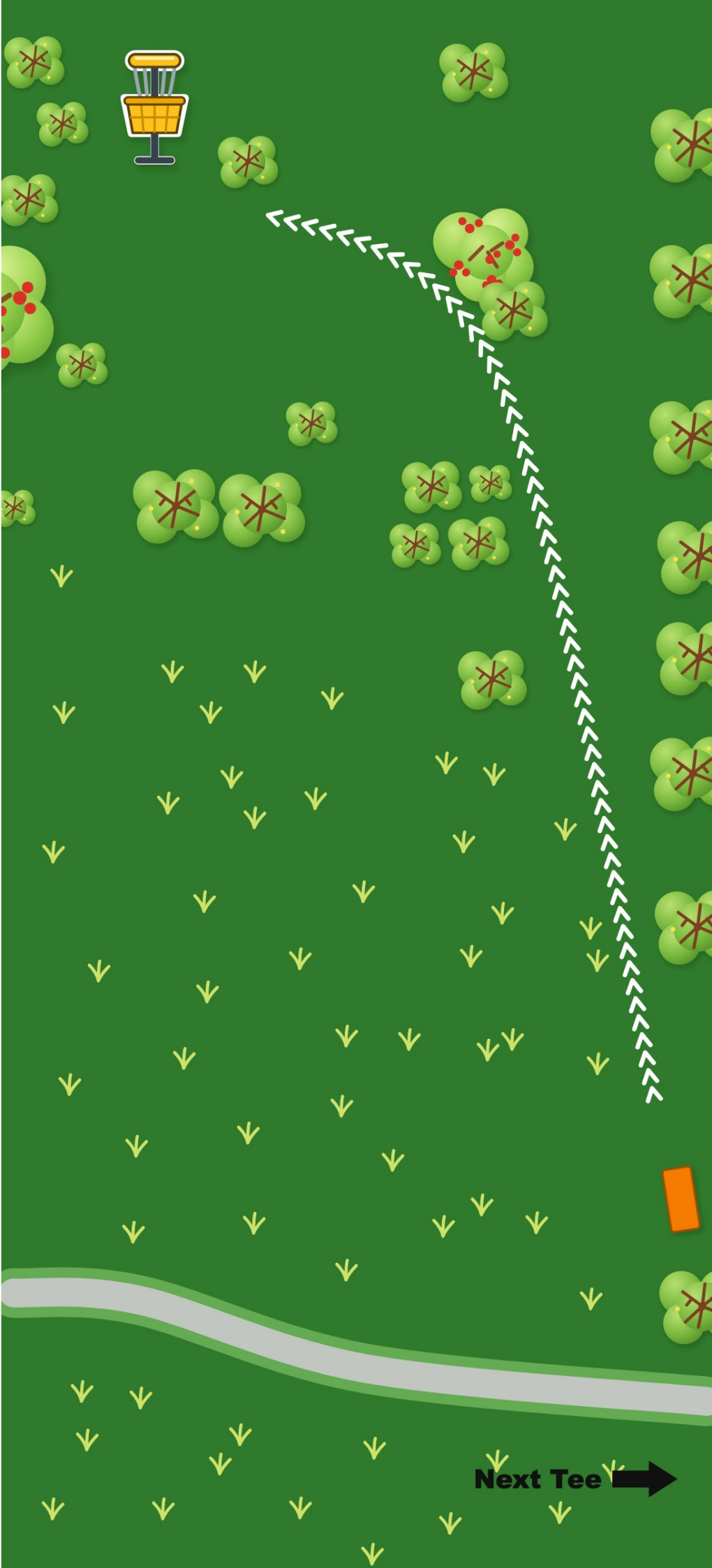
VERDI PARK DGC

13

PAR 3

DISTANCE
73 m 240 ft

ELEVATION
0 m 0 ft



Next Tee →



VERDI PARK DGC

14

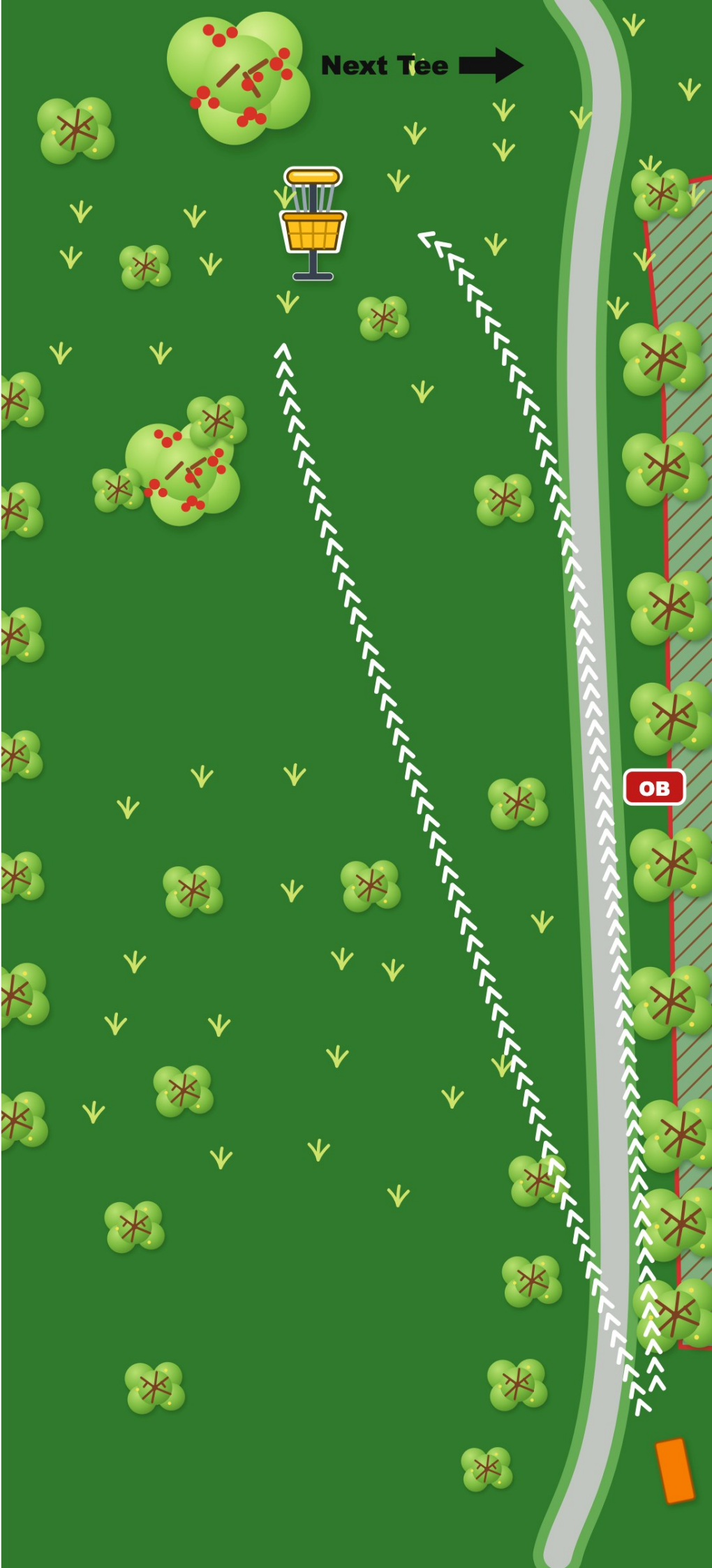
PAR 3

DISTANCE
58 m 190 ft

ELEVATION
0 m 0 ft

Hazard right. The hazard line runs along the first row of trees right of the path, parallel to the fairway. Anything beyond the line is hazard, one throw, play it where it lies. The path itself is in play.

