



# HOLE 1

PAR 3 - 432'

OB Left: on or over walking path.

OB Right: Flag line entire length of fairway



# HOLE 2

PAR 3 - 334'

OB Left: on or over walking path. OB deep: in parking lot.



## HOLE 3

PAR 4 - 484'

Mando **RIGHT** of marked tree. Drop zone marked near mando. All shots missing mando proceed to drop zone with a one stroke penalty.

OB deep: on or over road.

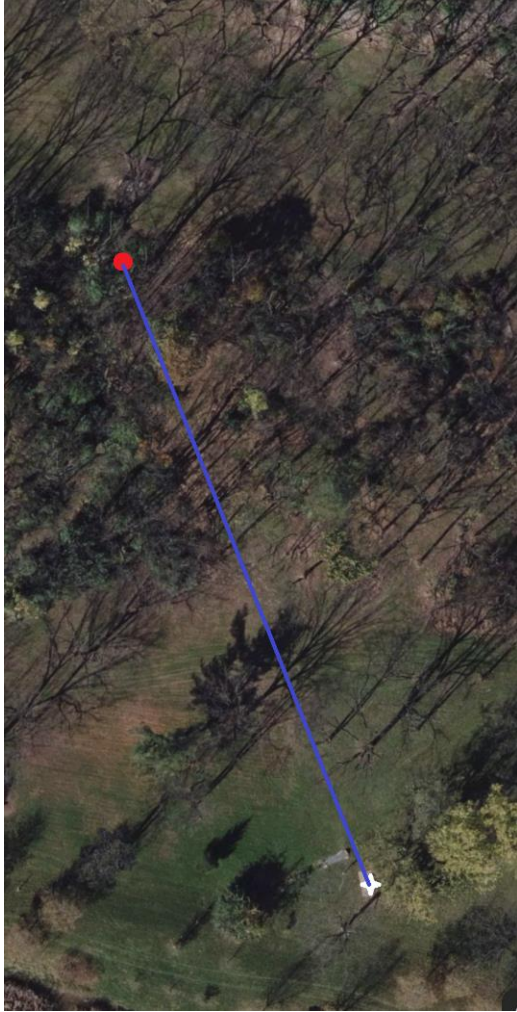
OB Left: Flag line entire length of fairway



## HOLE 4

PAR 3 - 278'

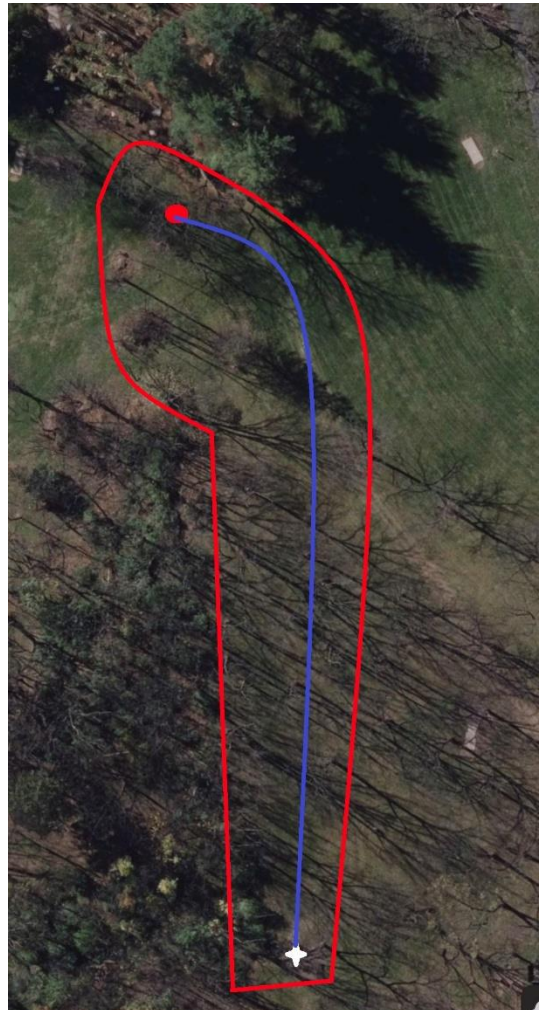
Island Green – any tee shot that does not land on the island is considered OB - proceed to marked drop zone (approximately 60' putt) with a one stroke penalty. Any subsequent shots that come to rest OB will be played with normal OB rules.



# HOLE 5

PAR 3 - 266'

No OB



# HOLE 6

PAR 3 - 402'

OB Right, Left and Deep: Flag lines running entire edge of fairway and meeting deep of basket.



# HOLE 7

PAR 3 - 390'

OB Right: 8's fairway (flagged).

OB Left: 6's fairway (flagged)

# HOLE 8

PAR 5 - 577'

OB left: flag line running entire left side of fairway.  
 OB right: 7 and 9's fairways (flagged). Mando **LEFT**  
 of marked tree. (RED ARROW on graphic) Drop zone  
 near mando. All shots missing mando proceed to  
 drop zone with a one stroke penalty.





# HOLE 9

PAR 4 - 379'

## Double Island Hole

Any **TEE** shot landing **NOT** on one of the islands proceeds to drop zone 1 (DZ1) with a one stroke penalty

**ANY SUBSEQUENT** shot landing **NOT** on one of the islands proceeds to drop zone 2 (DZ2) with a one stroke penalty. Even if a previous shot was "safe" on one of the islands, any subsequent shots still proceed to DZ2 – **THIS INCLUDES MISSED PUTTS AND DROP ZONE APPROACHES THAT LEAVE THE SAFE ISLAND AREA!!**



# HOLE 10

PAR 3 - 305'

Mando **LEFT** of marked tree. Drop zone marked near mando. Any shot missing the mando proceeds to drop zone with a one stroke penalty. OB left: on or over walking path – OB right: hole 9's fairway (flagged) OB deep: 6's Fairway (flagged)



# HOLE 11

PAR 3 - 452'

OB left: on or over walking path – OB right: flags along right side of fairway running up behind basket and meeting "left" OB line.



# HOLE 12

PAR 3 - 400'

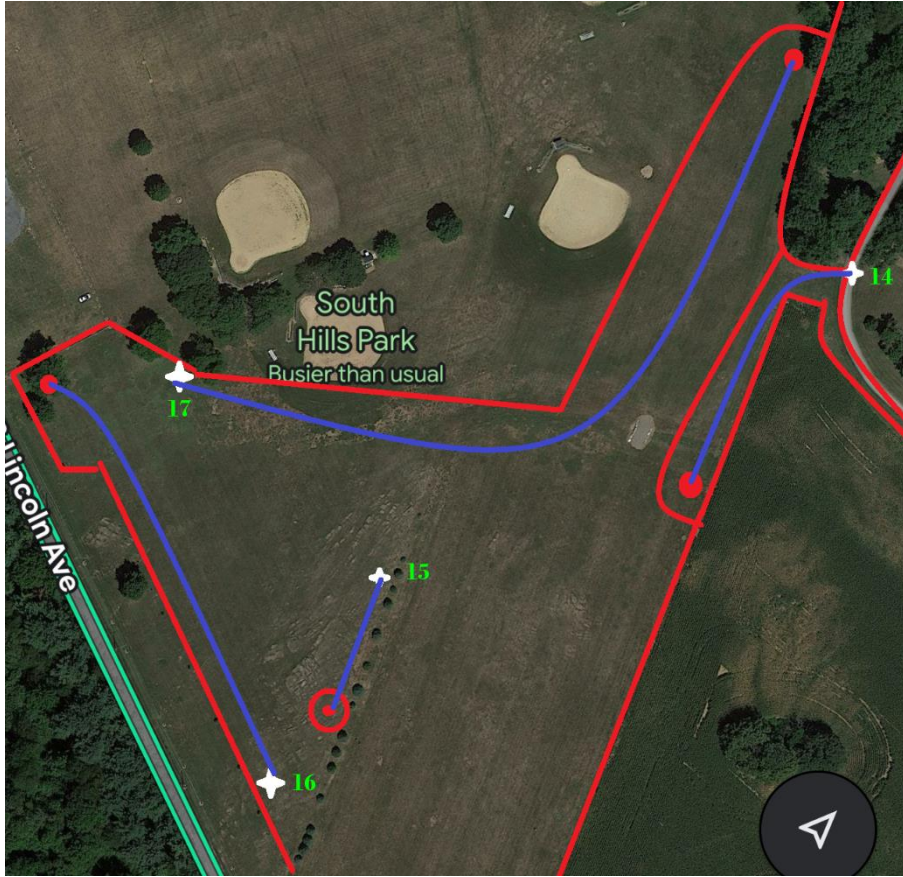
OB left: Flag line running entire length of fairway.  
OB right: on or over walking path, with flag line continuing and wrapping behind basket to meet left line

# HOLE 13

PAR 5 - 784'

OB left: flag line running down to walking path along left side of lower fairway. OB line continues along walking path for remainder of the hole. (on or over walking path is OB from yellow poles on)  
OB right: flagged along right side of fairway. – Walking path that runs like a river across the fairway is NOT OB or HAZARD





## HOLE 14

(Lower Temp Hole 1)

PAR 3 - 380'

OB left: "cornfield" OB  
 right: flag line running up  
 entire right side and  
 wrapping to meet left OB  
 line behind the basket.

