

# SKIEN FRISBEEKLUBB

HOLE

1

PAR 3

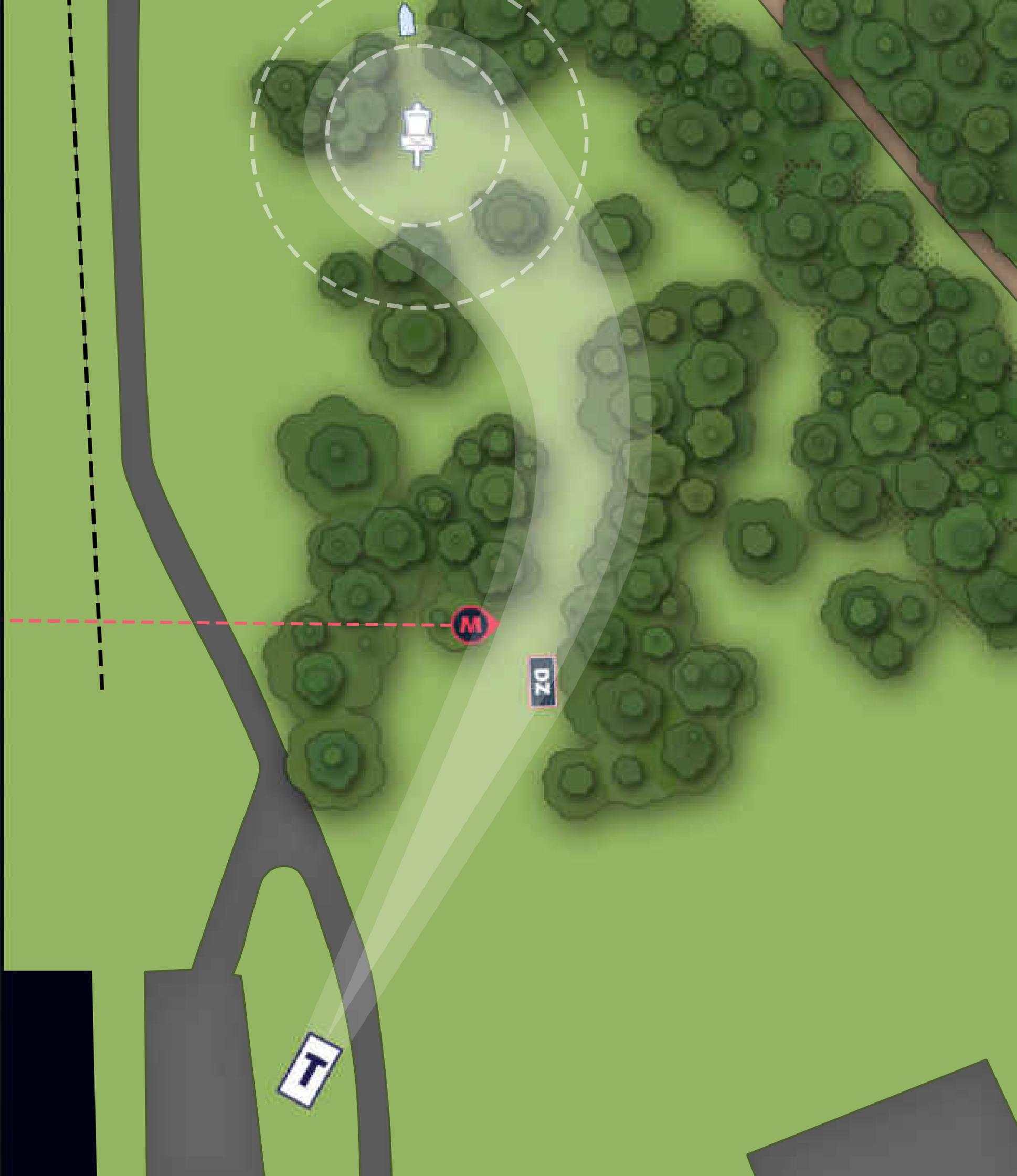
92 M

302 FEET

## RULES AND NOTES

MANDO: TO THE RIGHT OF MARKED TREE.

DROP ZONE: WHEN MANDATORY LINE IS BROKEN,  
PROCEED TO DROP ZONE, OR RE-TEE (+1 THROW).