 **Out of Bounds (OB)**





VERDI PARK DGC

15

PAR 3

DISTANCE

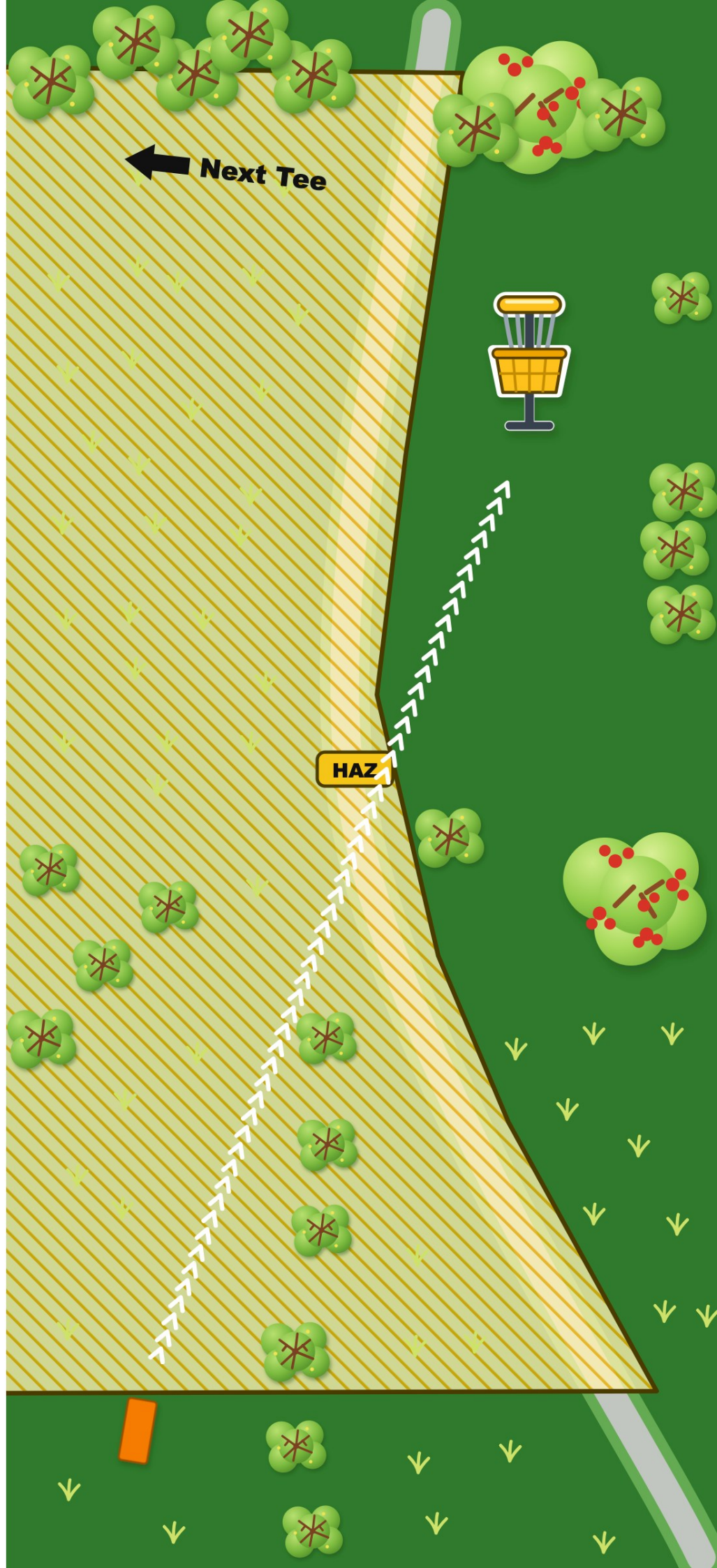
45 m 148 ft

ELEVATION

0 m 0 ft

Carry hazard. The path crosses the fairway ahead of the basket and marks the hazard line. Everything from the tee to the path is hazard, one throw, play it where it lies.

