

Heritage Park - short Flex Layout ma4, ma60, ma65, ma70, and FA

Layout Details

Hole	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	short pin	3	203	Play to short pin. normal tee pad. OB over fence/OB path and beyond
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	short pin	3	220	Play to short pin. OB sidewalk and beyond. OB is in or over creek in the middle of fairway
7	short pin	3	226	Play to short pin. OB sidewalk and beyond on both sides/ Water is casual
8	short pin	3	305	Play to short pin. OB sidewalk and beyond/ 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	short pin	3	220	Play to short pin. OB is on or over sidewalk. OB is surrounded by water and over
11		3	256	OB path/ OB surrounded by water
12	Short pin	3	207	Play to short pin. OB is in or over the big rock bed in the creek on the right side of the fairway. The creek in the fairway is casual.
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 is on or over sidewalk. This division is not playing the L
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 behind the basket
17		3	170	OB path and beyond. Play rule of verticality if under the stage.
18		3	180	OB path and beyond