## HOLE 15

(Lower Temp Hole 2)

PAR 3 - 250'

Any Drives NOT landing  
 inside marked Island  
 proceed to Drop Zone with  
 1 stroke penalty. Any  
 subsequent OB plays with  
 normal OB rules

## HOLE 16

(Lower Temp Hole 3)

PAR 4 - 600'

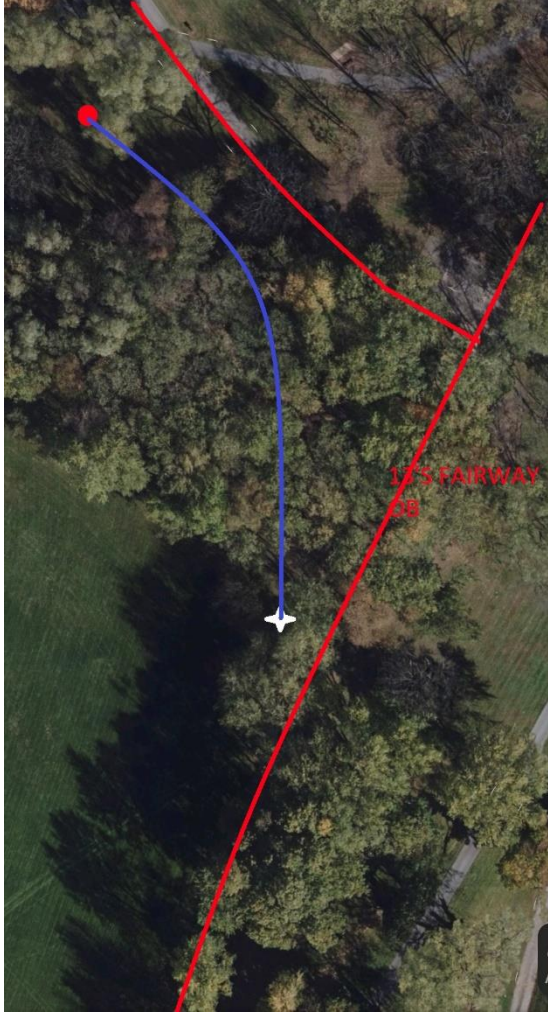
OB left: tree line on left side of fairway (flagged) OB parking lot deep of basket (fairway side of poles is line around parking lot)

## HOLE 17

(Lower Temp Hole 4)

PAR 5 - 800'

OB left: flag line along entire fairway. OB right: 13, 14 and 19's fairways (flagged)



# HOLE 18

(Course hole 14 red)

PAR 3 - 293'

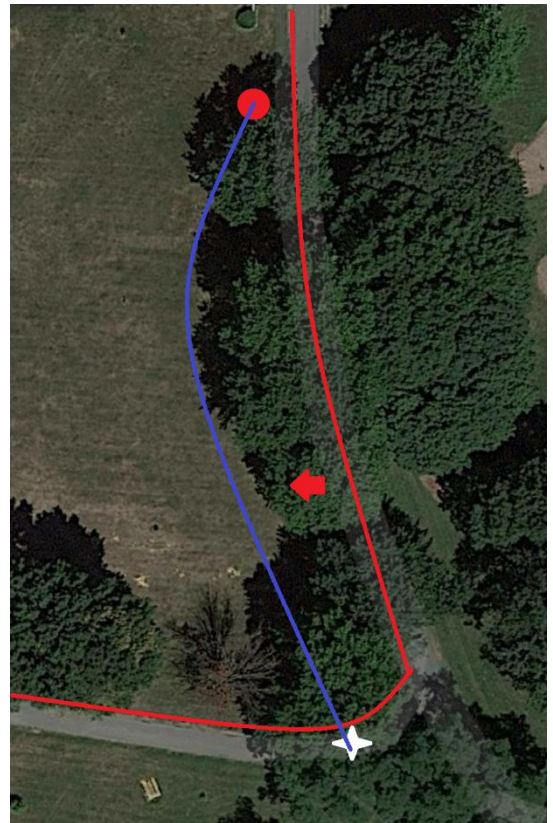
OB right: 13's fairway, dumpster area, and on or over walking path.