 **Hazard (HAZ)**





VERDI PARK DGC

16

PAR 3

DISTANCE

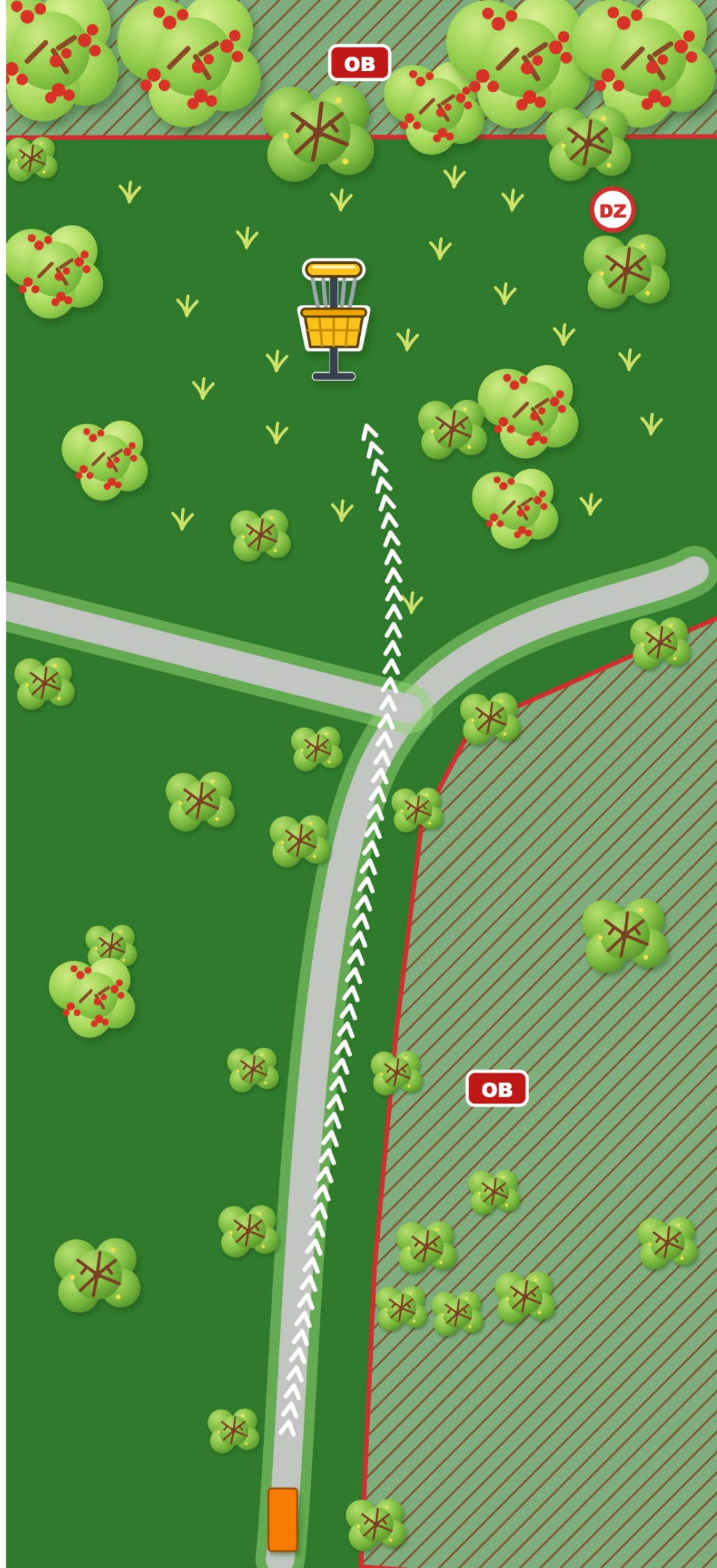
70 m 230 ft

ELEVATION

-1 m -3 ft

OB right. The path is the OB line, running along the right side of the fairway. Anything beyond it is OB. Play from the drop zone right of the basket, plus one throw.

