



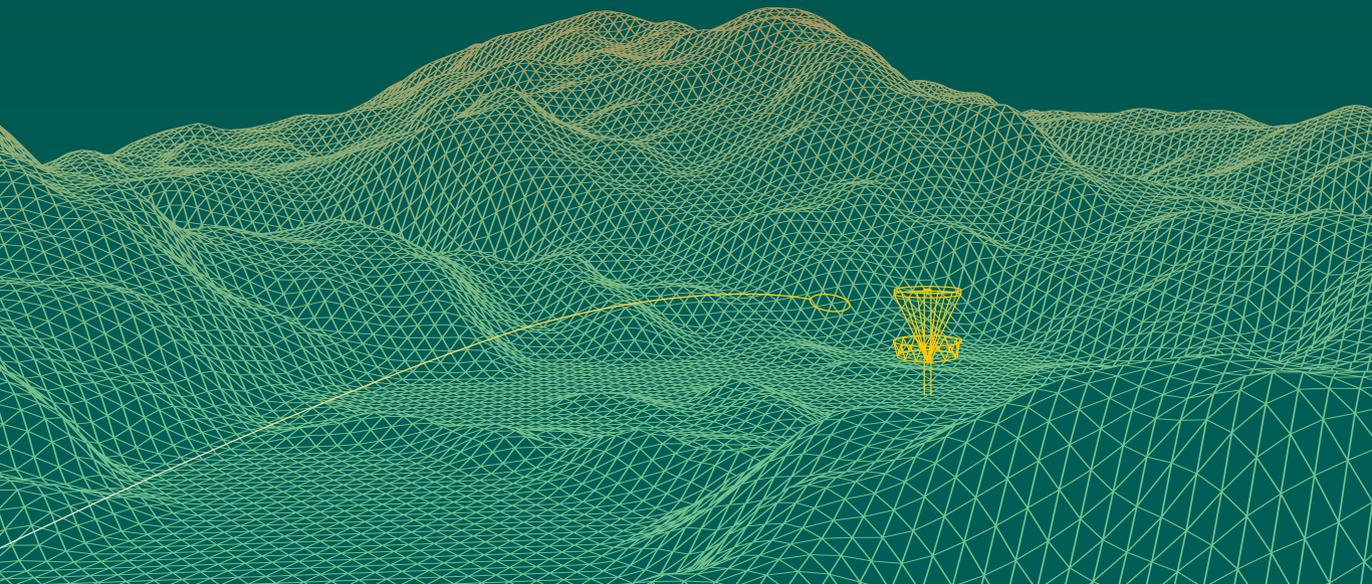
SPRINKLE VALLEY

RD1 - POOL B - MA1 (LONG)/MP40+MP50 (SHORT)

RD2 - POOL A - MA1 (LONG)

RD3 - POOL B - MA1 (LONG)/MP40+MP50 (SHORT)

RD4 - POOL A - MA1 (LONG)



The white dotted OB lines on this map are simply a reminder of OB in that area. For best results, and better scores, always check the exact OB flagging on the hole you're playing while you're on the course.



LONG	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	570	527	351	377	460	320	640	275	470	290	628	330	580	280	590	650	280	883	8501
	4	4	3	3	4	3	4	3	4	3	4	3	4	3	4	4	3	5	65
SHORT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	570	480	277	311	460	320	640	275	470	290	628	259	580	280	590	650	193	763	8036
	4	4	3	3	4	3	4	3	4	3	4	3	4	3	4	4	3	5	65

General Rules

OB is marked with stakes / paint / string. If paint / string is missing or broken, go stake to stake.

Hole 1: (M)(M)(M) Triple Mando: Discs must not enter restricted space outside the marked triple mandatory. Drop Zone for missed mandatory is the short tee. Discs coming to rest beyond fence left of fairway are OB. OB: Fence and beyond.

Hole 4: Discs coming to rest beyond marked line left of fairway are OB (Hole 5 along creek). Do not enter creek.

Hole 5: Discs coming to rest beyond marked line right of fairway are OB. Between marked lines in fairway valley are OB. Do not enter creek.

Hole 7: OB: Beyond fence right of fairway

Hole 8: OB: Beyond fence left of fairway

Hole 9: OB: Beyond fence long and left of fairway

Hole 10: OB: Beyond fence right of tee

Hole 11: OB: Marked line right of fairway and beyond

Hole 12: OB: Marked line behind basket

Hole 13: OB: Marked line right of fairway and behind basket

Hole 14: OB: Marked behind tee area

Hole 15: OB: Marked behind tee area

Hole 16: OB: Marked on all sides of fairway and green

Hole 17: Island Putting Area (defined by white string): Discs coming to rest outside of the marked island green are OB. Tee throws that do not come to rest within the marked green MUST proceed to Drop Zone (turf before horns/wall). Shots from Drop Zone must cross inbounds. If Drop Zone shot does not cross inbounds, players must replay shot until it crosses inbounds. Normal OB rules apply once on island green.

Hole 18: OB: Marked lines left, right, and long of fairway and beyond. Drop Zone: Players must proceed to the Drop Zone for any throw from the tee area that never crosses inbounds.



