

Heritage Park - Santa vs Scrooge mix layout MA3, MA40, MA50, FPO

Layout Details

Hole	Tee	Target	Par	Feet	Notes
1			3	235	OB over fence
2			3	220	Must make mando. If missed mando proceed to marked drop zone. OB is on or over pavement
3			3	190	OB over fence/OB path and beyond
4	Long Pin	short pin	3	328	Use long tee pad, Play to short pin. OB is over the fence
5			3	275	Must make mando. If missed mando proceed to marked drop zone. OB is on or over pavement and over the fence
6		long pin	4	450	Play to Long pin OB sidewalk and beyond. OB is in or over right of creek and the creek behind the basket
7		Short	3	226	Play to short pin. OB sidewalk and beyond on both sides/ Water is casual
8		long pin	4	408	Play to the long Pin OB sidewalk and beyond/ OB surrounded by water
9			3	185	OB is surrounded by water and over / OB on or under pavilion on left
10		long pin	4	487	Play the Long Basket. OB is on or over sidewalk. OB is surrounded by water and over
11			3	256	OB path/ OB surrounded by water
12		Long pin	4	467	Play to Long pin. OB surrounded by water
13			3	233	OB is on or over the pavement and on or over road.
14		Short Pin	3	200	Play to short pin. Must clear creek. If you do not clear creek then play as a hazard.
15			3	190	OB Path and beyond. Must make the L. If your disc is in or over the culvert it is OB. If you do not cross the culvert on your drive then retee.
16			3	150	Must make the island. It is marked by painted line and the concrete Proceed to drop zone if you miss the island. If your disc does not touch or cross the island from drop zone then re throw with a 1 stroke penalty. If your discs goes on or over the Island then mark your disc as OB and play where it last crossed with a penalty.
D			4	450	OB is path and beyond pass the basket
17			3	170	OB path and beyond. Play rule of verticality if under the stage.
18			3	180	OB path and beyond