 **Out of Bounds (OB)**





VERDI PARK DGC

17

PAR 3

DISTANCE

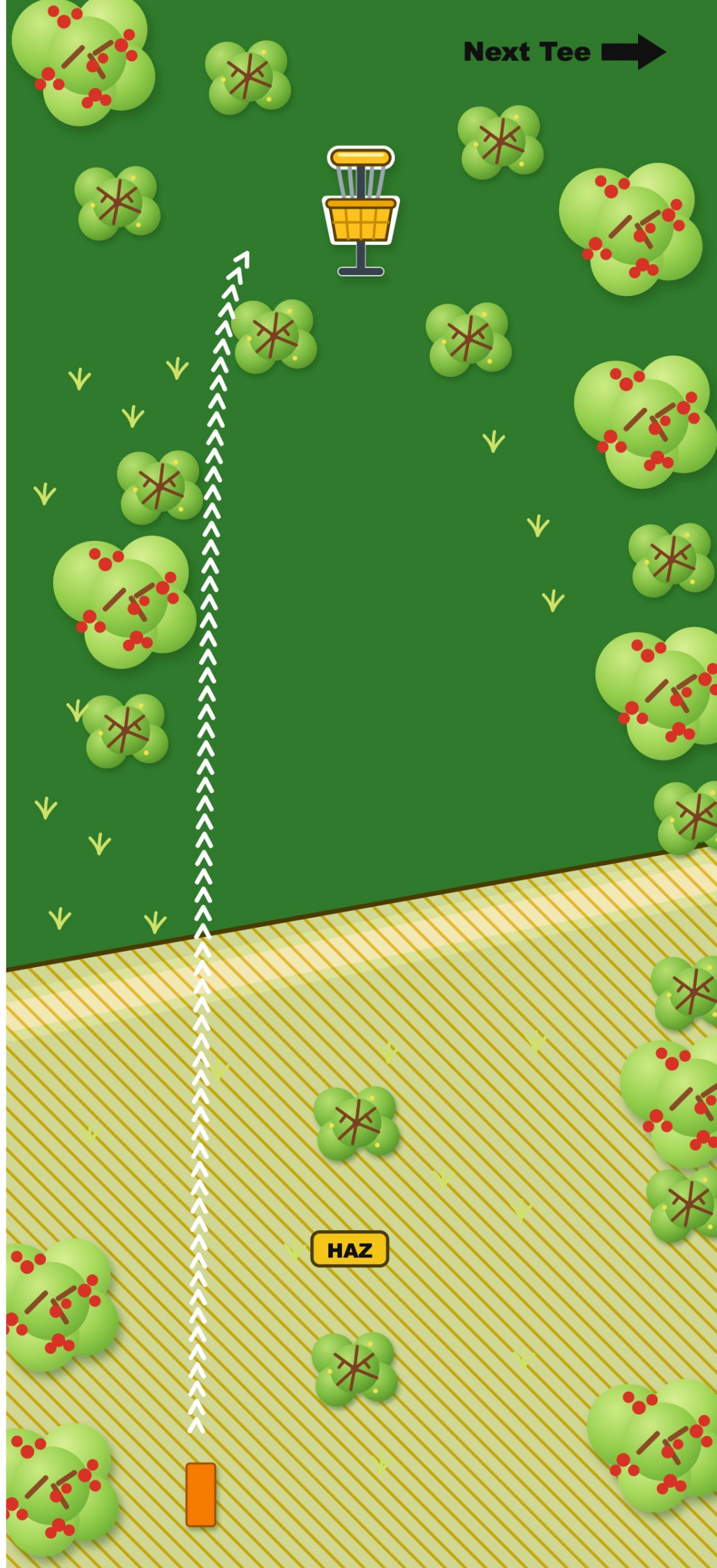
60 m 197 ft

ELEVATION

0 m 0 ft

Carry hazard. The path crosses the fairway about halfway to the basket and marks the hazard line. Everything from the tee to the path is hazard, one throw, play it where it lies.

 **Hazard (HAZ)**





VERDI PARK DGC

18

PAR 3

DISTANCE

53 m 174 ft

ELEVATION

0 m 0 ft

OB right. The rough on the right is OB, from about halfway to the basket up to basket level. Take one metre of relief from where your disc last crossed the line, plus one throw.



Out of Bounds (OB)

