



DISC GOLF



WHEN CAN I DISK GOLF?

Hours of Operation: Monday – Sunday 9:00 am – 6:30 pm

Cost: \$5.00 for disc rental

HOW LONG IS THE COURSE?

Course Length: 9 Hole Course

CAN I RENT MY EQUIPMENT?

We currently have 8 Disc golf sets with bags of 4 sets of discs (2 drivers, 1 midrange and 1 putter). Each disc has different flying properties and are all marked. Based on availability.

DAMAGED / LOST DISCS?

If a guest loses or damages one of the discs in their kit the guest will be responsible for the replacement cost (\$10.00 per disc). In the event the guest does not return the disc golf kit they will be responsible for the full replacement cost of the kit (\$50.00).

INCLEMENT WEATHER?

In the event a storm passes through the area disc golf will follow the Adventure Park's "Inclement Weather Policy" (available at the Sugar Shack). In the event of thunder all players will be required to either return to the Sugar Shack or proceed to another shelter area.

DISC GOLF RULES

HOW TO PLAY DISC GOLF: Each player in the group takes their first throw from the chosen TEE MARKER, the person that throws their disc the farthest gets the next throw to the basket. The player with the lowest score at the completion of the holes is the first person to throw at the next hole.

STARTING POINT: Near Gazebo Grill & next to the Miniature Golf Course. The start of the course will be marked with a red or white tee marker for each of the tees.

TEES: Each hole has two sets of tee markers, one red and one white (red tees are easier and white more difficult).

TEE MARKERS: Each set of tee markers will have a RED or WHITE post with a sign indicating the hole number and distance to the basket. Each TEE MARKER will have a landscape tie on the ground painted in a matching color for the tee. The landscape tie is the front edge of the tee box and the sign location is the back edge. Anything outside is considered out of bounds and the player may not make their first throw from an out of bounds area.

OUT OF BOUNDS: All water hazards and cart paths are considered out of bounds and if a player's disc lands in that area they must make their next throw three feet inbounds.

HOLES: (Baskets): