

HOLE	OB	MARKED BY	HOW TO PLAY
1	WATER MANDO	ROPE OR DISC FULLY SURROUNDED BY WATER IF NO ROPE	Out of bounds water, if you land OB off the tee, you have the option to use normal OB rules or proceed to the Orange Tee Drop zone with a one stroke penalty. If you miss the Mando you will proceed to the orange Tee Drop Zone. Any additional out of bounds, play from where it went out with a 1-stroke penalty.
5	WATER	ROPE	Out of bounds water, if you land OB off the tee (as marked by OB rope) you must proceed to the Orange 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, you have the option to use normal OB rules or proceed to the Orange Tee Drop zone with a one stroke penalty

RED TEE