# SKIEN FRISBEEKLUBB

HOLE

2

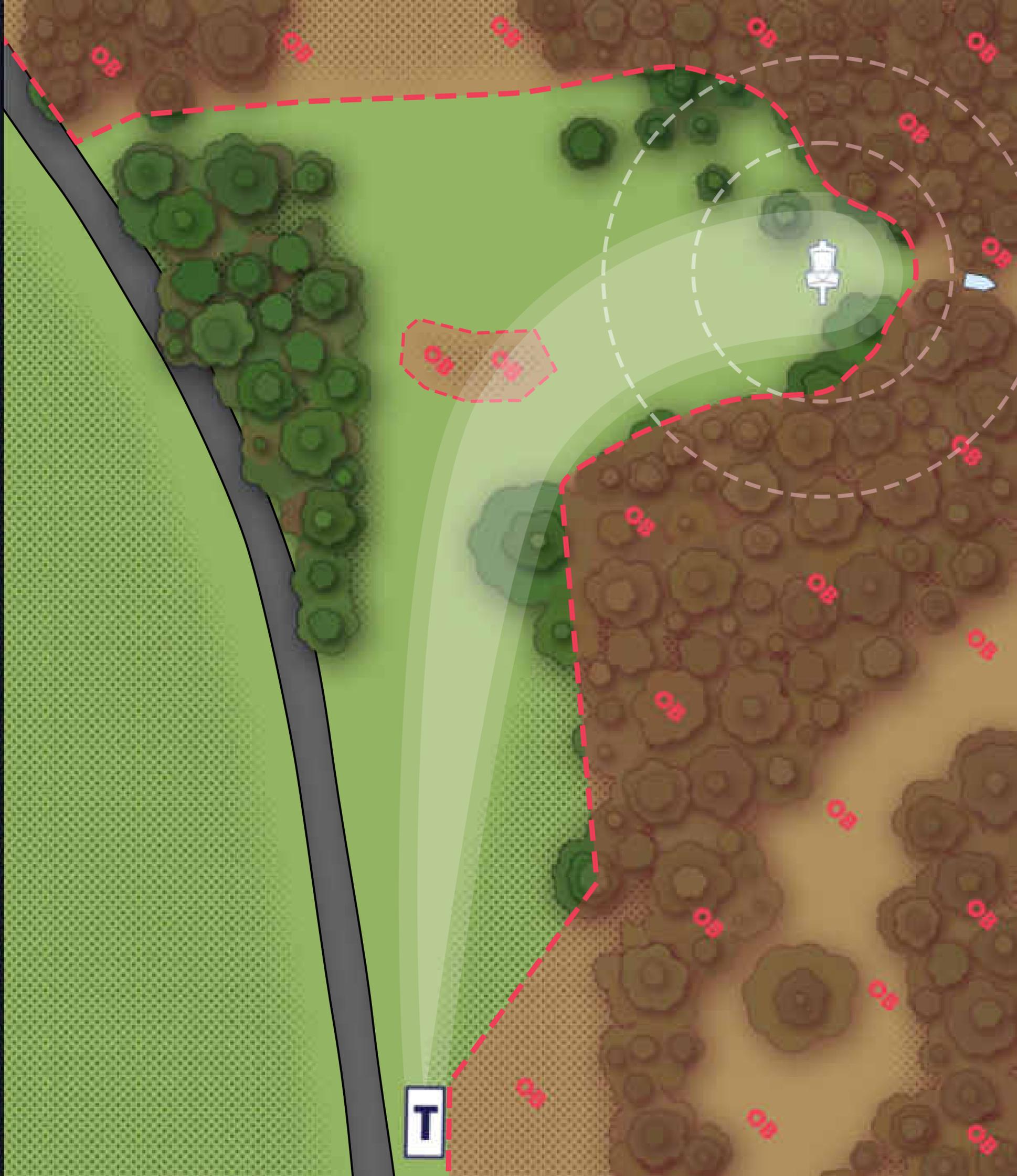
PAR 3

87 M

285 FEET

## RULES AND NOTES

OB: ON THE RIGHT TOWARDS HOLE 3, LONG AND  
WATER PIT.



# SKIEN FRISBEEKLUBB

HOLE

3

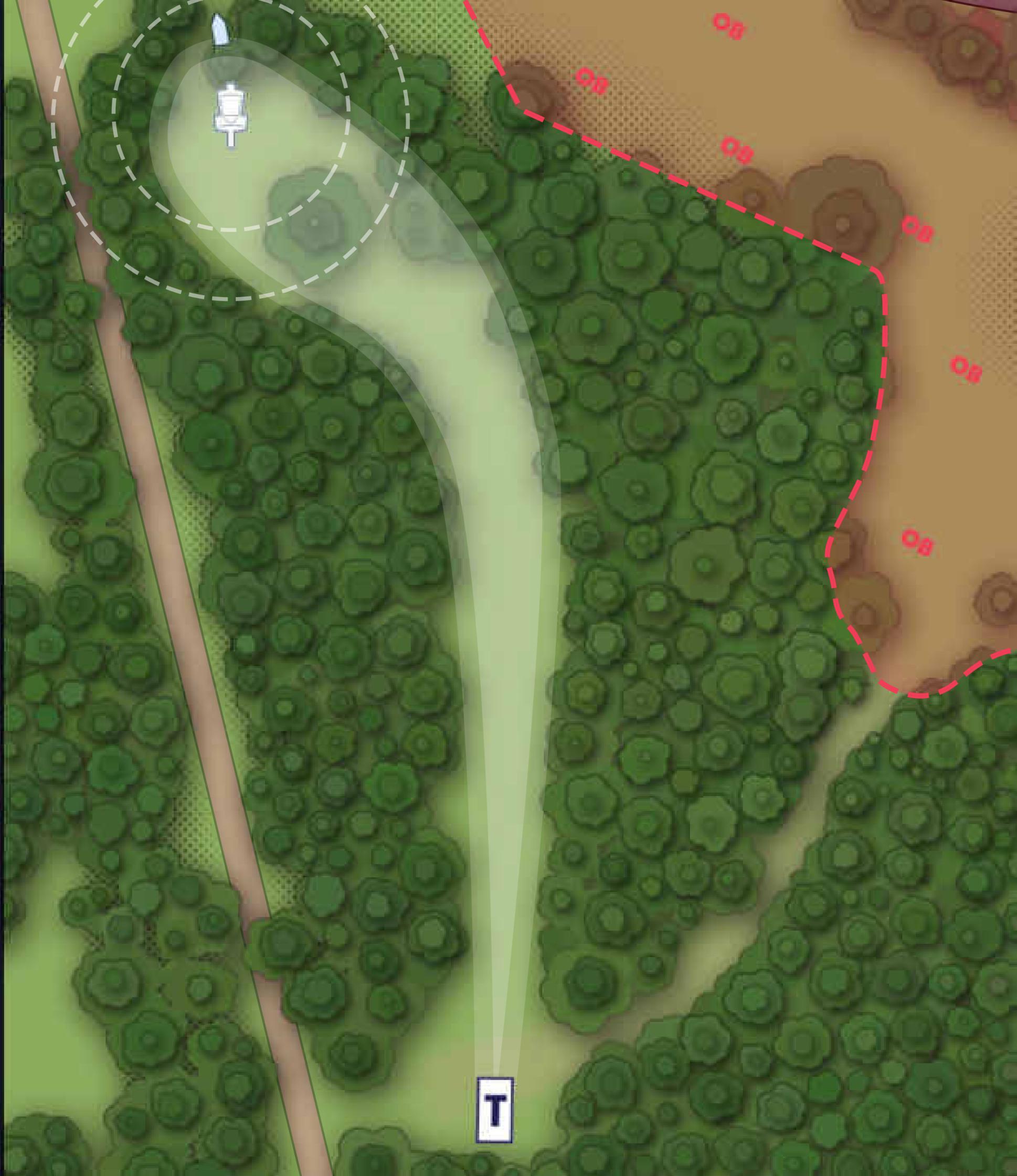
PAR 3

88 M

289 FEET

## RULES AND NOTES

OB: OUT OF BOUNDS BEHIND BORDER AGAINST HOLE 2.



