

HOLE	OB	MARKED BY	HOW TO PLAY
1	WATER	ROPE OR DISC FULLY SURROUNDED BY WATER IF NO ROPE	If Out of bounds water, if you land OB off the tee, you have the option to use normal OB rules (retee or where disc was last in bounds) or proceed to the Red Tee Drop zone with a one stroke penalty. Please note there is a triple Mando at the orange tee Drop Zone that you must make. Missing the Mando will result in an additional stroke penalty. Any additional out of bounds, play from where it went out with a 1-stroke penalty.
5	WATER HOLE BOUNDARY	ROPE	Out of bounds water/ OB long, if you land OB off the tee (as marked by OB rope/paint) you must proceed to the Red Tee Drop Zone with a 1-stroke penalty. Any additional out of bounds, play from where it went out with a 1-stroke penalty.
6	WATER	ROPE	Island Green: Any throw from the Tee must come to rest on the Island Green to be able to mark on the Island Green. Throws from the Tee that don't come to rest on the Island Green must proceed to the Drop Zone with a penalty throw. All other throws use normal OB rules.
7	WATER	ROPE OR DISC FULLY SURROUNDED BY WATER IF NO ROPE	Out of bounds water, if you land OB off the tee (as marked by OB rope), you have the option to use normal OB rules (retee or where disc was last in bounds) or proceed to the Red Tee Drop zone with a one stroke penalty. Any additional out of bounds play from where it went out with a 1-stroke penalty

# BLUE/WHITE TEE