Hole #2

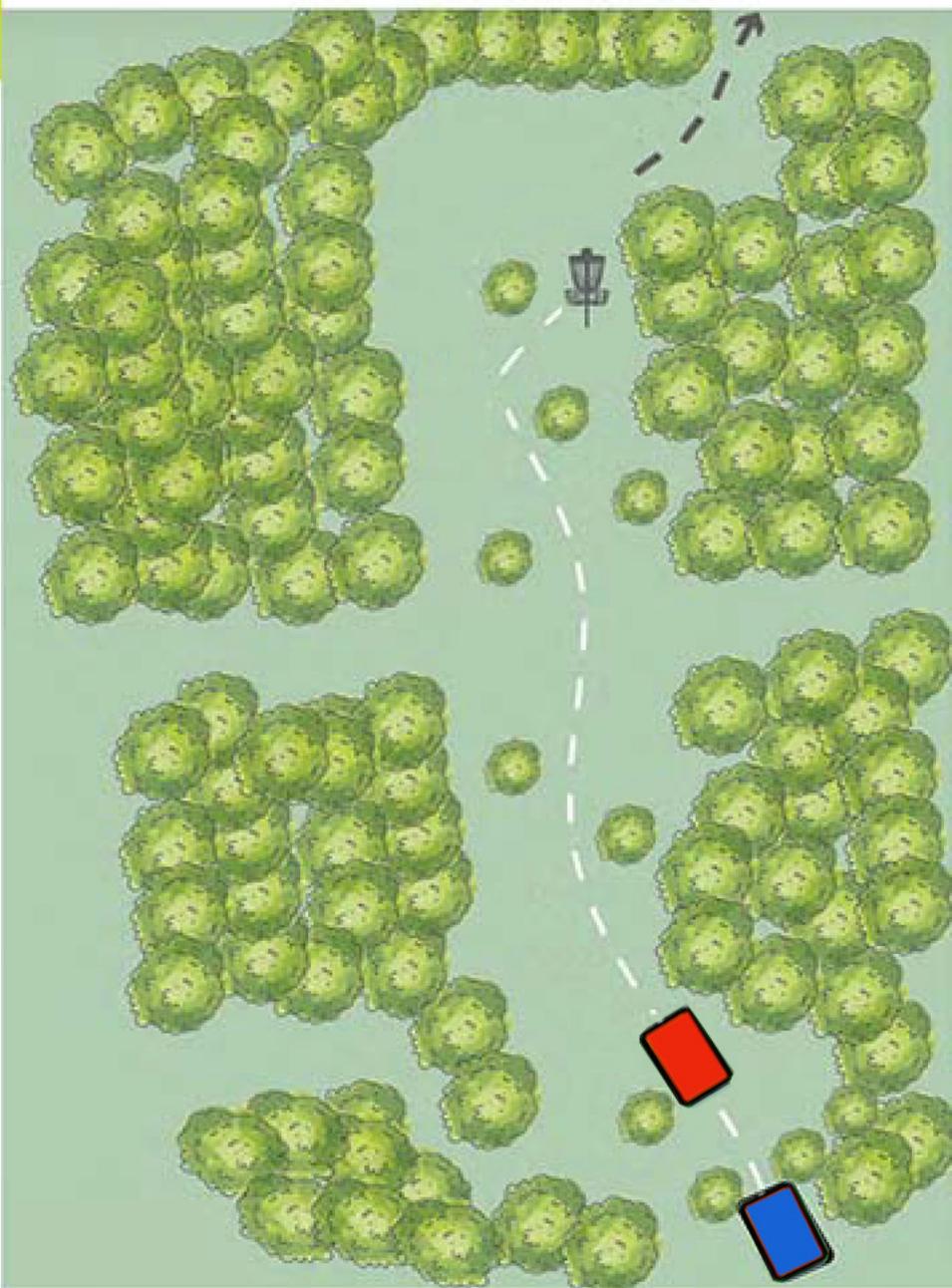
SPRINKLE VALLEY



Ⓟ PAR 4

527

480



Hole #3

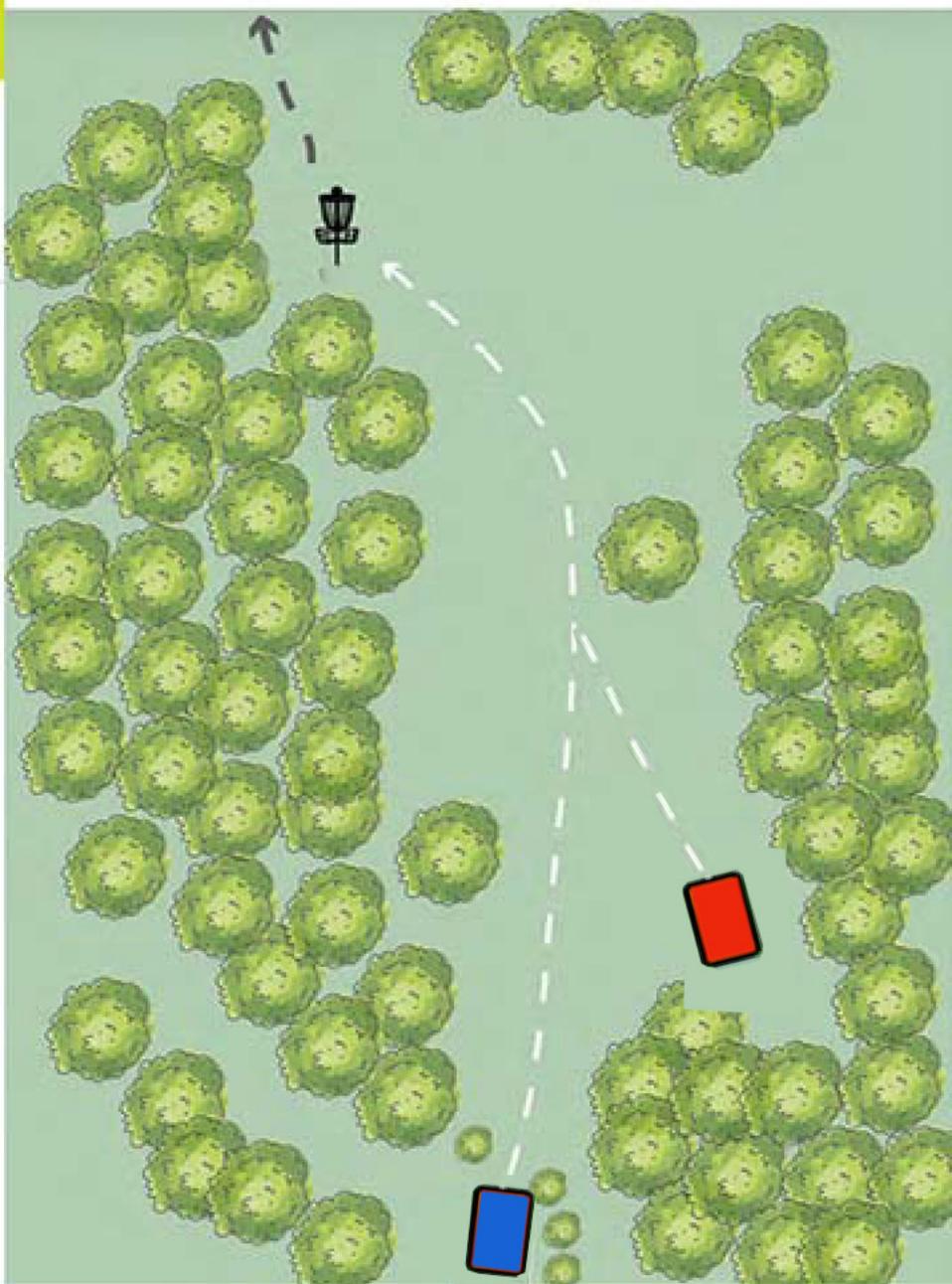
SPRINKLE VALLEY



PAR 3

351

277



Hole #4

