

WELCOME TO THE MERCED MELTDOWN

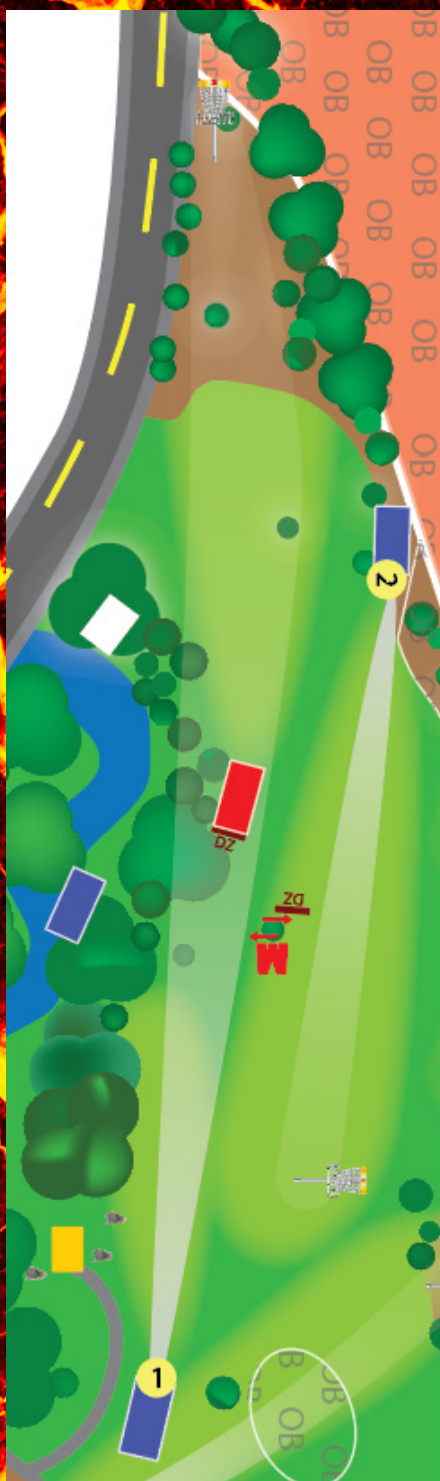




WELCOME TO THE MERCED MELTDOWN

HOLE 1 PAR 4 DISTANCE 727

HOLE RULES



OB: Creek and beyond O.B. and must proceed to the drop zone. Fence, sidewalk, and the wood border behind the pin is OB. MANDATORIES: Discs must not enter the restricted space right of the marked tree. If MANDO is missed, proceed to DZ + 1 penalty throw.

NOTE: Hole 1 Regular Tee -> Hole 2 Left- Pin (WATCH FOR PEDESTRIAN TRAFFIC AROUND GAZEBO)



WELCOME TO THE MERCED MELTDOWN

HOLE 2 PAR 3

DISTANCE 388

HOLE RULES

OB: Dirt left
MANDATORIES: Discs must not enter the restricted space right of the marked tree. If MANDO is missed, proceed to DZ + 1 penalty throw.

This hole is sponsored by:

