

Greenwood Parks and Recreation - Emerald Layout

General Notes

White flags, rope, stakes, and paint mark OB. Pink flags mark drop zones. All roads, paved paths, and ball fields OB

Hole Notes

1. Triple Mando. Any throw that misses mando must proceed to DZ with 1 stroke penalty. Path and beyond OB. Ball field OB.
2. Beyond fence on left, path and beyond OB
3. Road and beyond OB. Flags mark OB on left side of fairway.
4. Island hole. Island marked by RR ties and fence. If island is missed off tee, proceed to DZ with 1 stroke penalty. Normal OB rules apply from DZ.
5. Creek OB where marked by white flags. Creek and beyond OB further up fairway on left where marked by single line of flags. Ball field OB
6. Flags mark OB line down right side of fairway to posts. Rope/flags from post to post mark OB behind green. Over fence on left OB
7. Swamp behind green OB
8. Swamp OB. Mando further up fairway on right. Must pass left of mando. If mando missed, proceed to DZ in fairway with 1 stroke penalty. Tall grass long marked by flags OB.
9. Swamp on right OB. Creek surrounded by water OB
11. Beyond fence on left and right OB. Flags on left mark OB where fence ends. Beyond rope line on right and long of green OB.
12. Creek OB. Posts on right mark OB.
13. Flags on left OB. Road and beyond on right OB
14. Mando on Right. Must pass left side of mando. DZ for missed mando is concrete tee in front of mando. Proceed with 1 stroke penalty. Road and beyond OB.
15. Beyond fence OB.
16. Creek OB. Mando on right side of fairway near creek. Must pass on left side of mando. Proceed to DZ if mando is missed with 1 stroke penalty. White line and fence around creek OB.
17. Beyond fence on left OB. Path and beyond on Right OB. Over fence behind green OB.
18. Path and/or flags and beyond on right OB. White flags mark OB on left side. Path and behind green OB.