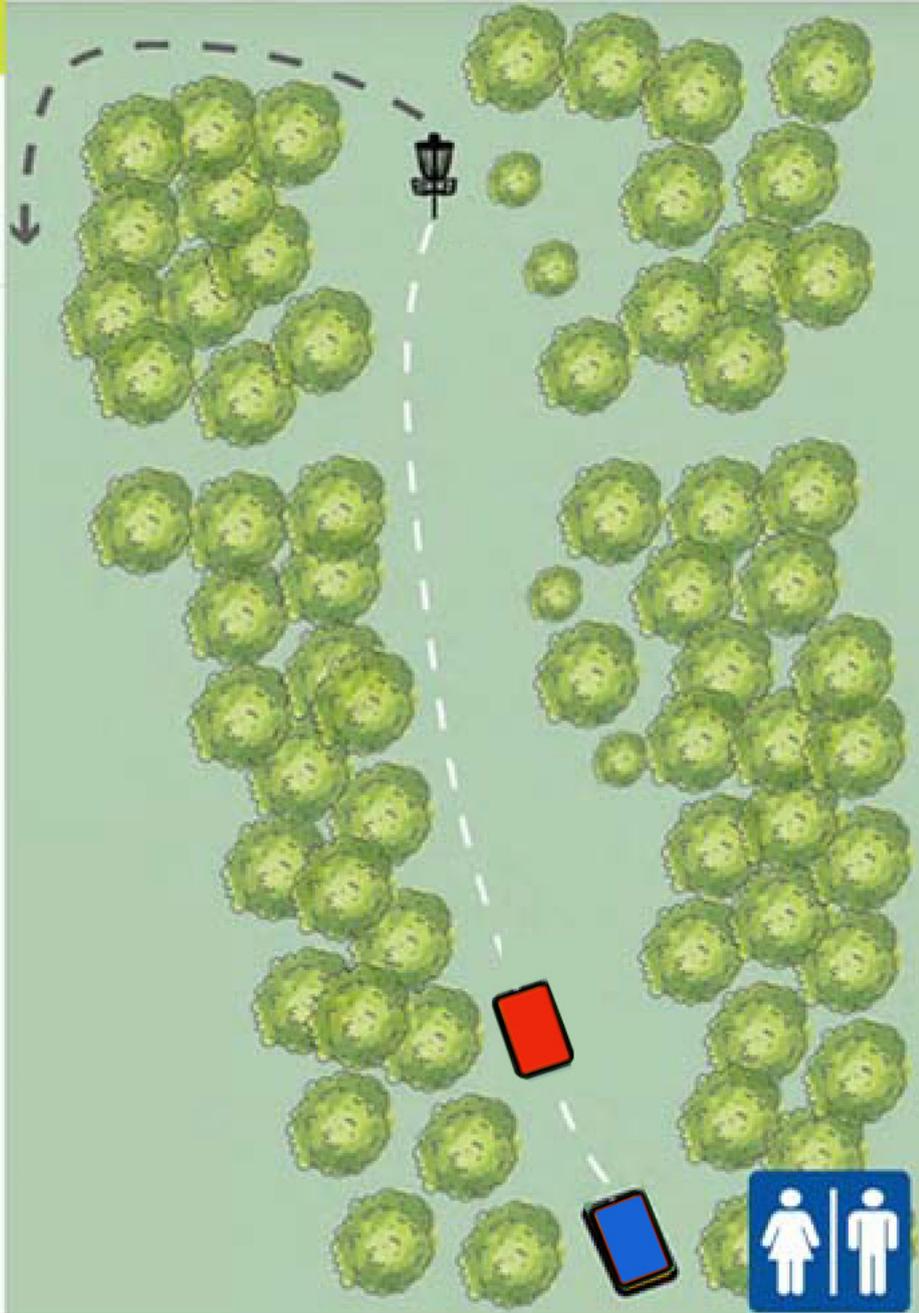
SPRINKLE VALLEY



Ⓐ PAR 3

377

311



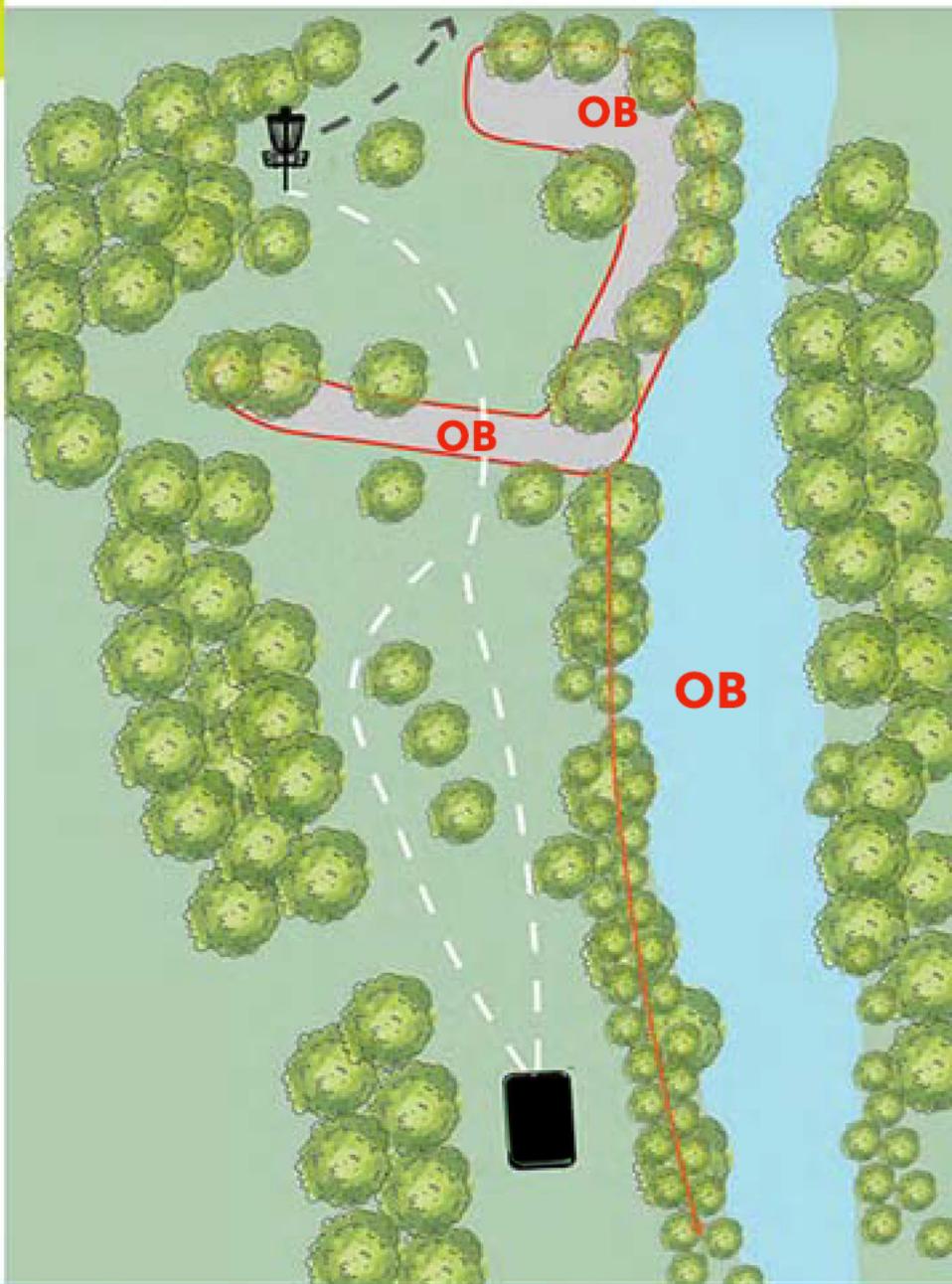
Hole #5

SPRINKLE VALLEY



Ⓐ PAR 4

460



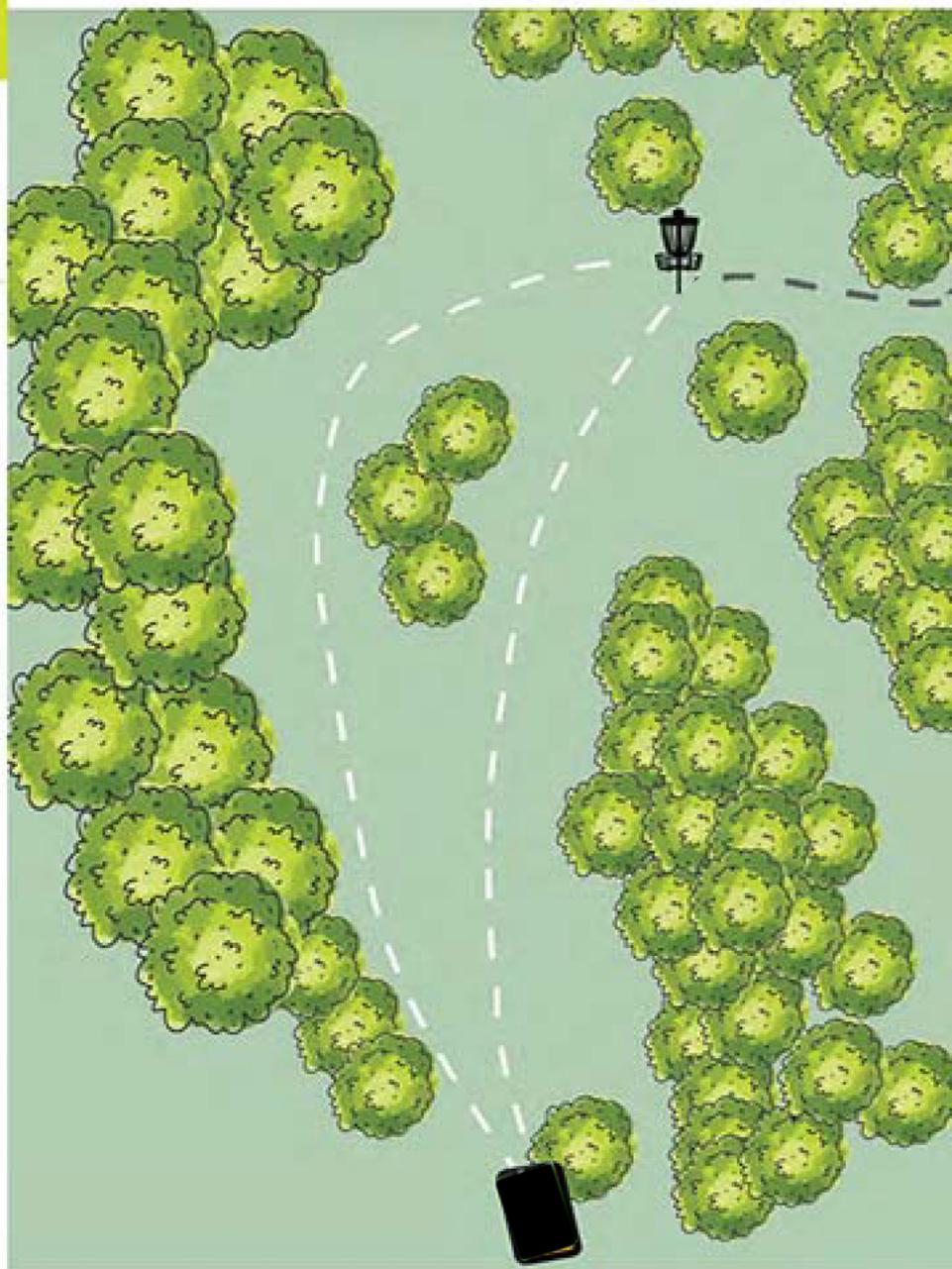