Jovan Pierre
#299161





WELCOME TO THE MERCED MELTDOWN

HOLE 3 PAR 3

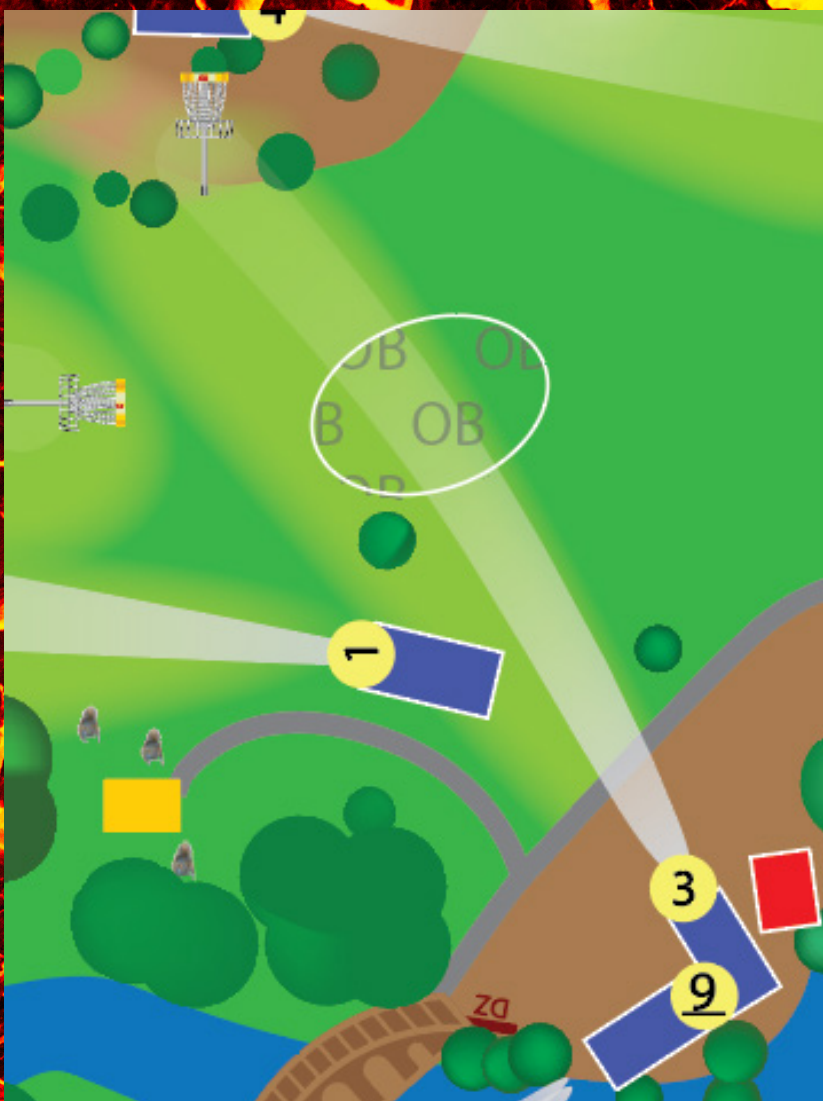
DISTANCE 308

HOLE RULES

OB: Fence and beyond,
Hazard: Marked Bunker in field, Path
NOTE: Hole 4 Tee -> Hole 4 Pin

This hole is sponsored by:

James
Bricker
#259273





WELCOME TO THE MERCED MELTDOWN

HOLE 4 PAR 3

DISTANCE 269

HOLE RULES

OB: Fence and beyond
NOTE: Hole 5 Tee ->
Hole 5 Pin

This hole is
sponsored by:

