

King of the Dot 1 - Clash at the Camp

Caddy Guide

Hole 1 - No OB

Hole 2 - No OB

Hole 3 - On or over parking lot left is OB. Over fence right is OB. Play from where you went OB

Hole 4 - On or over fence left is OB. Play from where you went OB.

Hole 5 - Temporary teepad. Over fence right is OB. Play from where you went OB.

Hole 6 - Mando left of tree in front of you. Retee if missed mando. On or over road long or right is OB. Play from where you went OB.

Hole 7 - On or over road left is OB. Play from where you went OB.

Hole 8 - No OB

Hole 9 - In the swimming pool enclosure or basketball courts is OB. Play from where you went OB.

Hole 10 - On or over road LONG(not the path/driveway right next to the basket) is OB. Play from where you went OB.

Hole 11 - On or over road left is OB. Play from where you went OB.

Hole 12 - No OB

Hole 13 - Temporary basket, regular teepad. On or over road is OB. Tall grass is not OB.

Hole 14 - Temporary hole. No OB.

Hole 15 - Water is OB. Play from where you went OB.

Hole 16 - Water is OB. Play from where you went OB.

Hole 17 - No OB.

Hole 18 - Temporary hole. Must throw between Double Mando marked trees. Throw from Drop Zone if missed mando with 1 stroke penalty.