Hole #6

SPRINKLE VALLEY



Ⓐ PAR 3

320



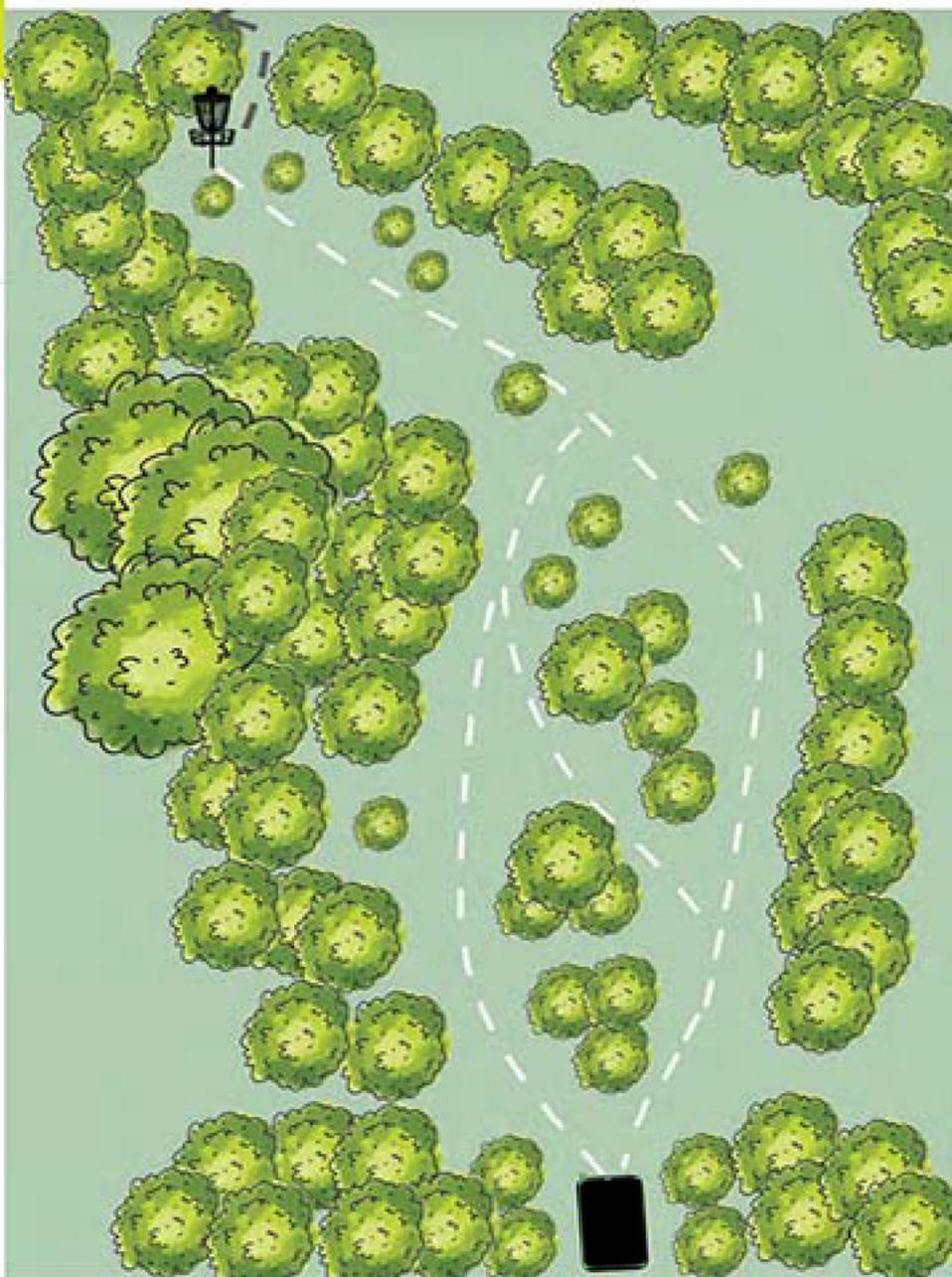
Hole #7

SPRINKLE VALLEY



Ⓐ PAR 4

640



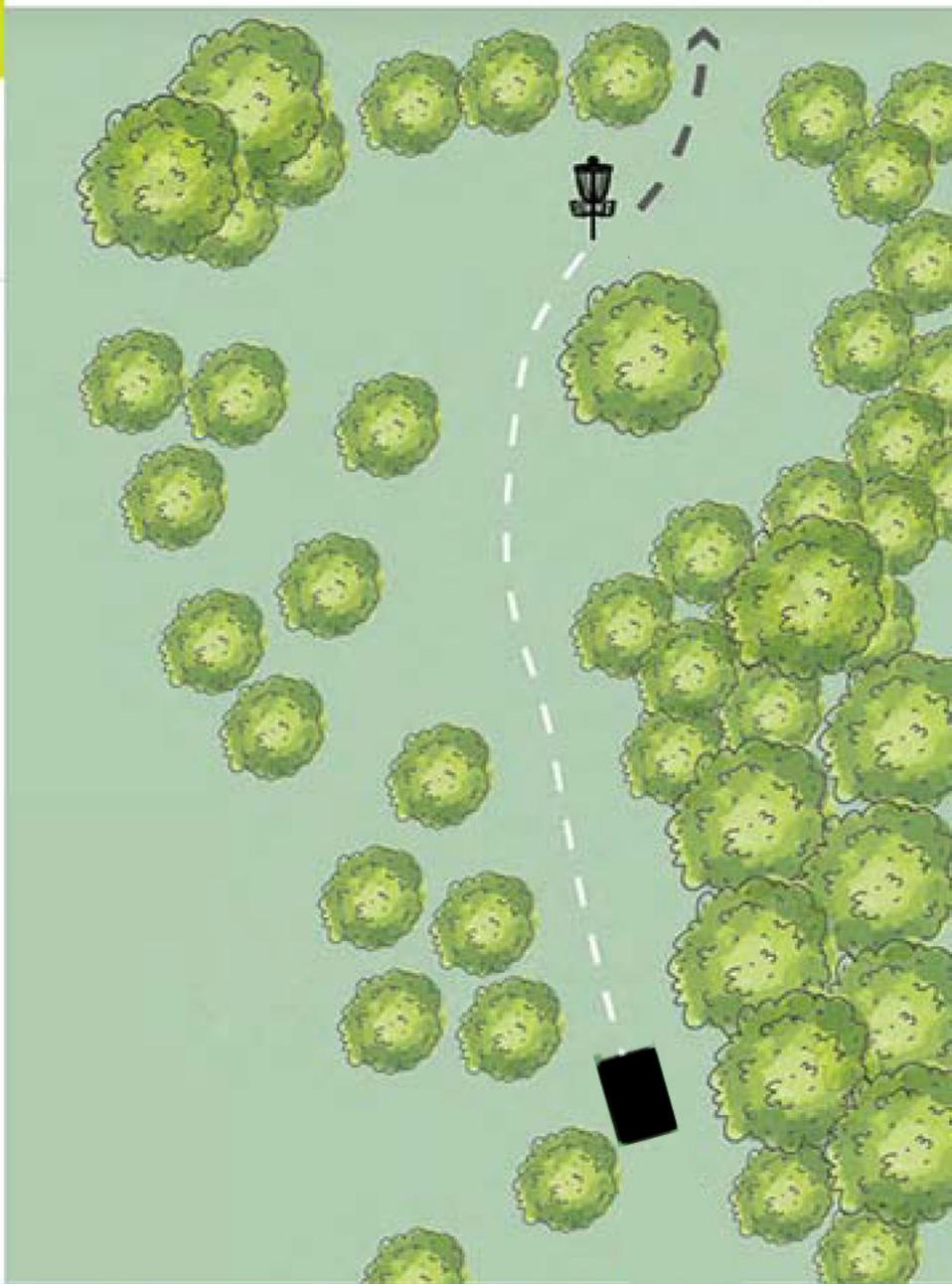
Hole #8

SPRINKLE VALLEY



Ⓐ PAR 3