Will Riddle
#259273





WELCOME TO THE MERCED MELTDOWN

HOLE 5 PAR 3

DISTANCE 226

HOLE RULES

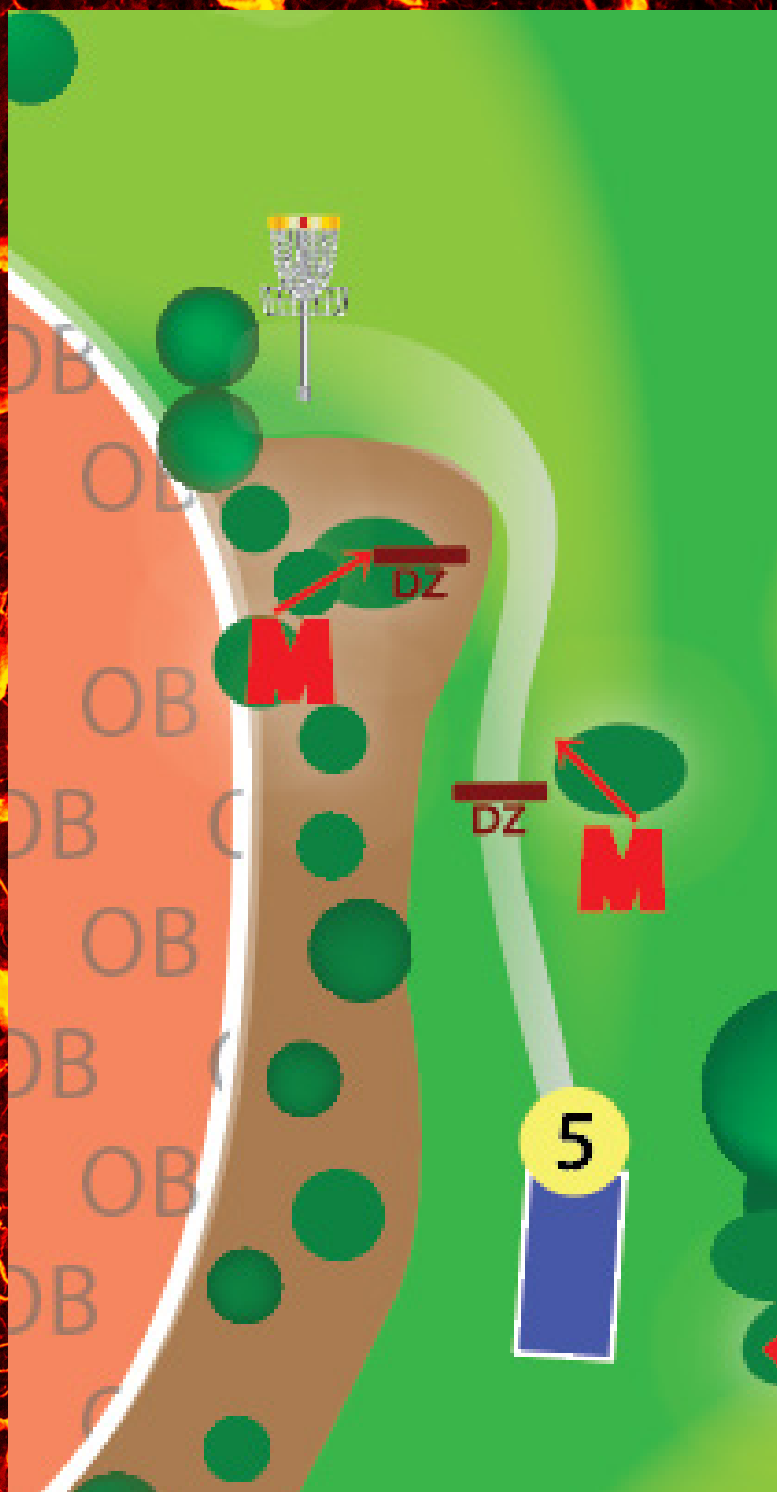
OB: Sidewalk/path,
fence, and beyond OB.

MANDATORIES:

DOUBLE MANDO -

Discs must not enter
restricted space right
of the marked tree
and left of the marked
tree. If either MANDO
is missed, proceed to
the corresponding DZ
+ 1 penalty throw.