# SKIEN FRISBEEKLUBB

HOLE

4

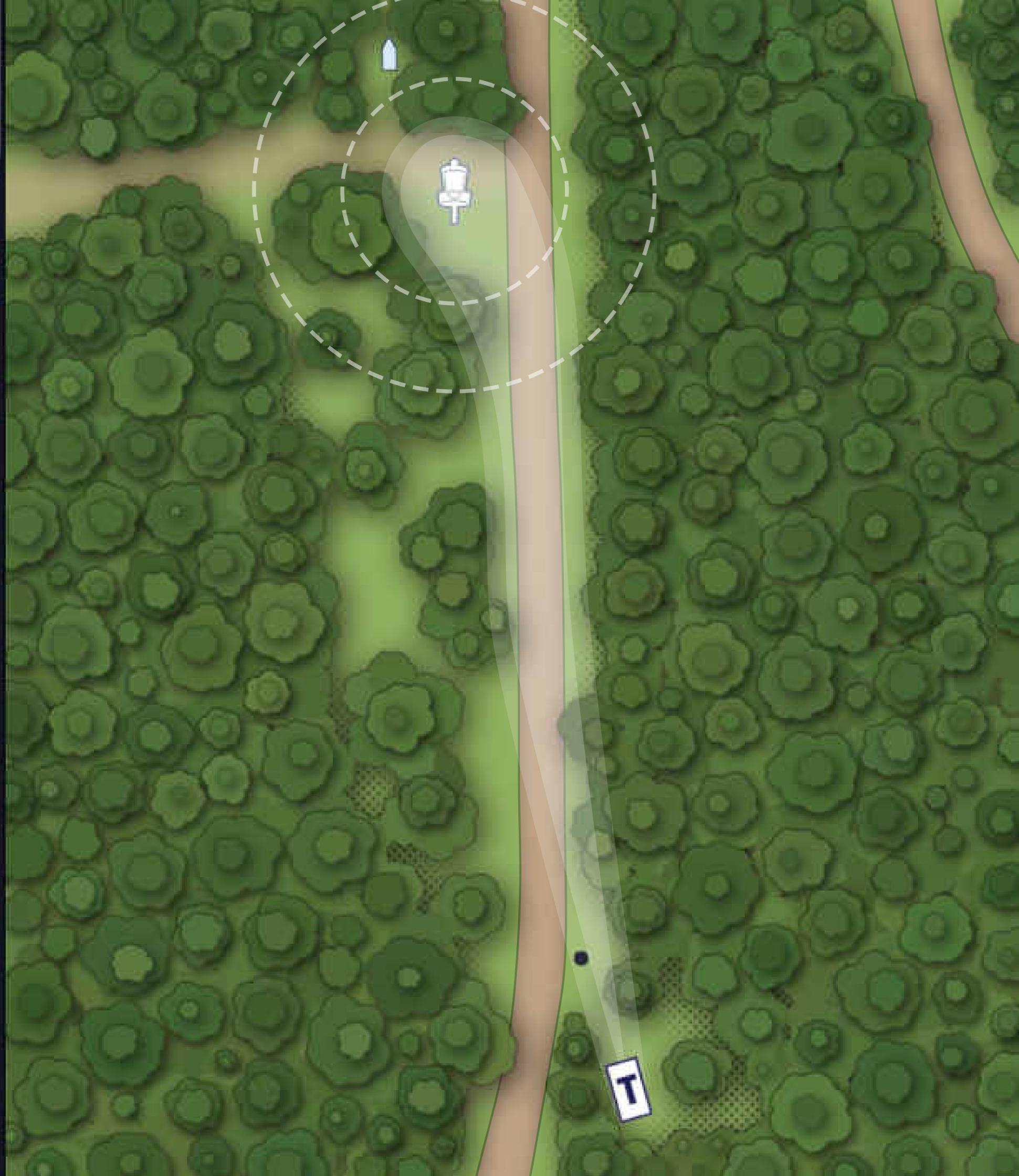
PAR 3

76 M

249 FEET

## RULES AND NOTES

CAUTION: MAKE SURE THE PATH IS CLEAR BEFORE  
THROWING. JOGGERS CAN COME CLOSE TO THE GREEN  
QUICKLY.



# SKIEN FRISBEEKLUBB

HOLE

5

PAR 4

134 M

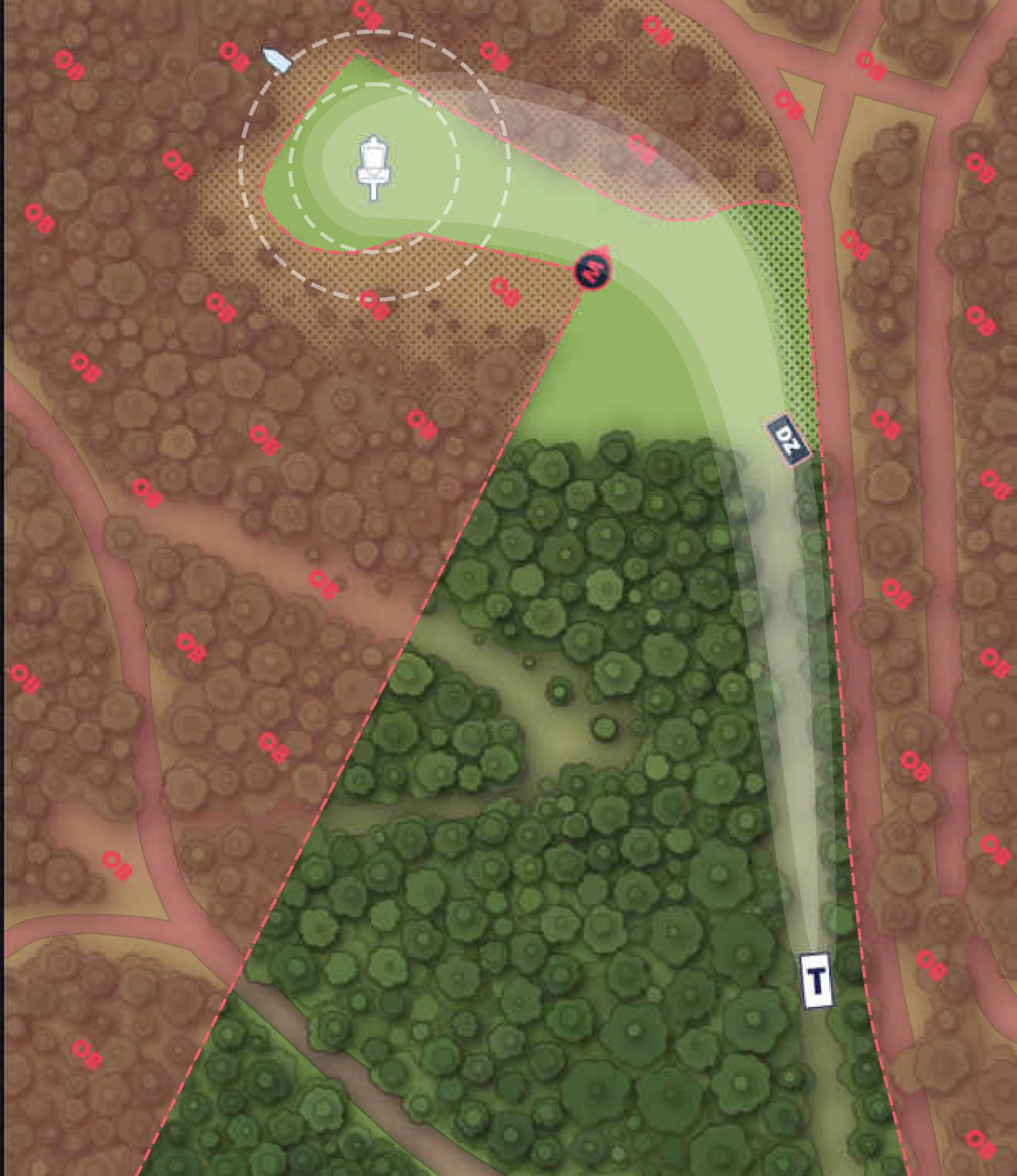
440 FEET

## RULES AND NOTES

MANDO: TO THE RIGHT OF POLE.