275



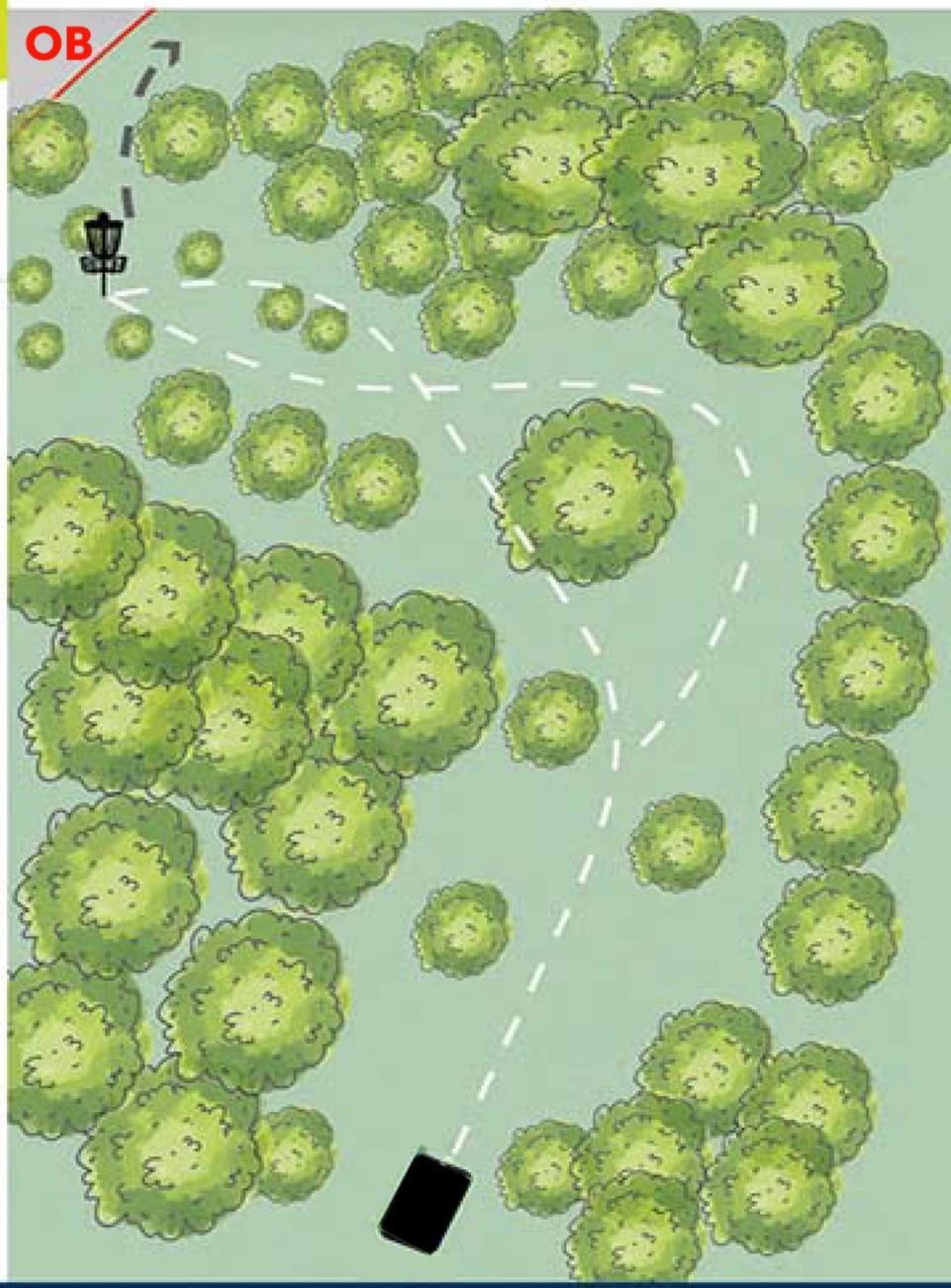
Hole #9

SPRINKLE VALLEY



Ⓐ PAR 4

470



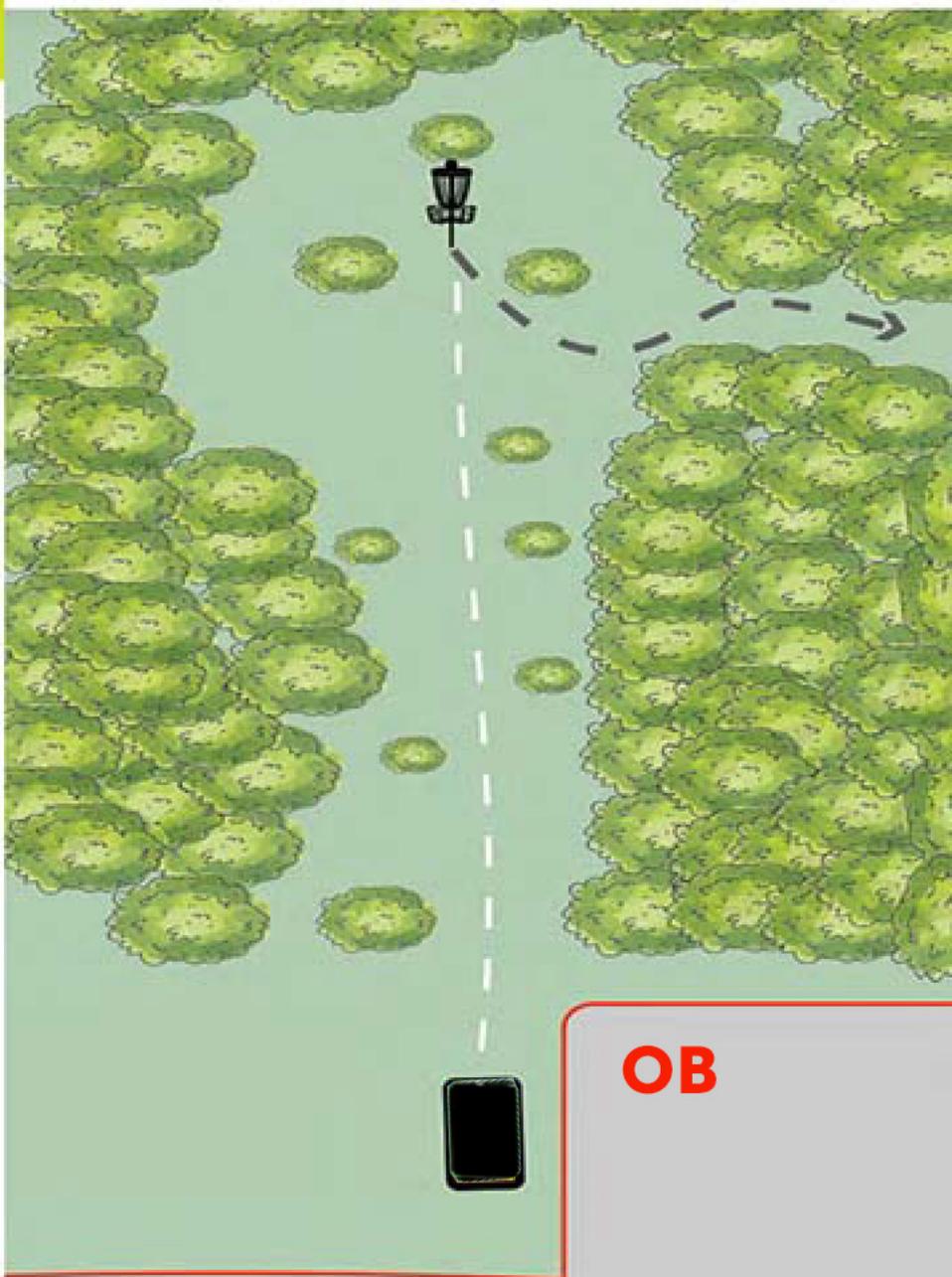
Hole #10

SPRINKLE VALLEY



Ⓐ PAR 3

290