NOTE: Hole 6 Tee ->
Hole 6 Short Left





WELCOME TO THE MERCED MELTDOWN

HOLE 6 PAR 3

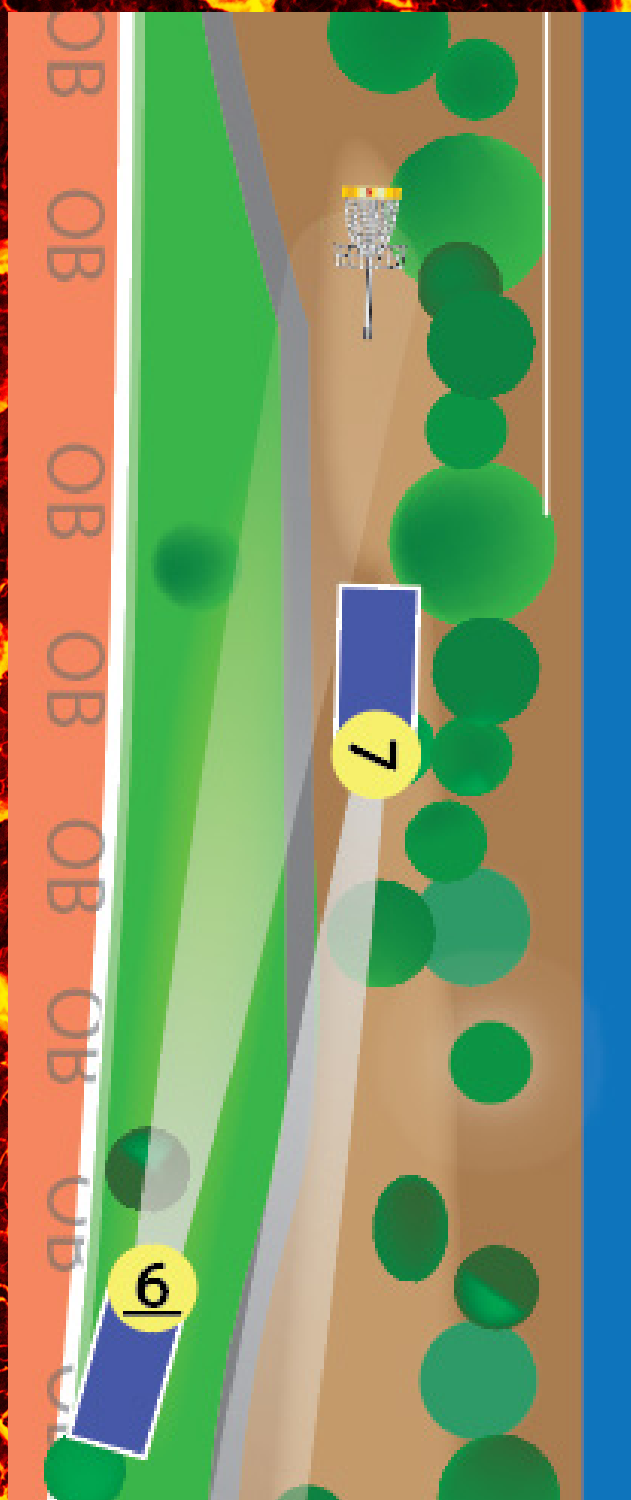
DISTANCE 225

HOLE RULES

OB: Creek and Beyond,
Marked and Flagged
line along creek, Path
plays as River (OB)
NOTE: Hole 7(6A) Tee
-> Hole 7(6A) Pin

This hole is
sponsored by:

**SONNY
CHATTLE**





WELCOME TO THE MERCED MELTDOWN

HOLE 7 PAR 3

DISTANCE 205

HOLE RULES

OB: Creek and Beyond,
Marked and Flagged
line along creek, Path
plays as River (OB)
MANDATORIES: Discs
must not enter the
restricted space right
of the marked tree. If
MANDO is missed,
proceed to DZ + 1
penalty throw.
NOTE: Hole 8(6B) Tee
-> Hole 8(6B) Pin





WELCOME TO THE MERCED MELTDOWN

HOLE 8 PAR 5

DISTANCE 824

HOLE RULES



OB: Fence, and beyond
OB. Creek and Beyond.
Path plays as River (OB)
MANDATORIES: DOUBLE
MANDO - Discs must not
enter the restricted
space right of the
marked tree and left of
the marked tree. If either
MANDO is missed,
proceed to the
corresponding DZ + 1
penalty throw. Discs that
miss the mando must
play from the Tee Pad.
NOTE: Hole 9 Tee near
bridge -> Hole 11 Long
Pin (WATCH FOR
PEDESTRIAN TRAFFIC)



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HOLE 9 PAR 3

DISTANCE 171

HOLE RULES

Island Hole - Players must land safely inside the island from the Tee Pad, or proceed to Drop Zone +1 penalty stroke. Players must proceed to the DZ on the Island if OB off the Tee.

NOTE: Hole 12 Regular Tee -> Hole 12 Long (WATCH FOR PEDESTRIAN TRAFFIC ON PATH)





WELCOME TO THE MERCED MELTDOWN

HOLE 10 PAR 3

DISTANCE 275

HOLE RULES

MANDATORIES: Discs must not enter the restricted space right of the marked tree. If **MANDO** is missed, proceed to the corresponding DZ + 1 penalty throw.

OB: Creek and beyond OB.

NOTE: Hole 13 Regular Tee -> Hole 13 Mid Pin (WATCH FOR PEDESTRIAN TRAFFIC)