# HOLE 19

(Temp Hole – Tee Near Course 14 Red Basket)

PAR 3 - 275'

Mando **LEFT** of marked tree. Drop zone near mando. All shots missing mando proceed directly to drop zone with one stroke penalty. OB right: on or over walking path.





# HOLE 20

(Course hole 15 red)

PAR 4 - 421'

Mando **RIGHT** of marked tree. Drop zone near mando. All shots missing mando proceed directly to drop zone with one stroke penalty. OB right: on or over walking path, and 11's fairway (flagged). OB left: Flag line along entire fairway, 21's fairway (flagged).

# HOLE 21

(Course hole 16 red)

PAR 3 - 397'

Mando **RIGHT** of marked tree. Drop zone marked near mando. All shots missing mando proceed directly to drop zone with one stroke penalty. OB left: 27's fairway (flagged) OB right: flag line running along entire fairway, looping to meet left OB behind basket.





## HOLE 22 (Course hole 18 red) - PAR 3 - 447'

OB left: 27's fairway (flagged), on pavement at pavilion. OB right: 1's fairway (flagged) OB deep: on or over walking path. (TOP PICTURE)

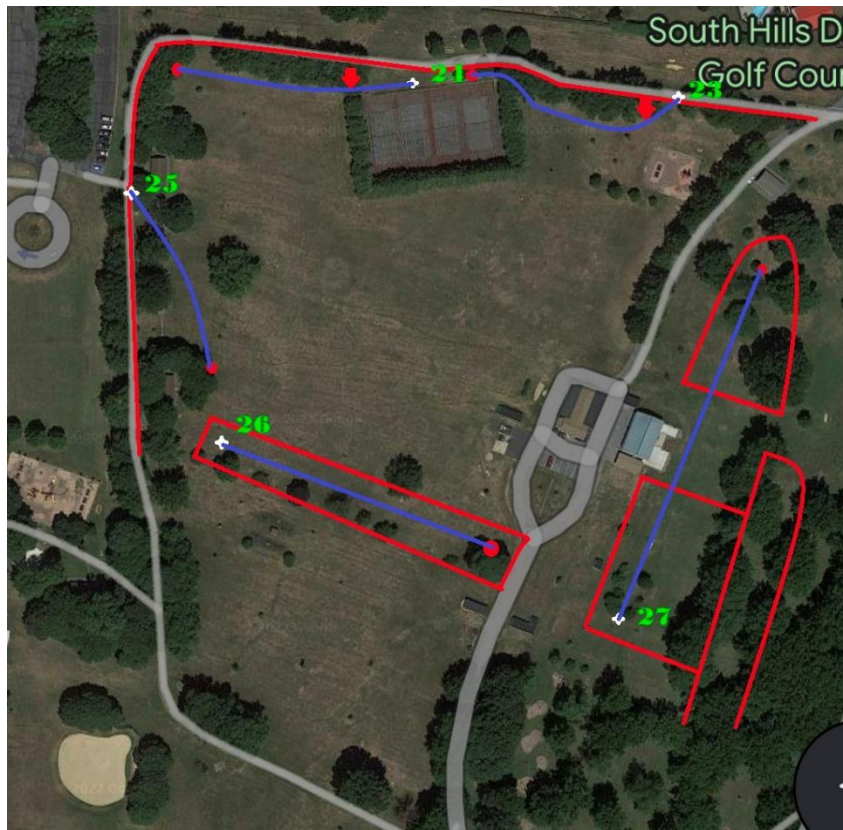
## HOLE 23 (Upper Temp Hole 1) - PAR 4 - 340'

Mando **LEFT** of marked tree. Drop zone near mando. Any shot missing mando proceeds to the drop zone with a one stroke penalty. OB left: playground area, and inside tennis court fence. OB right: on or over walking path. (BOTTOM PICTURE)

## HOLE 24

(Upper Temp Hole 2) - PAR 3 - 350'

Mando **LEFT** of marked tree. Drop zone near mando. Any shot missing mando proceeds to the drop zone with a one stroke penalty. OB left: inside tennis court fence. OB right: on or over walking path. (BOTTOM PICTURE)