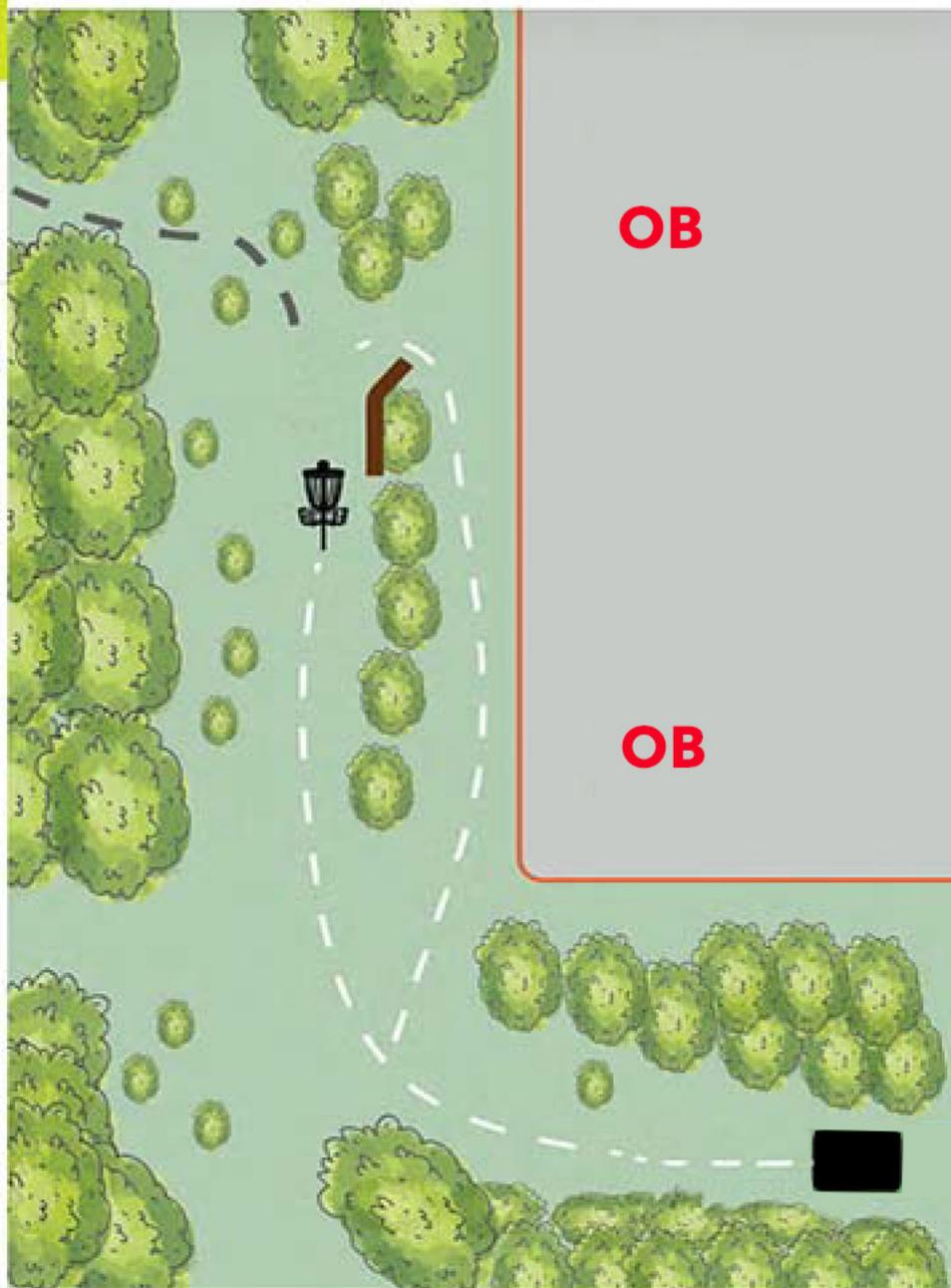
Hole #11

SPRINKLE VALLEY



PAR 4

628



Hole #12

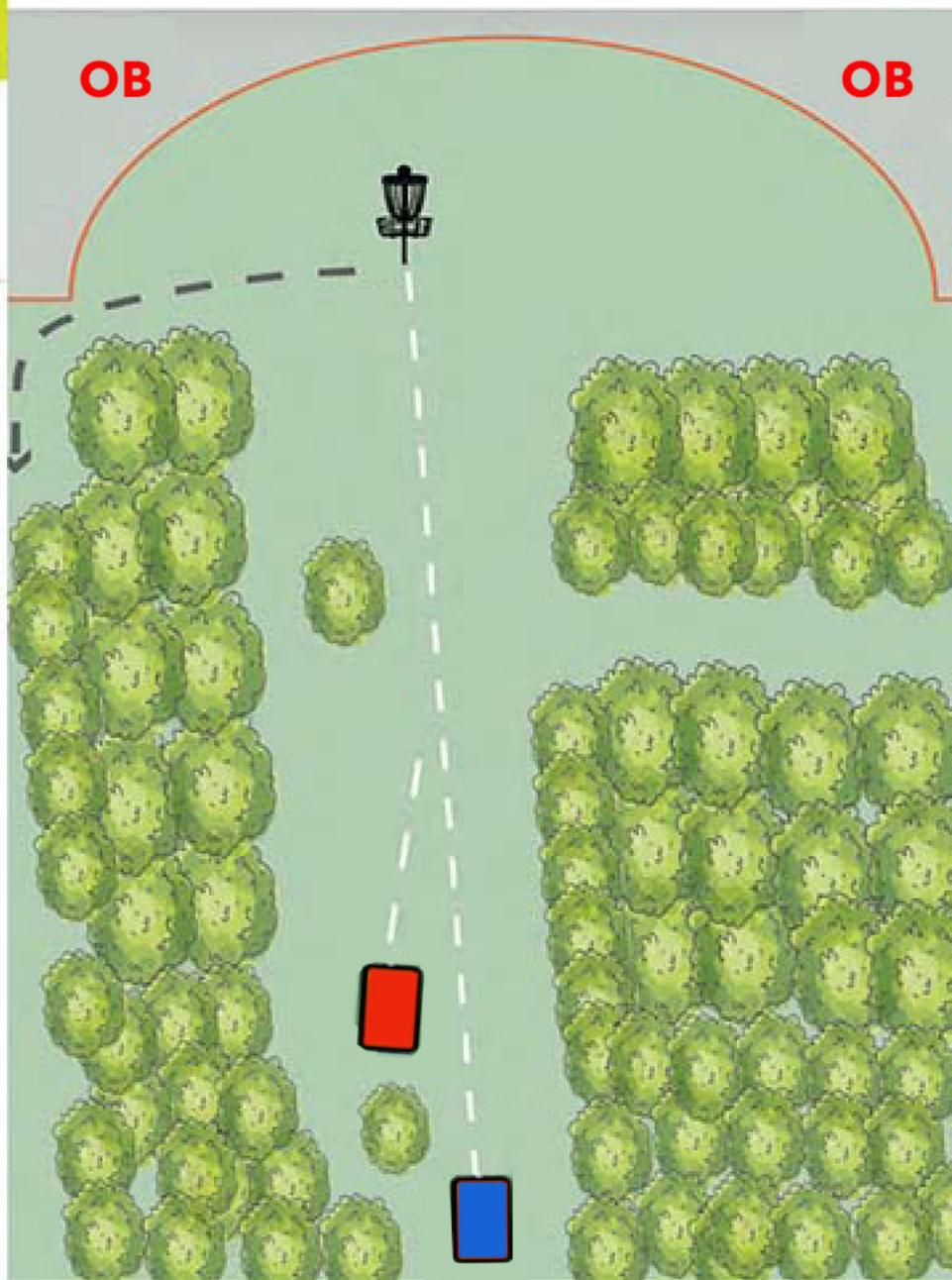
SPRINKLE VALLEY



Ⓐ PAR 3

330

259



Hole #13

SPRINKLE VALLEY



PAR 4

580