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HOLE 11 PAR 3

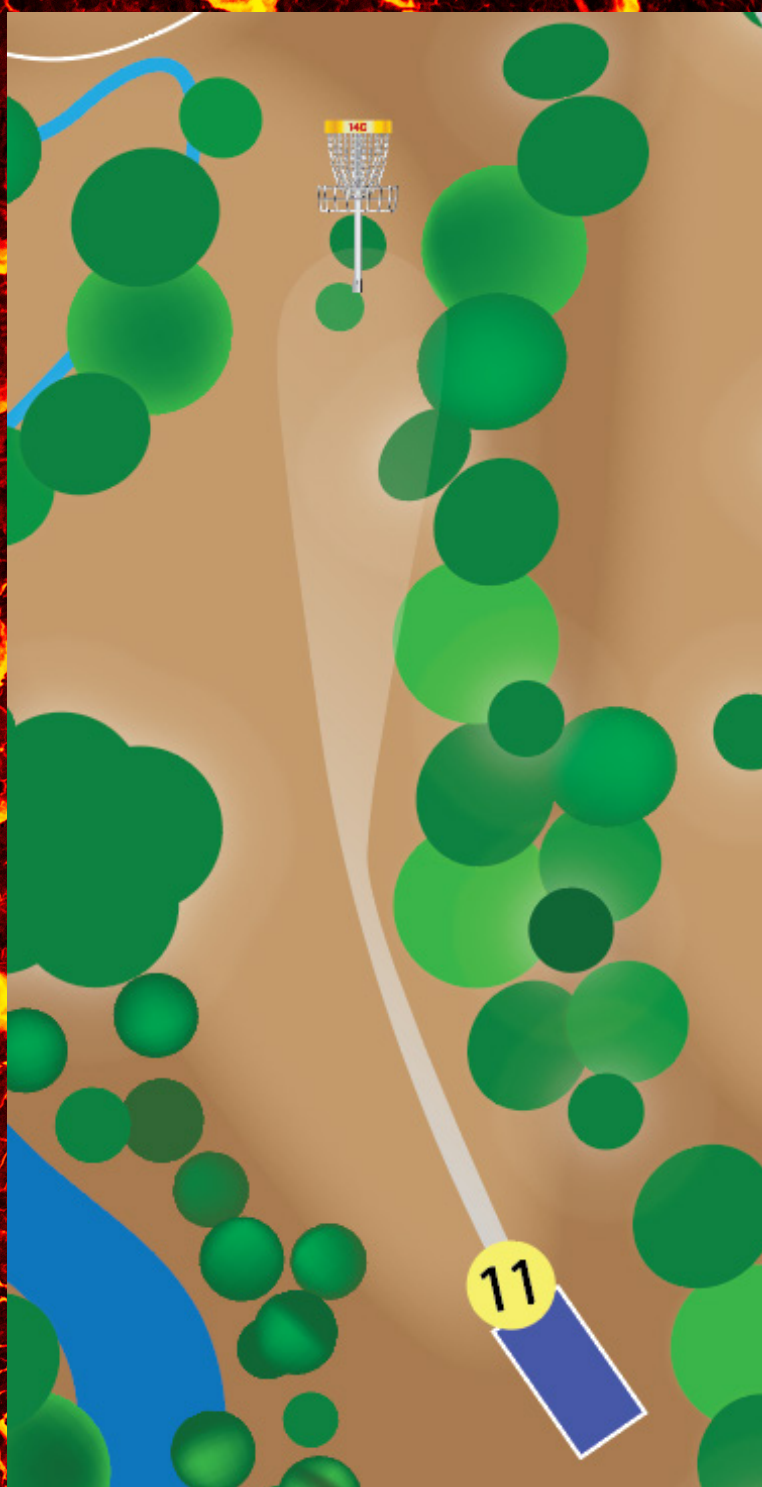
DISTANCE 366

HOLE RULES

OB: White paint with flags, creek and beyond OB. If the disc lands in the creek, the player may choose to re-tee or play the disc where it went out + 1 penalty throw.

HAZARD: Path plays as hazard.

NOTE: Hole 14 Regular Tee -> Hole 14 Middle Right Pin
(WATCH FOR PEDESTRIAN TRAFFIC ON THE PATH)