OB: ON THE ROAD TO THE RIGHT AND OUTSIDE TREE  
LOG BORDERS.

DROP ZONE: WHEN MANDATORY LINE IS BROKEN  
(+1 THROW)



# SKIEN FRISBEEKLUBB

HOLE

6

PAR 3

100 M

328 FEET

## RULES AND NOTES

NOTE: DROP BEHIND AND TO THE RIGHT OF BASKET.



# SKIEN FRISBEEKLUBB

HOLE

7

PAR 3

88 M

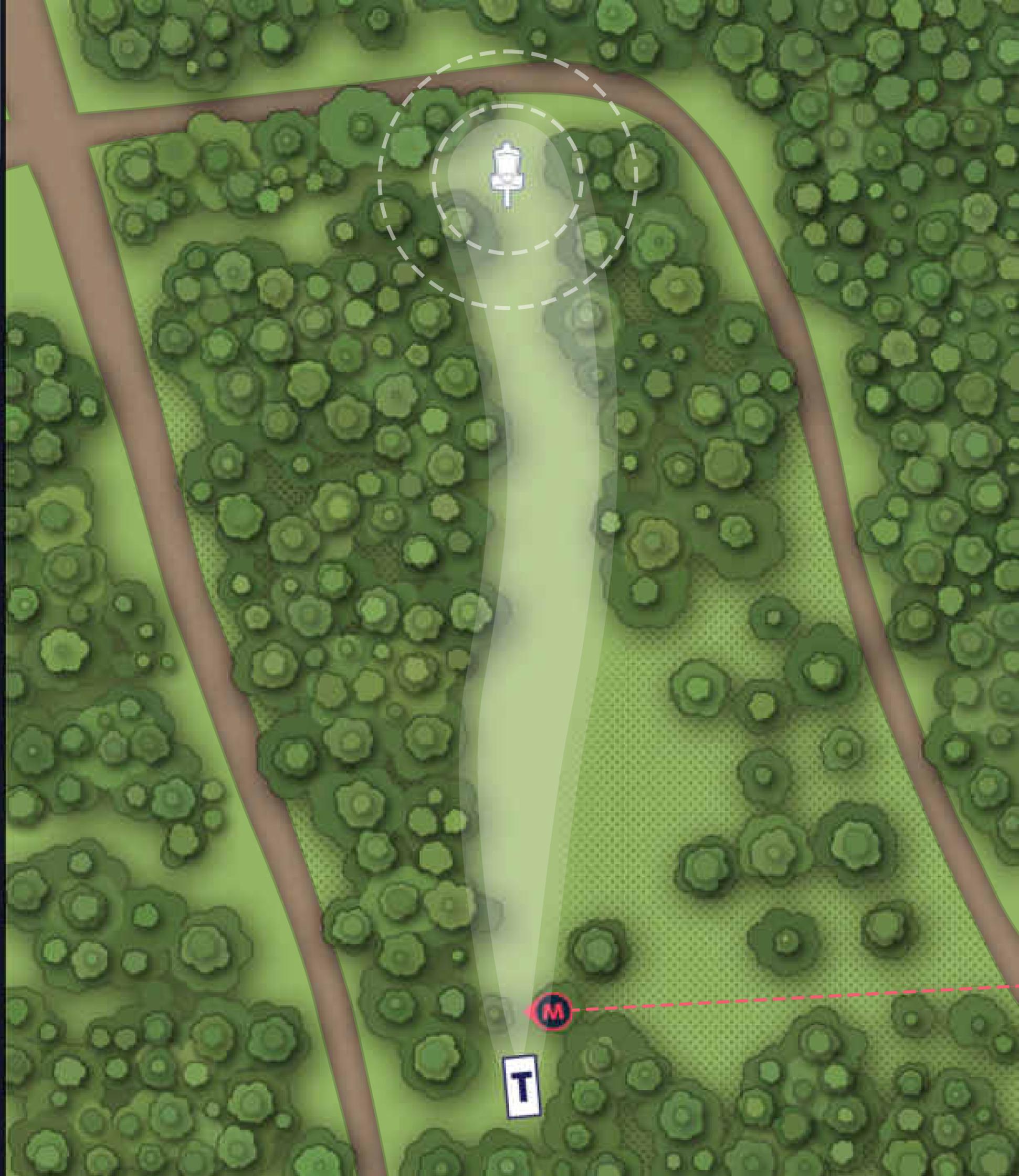
289 FEET

## RULES AND NOTES

HANDS: TO THE LEFT OF MARKED TREE.

RE-TEE IF HANDS IS MISSED. (+1 THROW)

CAUTION: DO NOT THROW IF THERE IS A CHANCE TO  
HIT PEOPLE ON THE PATH.



