

Hole	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	T18
Position A ft	630	590	450	299	295	206	447	223	708	3848	412	265	220	265	418	470	310	390	330	3080	6928
Drop Zone			201						271							280					
Elevation + -	+5	+19	-23	-13	-10	+8	-10	+5	-19		+27	+7	+7	+22	-15	-16	-13	-27	+13		
Par	4	4	3	3	3	3	3	3	4	30	3	3	3	3	3	3	3	3	3	27	57
OB	A C	A C	A C				C	A C	A B C		B C D	B	B		A C	A B C E	A C D F	A B C	A		
PLAYER										OUT										IN	T18

HOLE	1A	2A	3A	4A	5A	6A	7A	8A	9A	10A	11A	12A	T12
Position A ft	195	374	244	250	271	265	255	208	206	330	185	330	3113
Elevation + -	-1	+7	+1	+25	-14	-18	+21	+5	-5	+7	+10	+13	
Par	3	3	3	3	3	3	3	3	3	3	3	3	27
OB	A C	A C	C				A		A	A C	A C	A	
PLAYER													

Out-of -Bounds

- A. Roads, parking, top of dam
- B. Permanent water
- C. Riprap - rock slop of dam
- D. Fence/Restricted Areas/Roof
- E. Concrete part of dam
- F. Outlet (downstream gorge)

Keep off rock slopes (riprap), except to retrieve disc.

Please don't litter (carry it home with you.)

Do not enter the outlet channel gorge - This is a restricted area

Disc Golf Course Rules:

1. Disc (frisbee) golf is played much like ball golf. The object of the game is to land your disc in the metal polehole basket, using the fewest throws as possible.
2. Each time a disc is thrown it counts as a stroke. The winner is the player with the lowest score.
3. Tee throws must be made within the designated tee pads.
5. After teeing off, the player whose disc is farthest for the polehole usually throws first.
6. All throws (except tee throws) must be made from the spot where the disc landed.
7. A run-up and follow-through is allowed for most throws as long as the player releases the disc behind the spot where the previous throw landed. Inside 30 feet, a player may not step past the point of his/her lie until after the thrown disc has landed.
8. Never throw until the players ahead of you are out of range, and the fairway is completely clear of spectators and other people recreating in the area.
9. A throw that lands out-of-bounds (see back) must be played from the point where the disc last crossed into out-of-bounds, or from the Drop Zone (see back).