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HOLE 12 PAR 3

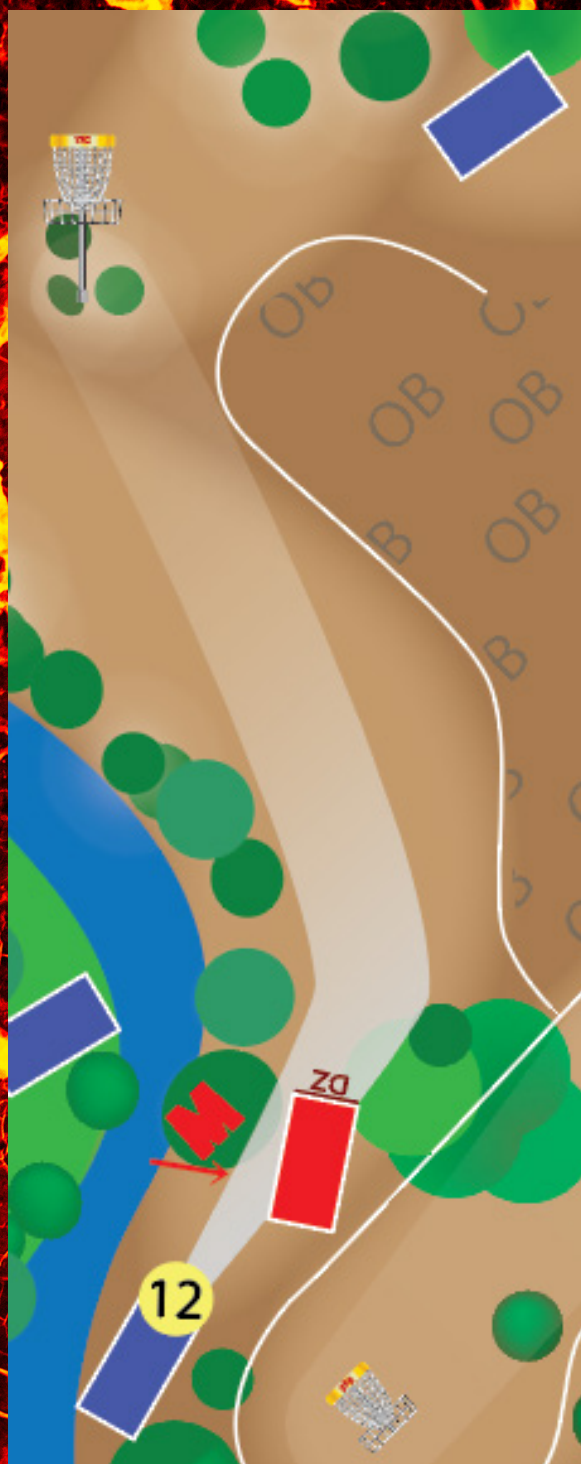
DISTANCE 396

HOLE RULES

MANDATORIES: Discs must not enter the restricted space Left of the marked tree. If **MANDO** is missed, proceed to the corresponding DZ + 1 penalty throw.

OB: Creek and beyond OB. Rope and beyond OB. White paint along creek OB.

NOTE: Hole 15 Tee -> Hole 17 Guardian Pin - Watch for Large Dens/Holes in ground -





WELCOME TO THE MERCED MELTDOWN

HOLE 13 PAR 5

DISTANCE 731



HOLE RULES

OB: Creek and beyond
OB. White Rope and
Poles OB.

NOTE: Hole 18 Short
Tee -> Hole 19 Long
Left Creek Pin
(SPOTTERS ARE
ENCOURAGED)