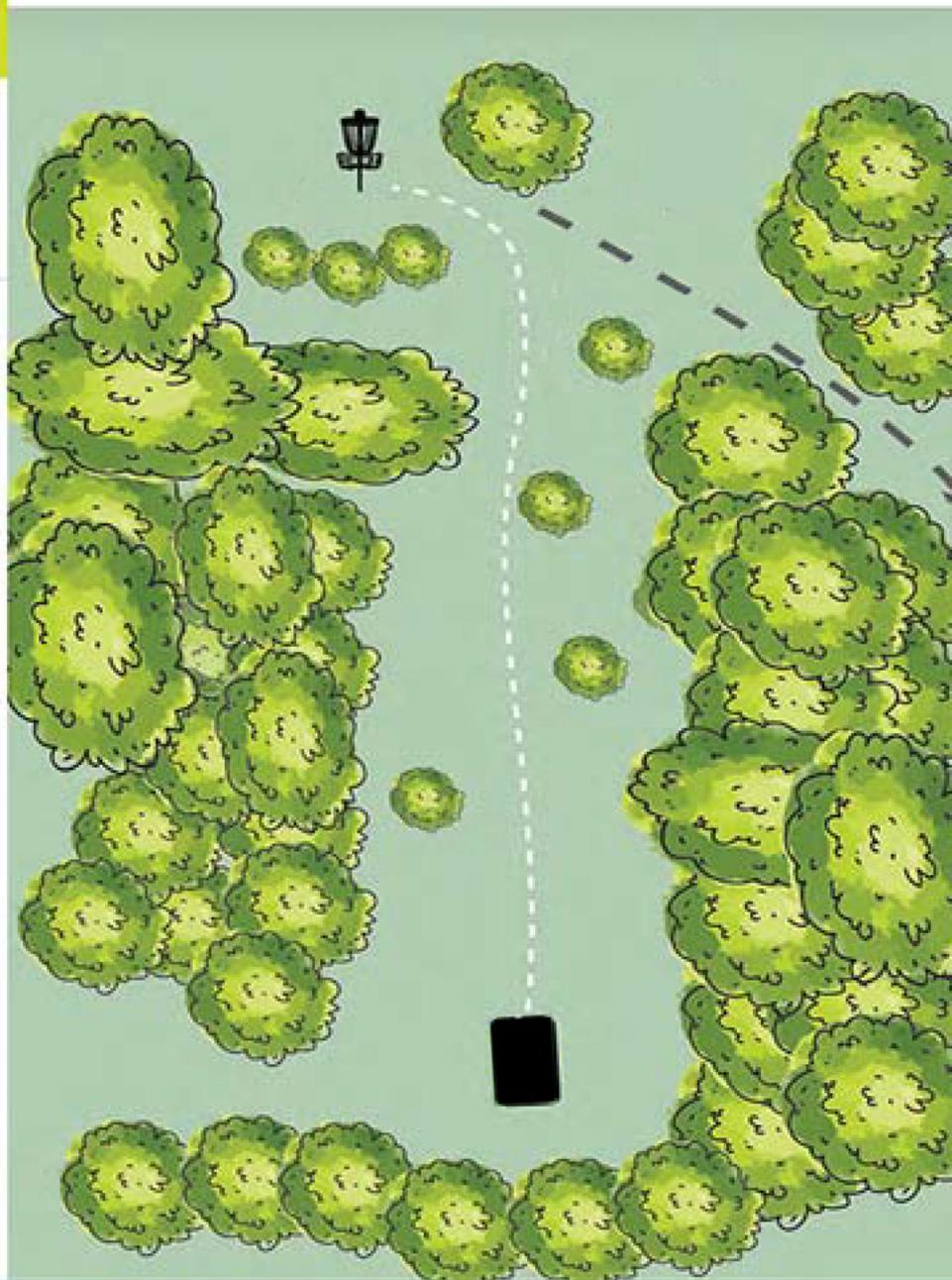
Hole #14

SPRINKLE VALLEY



Ⓐ PAR 3

280



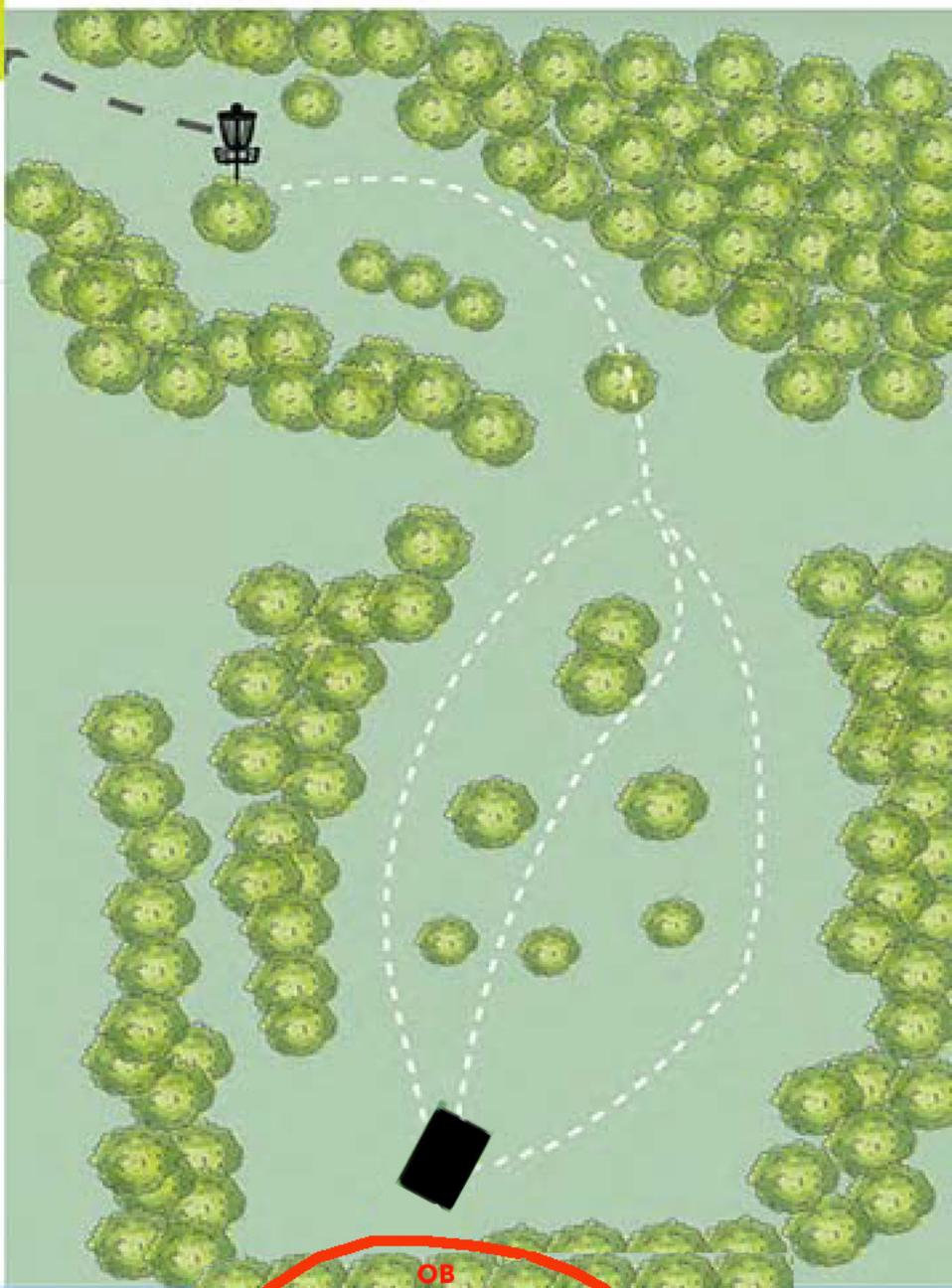
Hole #15

SPRINKLE VALLEY



Ⓐ PAR 4

590



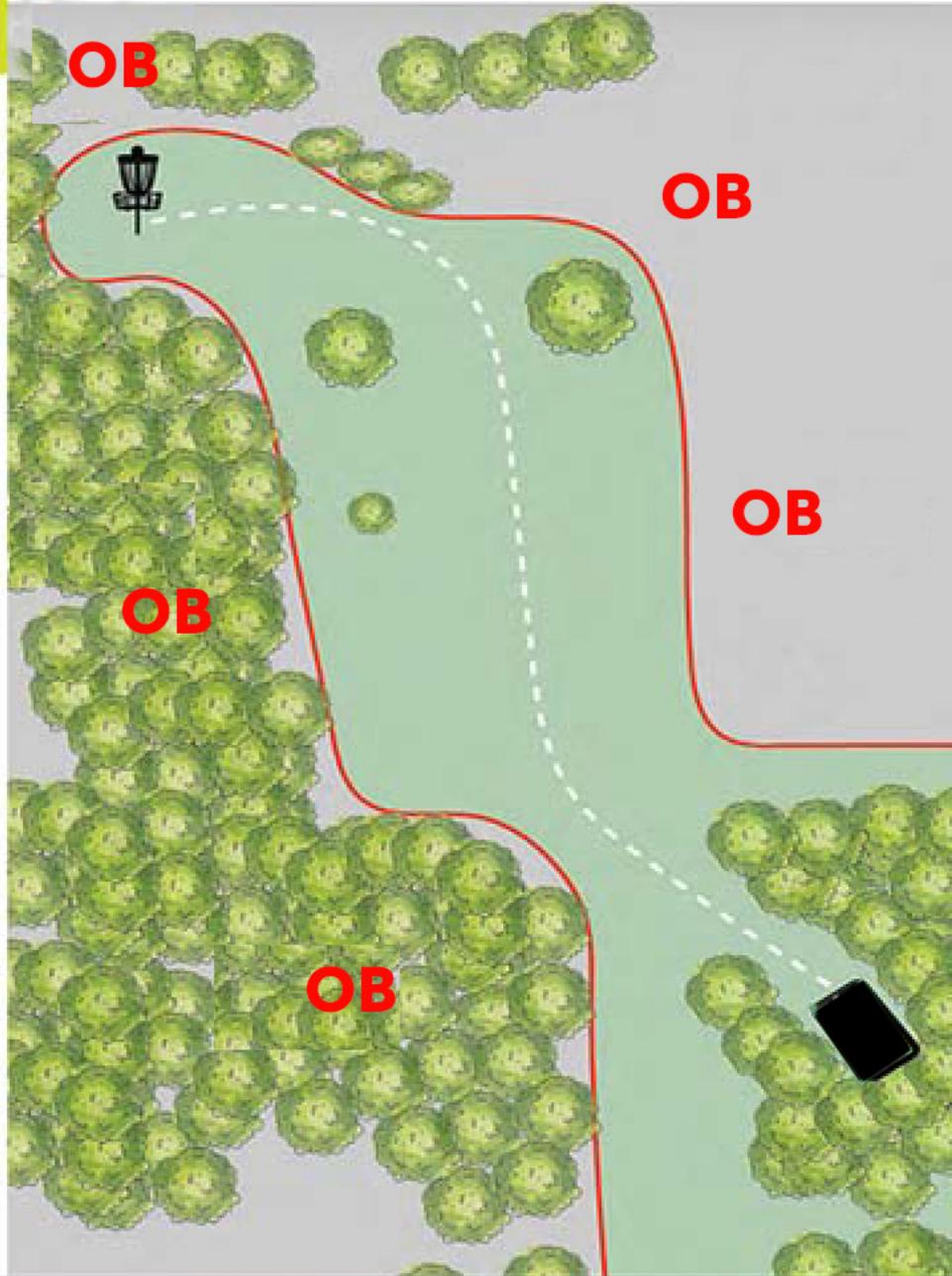