# SKIEN FRISBEEKLUBB

HOLE

8

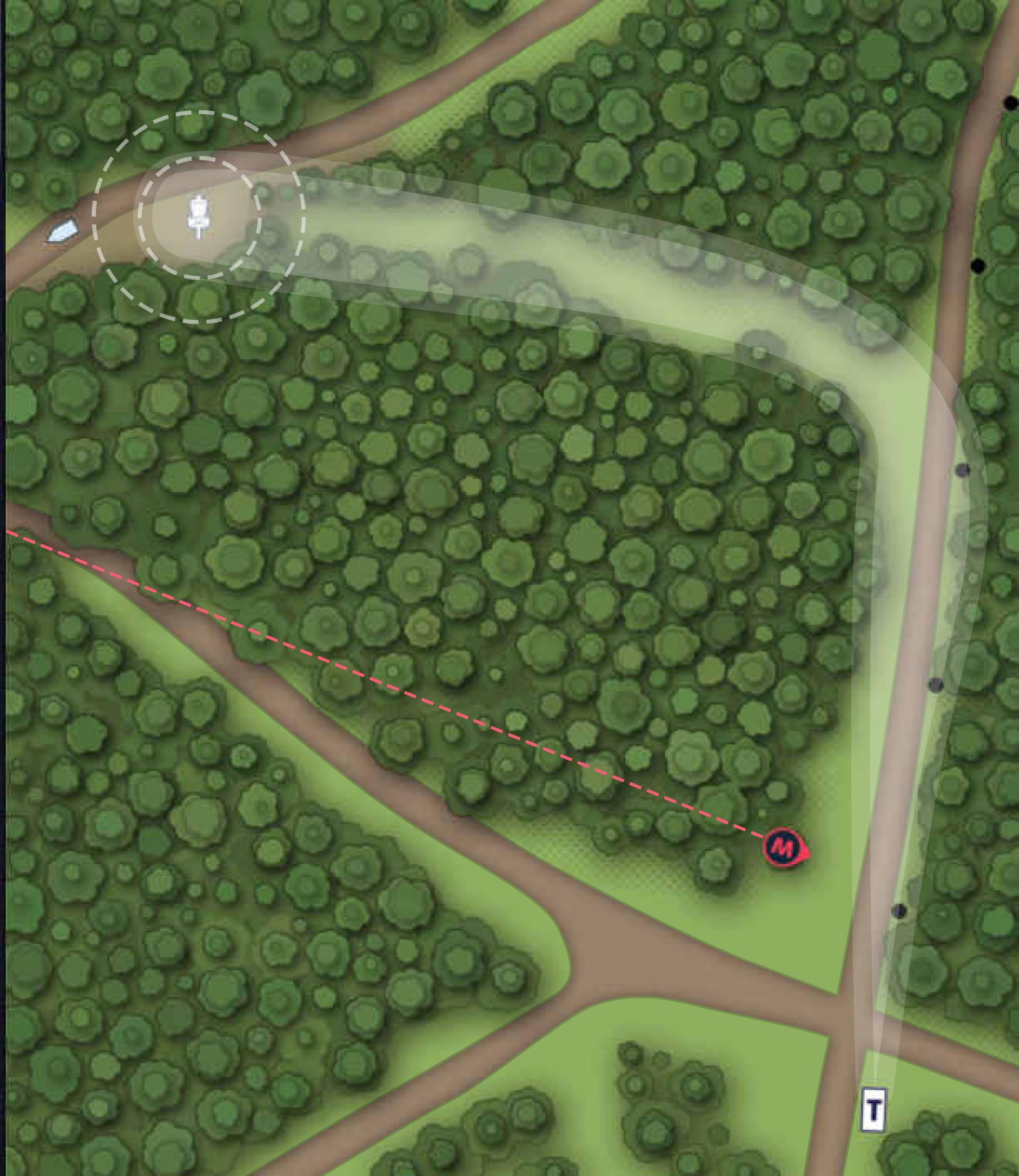
PAR 4

178 M

584 FEET

## RULES AND NOTES

MANDO: TO THE RIGHT OF MARKED TREE.  
REE-TEE IF MANDO IS MISSED (+1 THROW)



# SKIEN FRISBEEKLUBB

HOLE

9

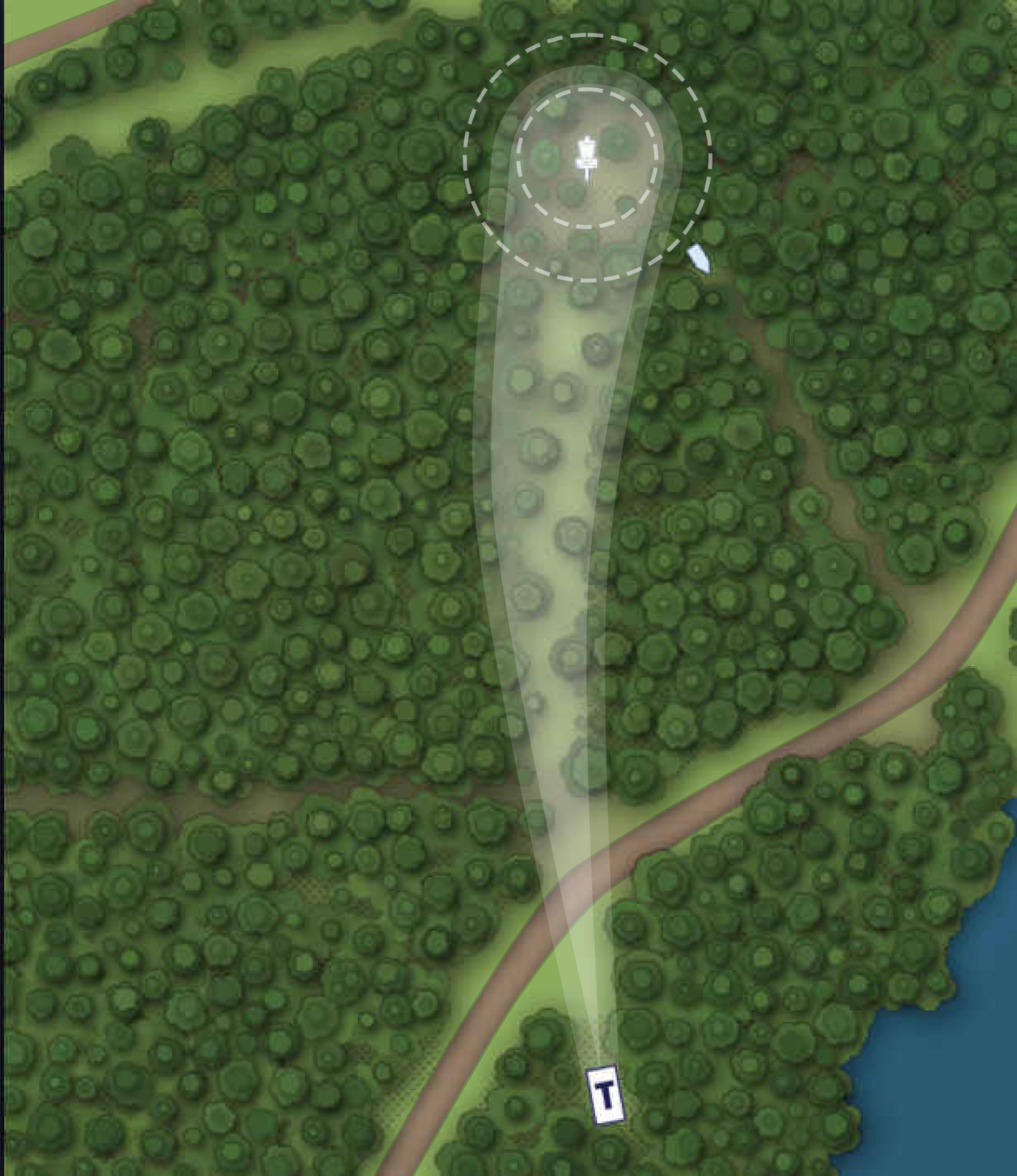
PAR 3

106 M

348 FEET

**RULES AND NOTES**

NO OB OR HANDB.



# SKIEN FRISBEEKLUBB

HOLE

10

PAR 3

103 M

338 FEET

## RULES AND NOTES

CAUTION: DO NOT THROW IF THERE IS A CHANCE TO  
HIT PEOPLE ON THE PATH.