WELCOME TO THE
MERCED MELTDOWN

HOLE 14 PAR 3

DISTANCE 336

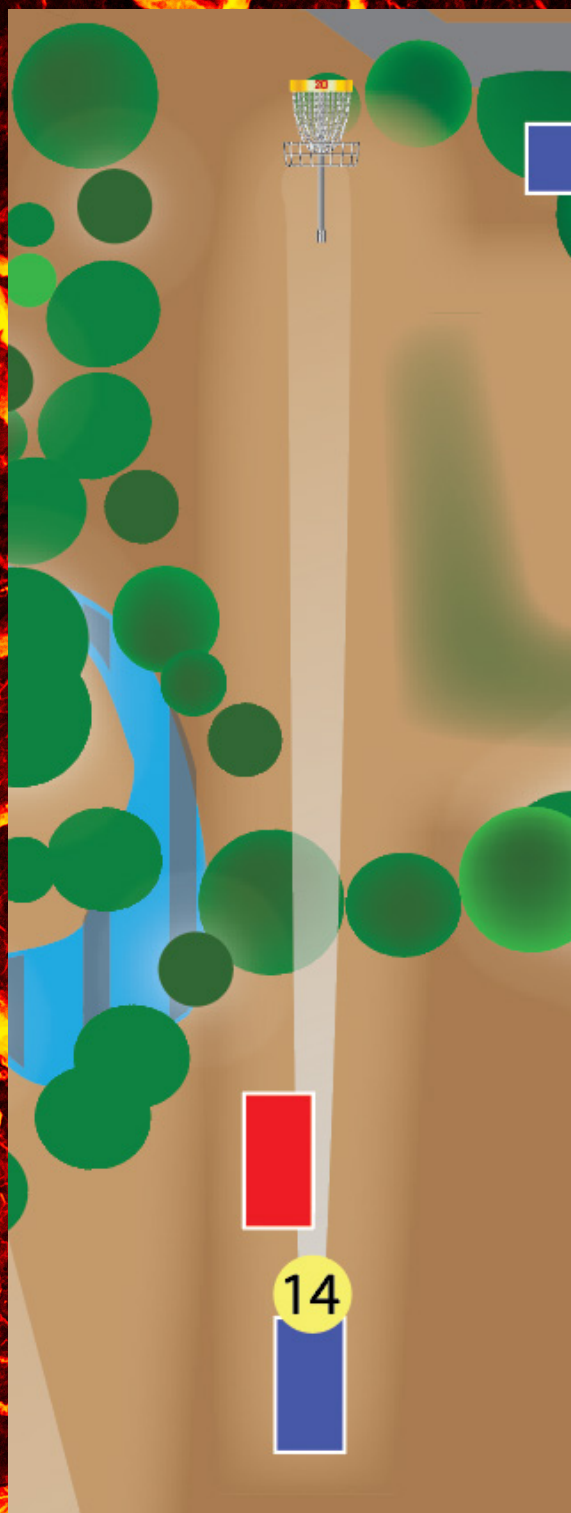
HOLE RULES

OB: Creek and beyond
OB. Path and beyond
OB.

NOTE: Hole 20 Long
Tee -> Hole 20 Pin

This hole is
sponsored by:

Wes
Bowley
#295830





WELCOME TO THE MERCED MELTDOWN

HOLE 15 PAR 3

DISTANCE 232

HOLE RULES

OB: Sidewalk, Bridge,
and Beyond OB.

HAZARD: Path plays as
a hazard

NOTE: Hole 21 Tee ->
Hole 21 Pin

This hole is
sponsored by:

Shawn Miller
#276739





WELCOME TO THE MERCED MELTDOWN

HOLE 16 PAR 3

DISTANCE 230

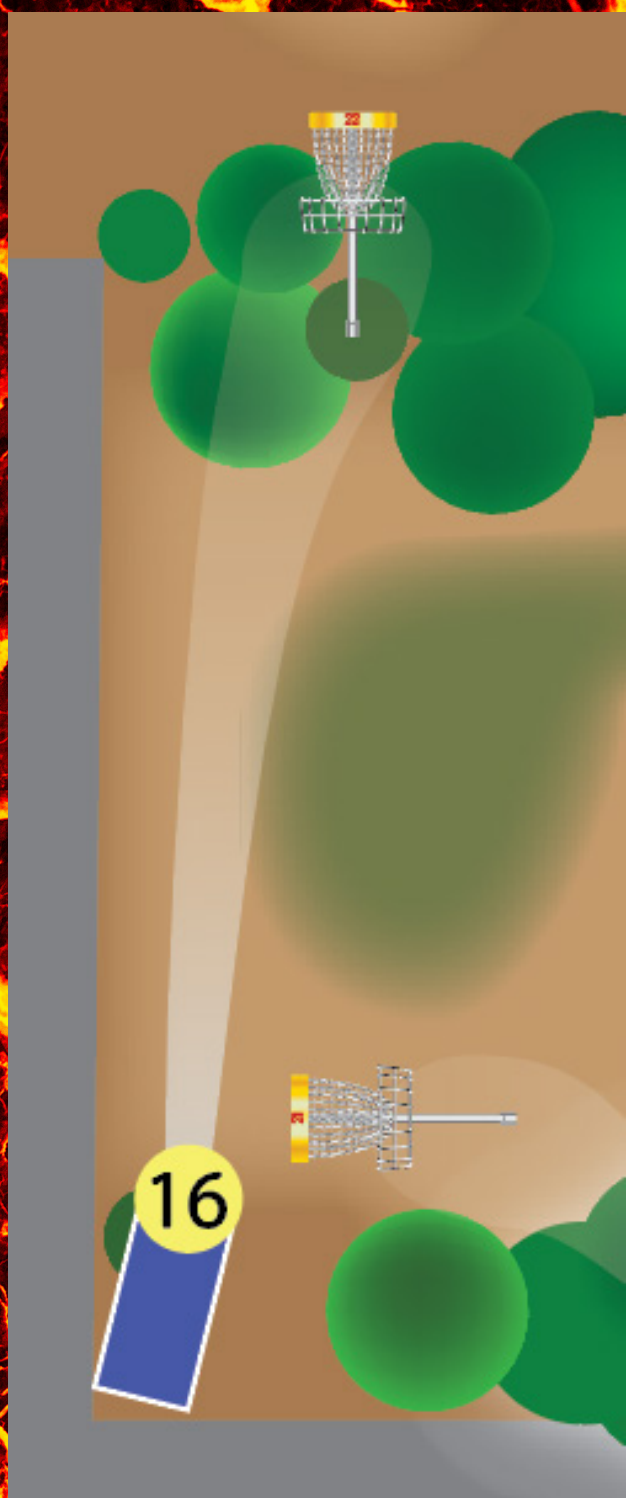
HOLE RULES

OB: White paint and
flags around basin
trench OB.

Bridge/Sidewalk and
beyond OB.

HAZARD: Path in basin
plays as hazard.

NOTE: Hole 22
Sidewalk Tee -> Hole
22 Hill Pin (SPOTTERS
ARE ENCOURAGED)





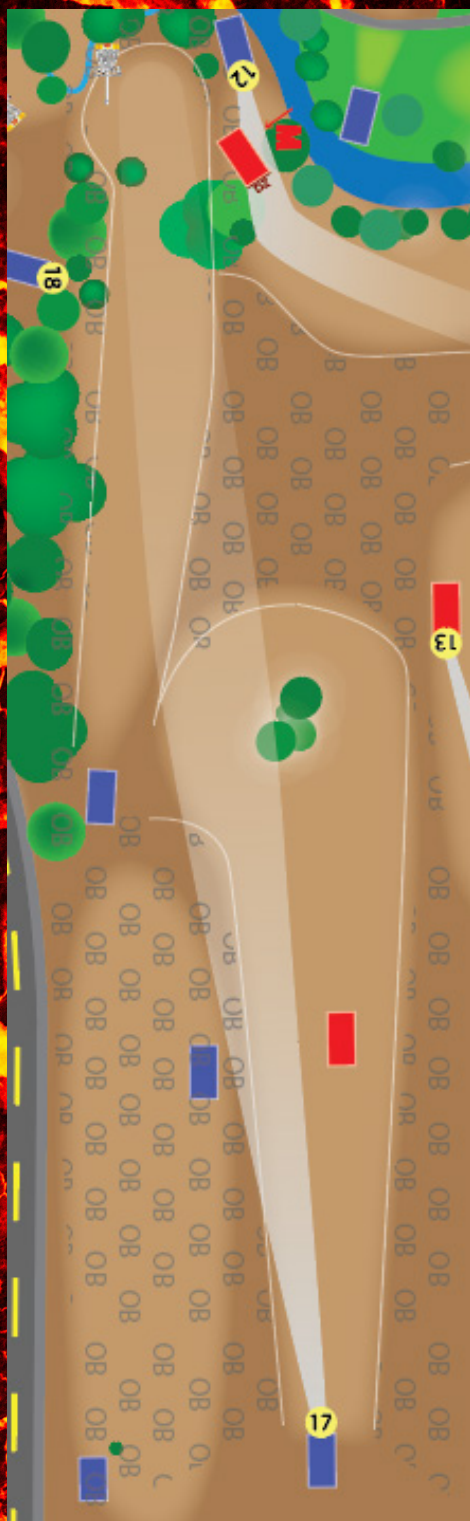
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HOLE 17 PAR 5 DISTANCE 1082

HOLE RULES

OB: *Marked rope line left and right, long, wrapped around pin plays as OB. OB plays from where it went out +1 stroke*

NOTE: Hole 25 Tee -> Hole 26 Left Pin





WELCOME TO THE MERCED MELTDOWN

HOLE 18 PAR 4 DISTANCE 757

HOLE RULES

OB: Sidewalk and beyond OB. Creek and Beyond is OB. Painted and Flagged areas are OB.

NOTE: Hole 27 Tee ->
Hole 28 Short Pin -
(WATCH FOR
PEDESTRIAN TRAFFIC)
(SPOTTERS ARE
ENCOURAGED)



THANKS FOR COMING
TO THE
MERCED MELTDOWN