## HOLE 25

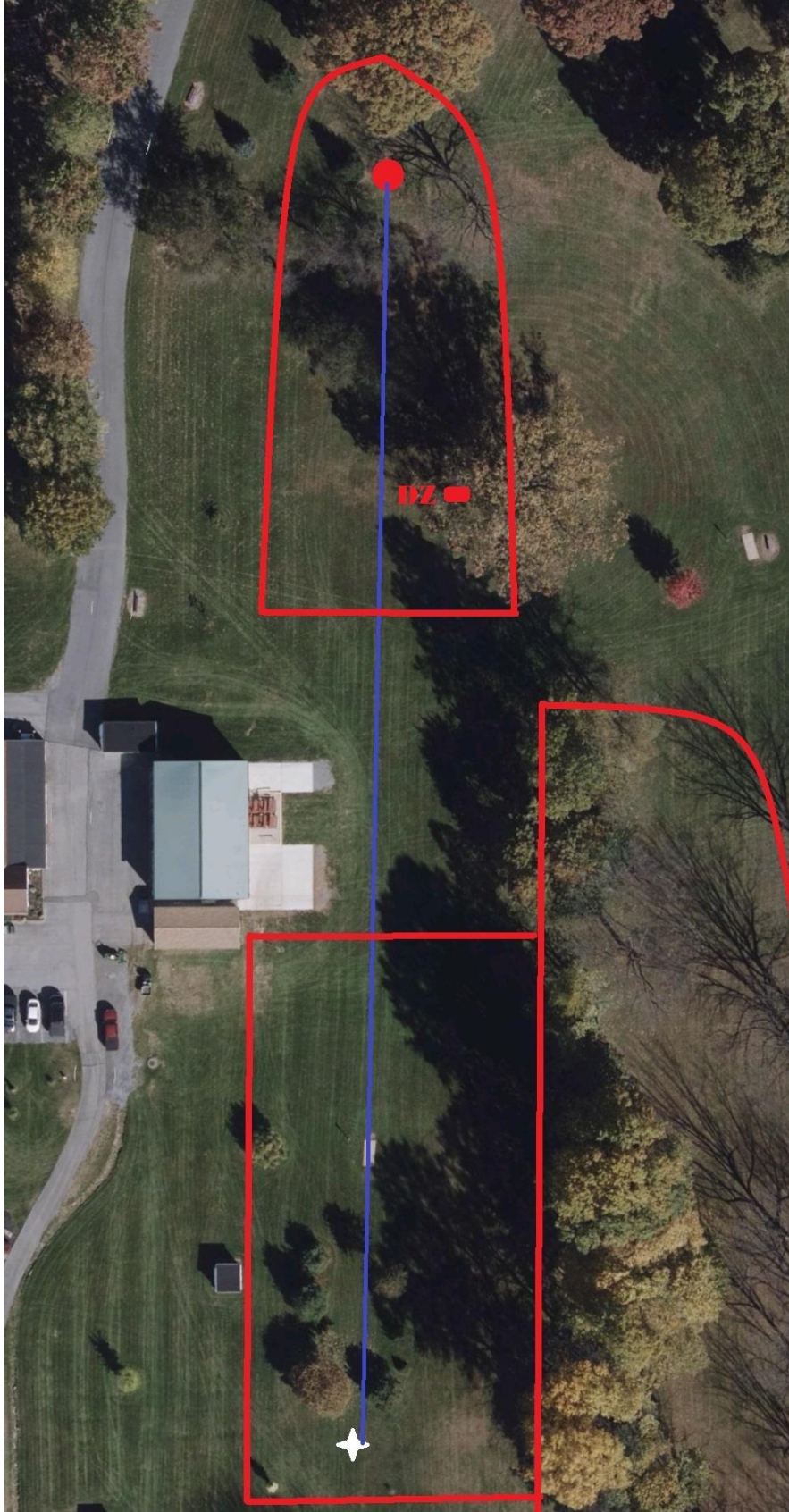
PAR 3 - 300'

OB right: on or over walking path, pavement at pavilion. (BOTTOM PICTURE)

## HOLE 26

PAR 4 - 450'

OB left: flag line running entire length of fairway. OB right: flag line running entire length of fairway. OB deep: on or over walking path. (BOTTOM PICTURE)



## HOLE 27

(Temp tee playing to Course basket red 17)

PAR 4 - 575'

Hole consists of two "islands" with a river of OB separating them. There will be flags fully surrounding both islands to mark OB. From the tee to the beginning of the OB river is approximately 250'. The OB river is approximately 175' across. After crossing the river, the basket is approximately 150' farther. Any shot that lands outside either of the islands, is played from the last place it crossed in-bounds, with a one stroke penalty.

THERE IS AN OPTIONAL DROP ZONE (DZ) THAT CAN BE USED AT ANYTIME BY ANY PLAYER – SIMPLY PROCEED TO THE DROP ZONE AND ADD 3 STROKES TO YOUR CURRENT STROKE COUNT – FOR EXAMPLE, A PLAYER CHOOSING TO *TEE* FROM THE DZ WOULD BE THROWING THERE 4<sup>TH</sup> SHOT.