# SKIEN FRISBEEKLUBB

HOLE

11

PAR 3

66 M

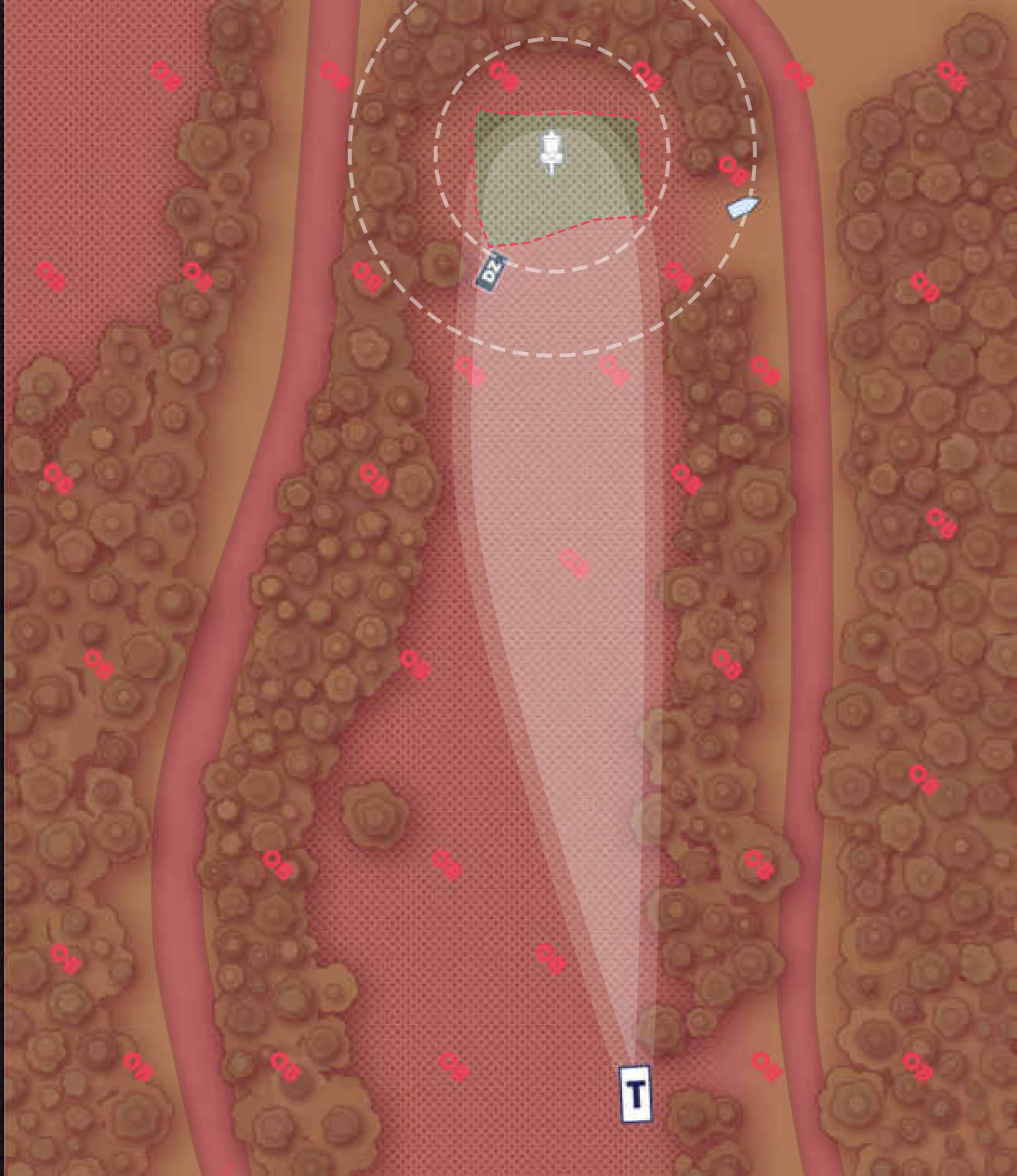
217 FEET

## RULES AND NOTES

OB: EVERYWHERE OUTSIDE ISLAND BOUNDARY.

DROP ZONE: PROCEED TO DROP ZONE IF THE SHOT  
LANDS OUTSIDE THE ISLAND AREA. (+1 THROW)

OB AFTER DROP ZONE CAN BE TAKEN FROM WHERE IT  
CROSSED.