Hole #16

SPRINKLE VALLEY



Ⓐ PAR 4

650



Hole #17

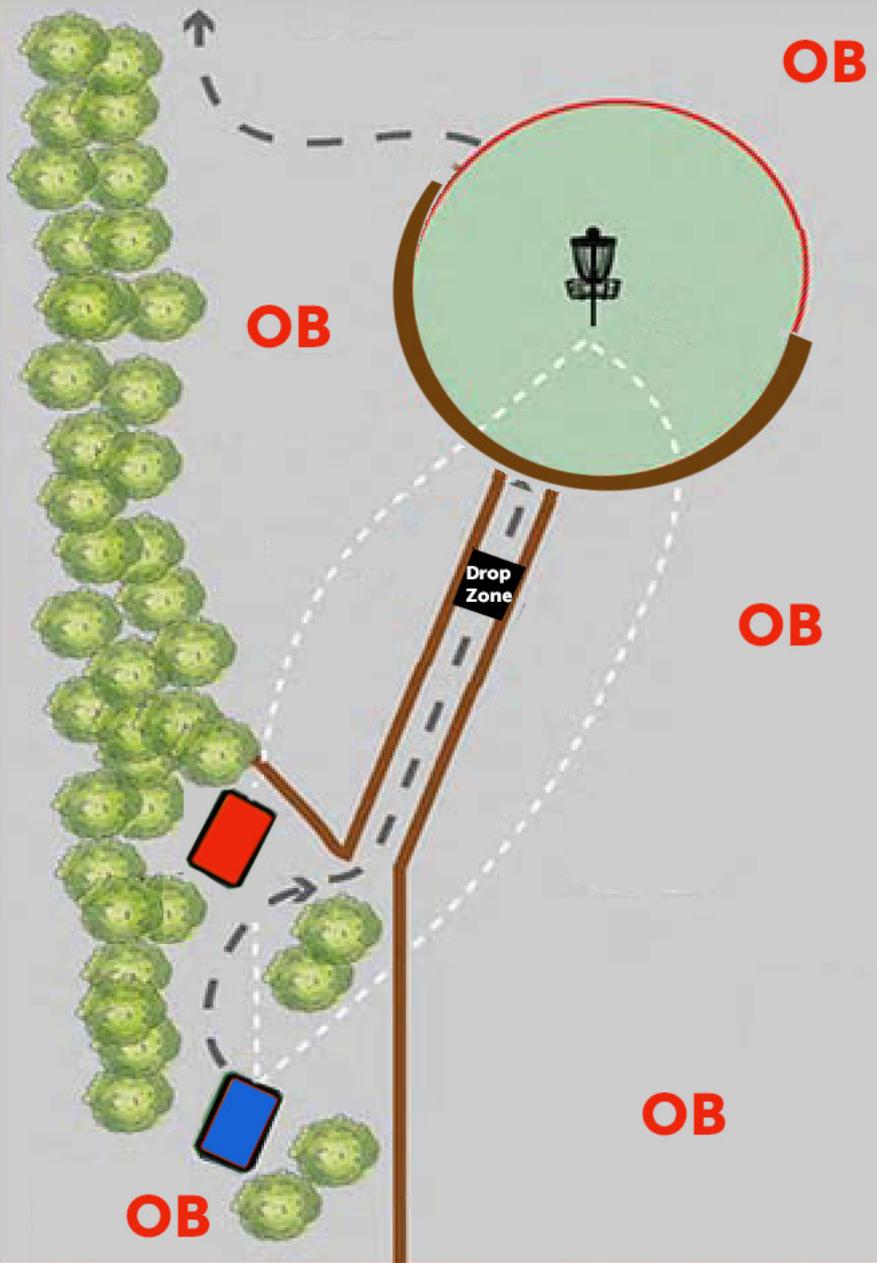
SPRINKLE VALLEY



Ⓐ PAR 3

280

193



Hole #18

SPRINKLE VALLEY



Ⓐ PAR 5

883

763