# SKIEN FRISBEEKLUBB

HOLE

12

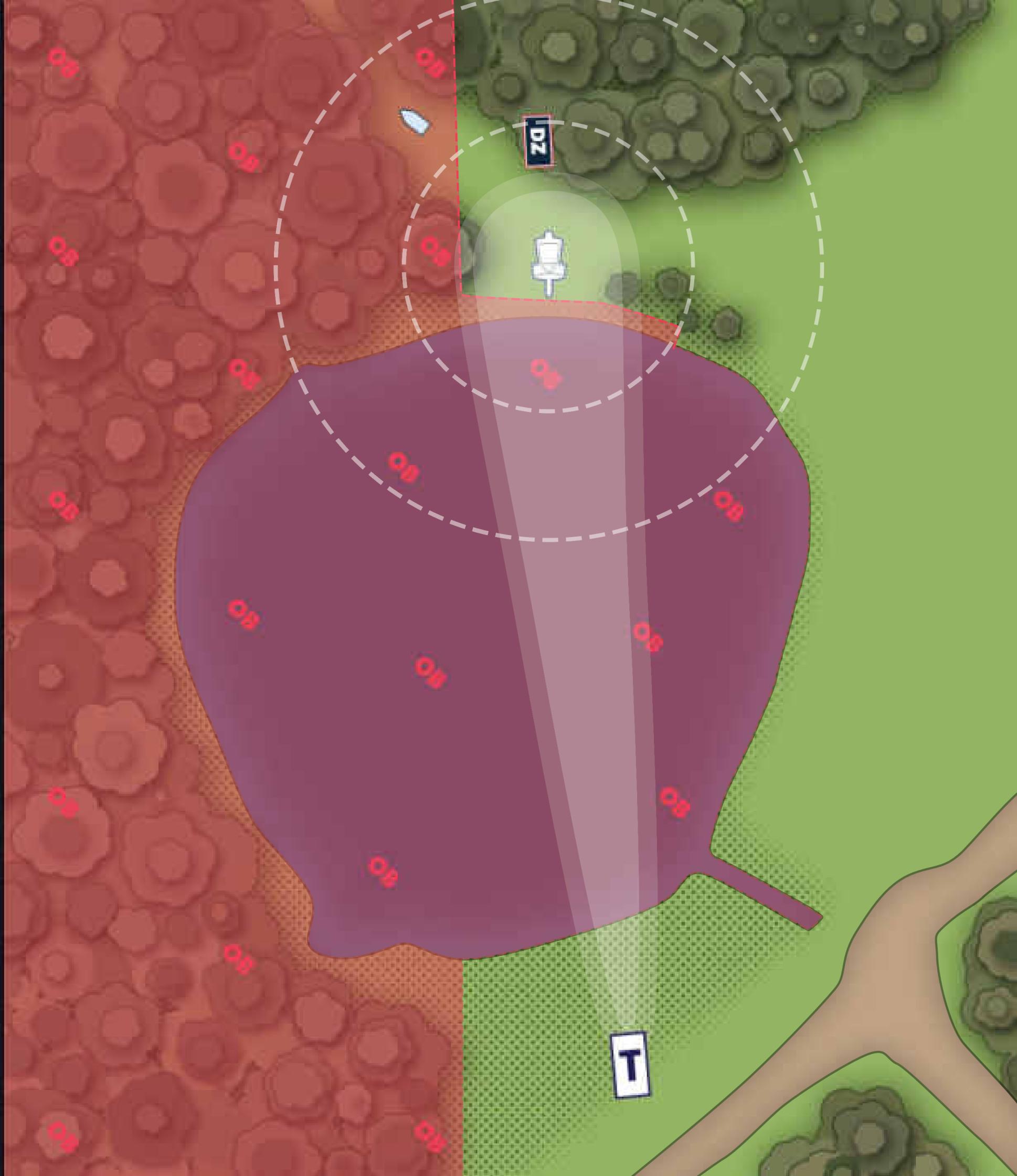
PAR 3

58 M

190 FEET

## RULES AND NOTES

**DROP ZONE:** WHEN DISC IS OUT OF BOUNDS, PLAYERS CAN RE-TEE OR PROCEED TO DZ (+1 THROW). SHOULD THE DISC GO OUT OF BOUNDS AGAIN, PLAYERS CAN TAKE THEIR LIE 1M FROM THE OUT OF BOUNDS LINE.



# SKIEN FRISBEEKLUBB

HOLE

13

PAR 3

84 M

276 FEET

## RULES AND NOTES

CAUTION: BE CAREFUL WHEN THROWING AS  
THERE CAN BE PEOPLE COMING UP BEHIND THE  
BASKET.



# SKIEN FRISBEEKLUBB

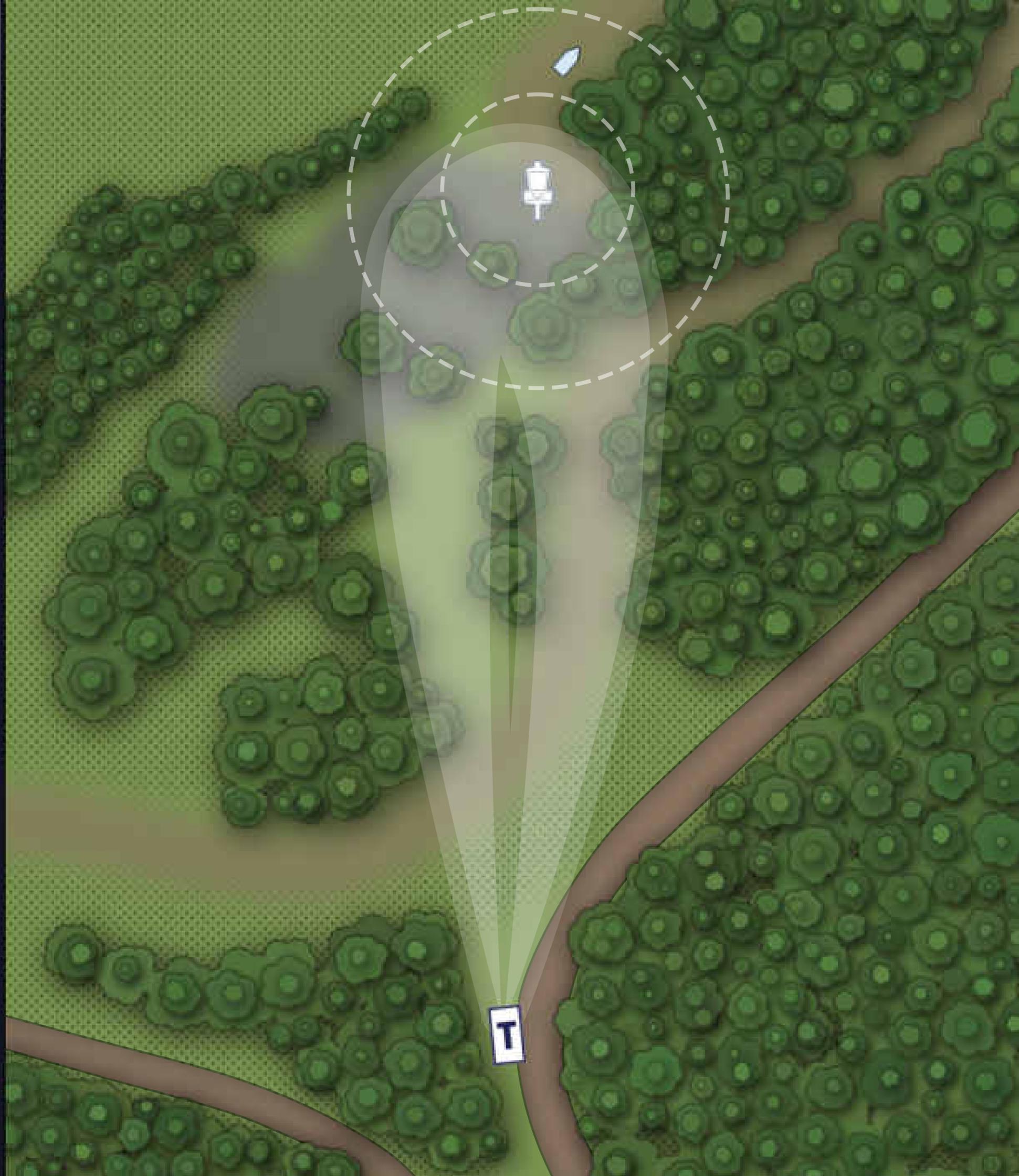
HOLE

14

PAR 3

81 M

266 FEET





# SKIEN FRISBEEKLUBB

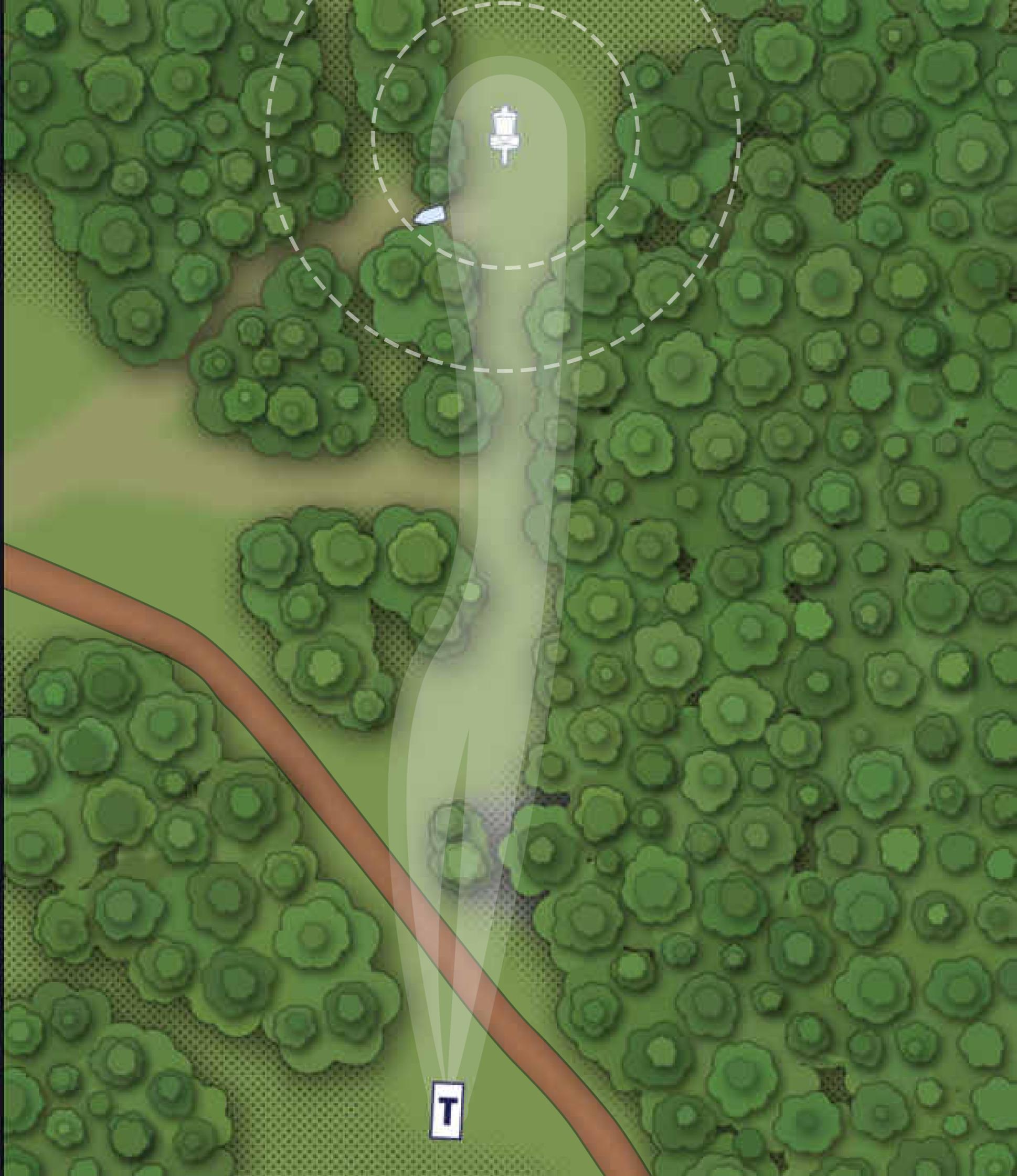
HOLE

**16**

PAR 3

**90 M**

295 FEET



# SKIEN FRISBEEKLUBB

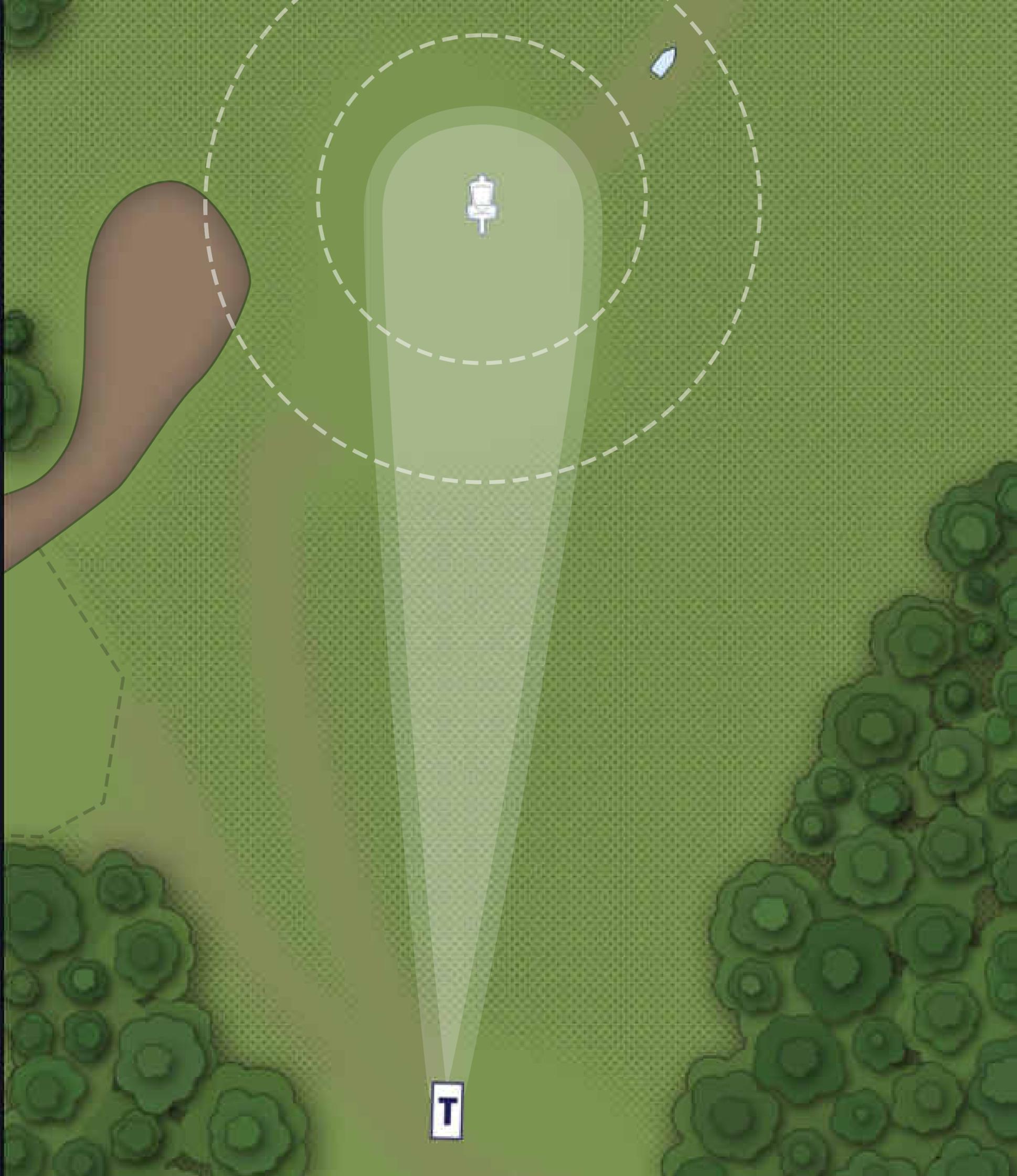
HOLE

17

PAR 3

84 M

276 FEET



# SKIEN FRISBEEKLUBB

HOLE

18

PAR 3

105 M

344 FEET

## RULES AND NOTES

OB: INSIDE FENCE TOWARDS TRACK FIELD AND  
BEYOND BARRIERS TOWARDS THE CLIMBING PARK.

NORMAL OB RULES APPLY.

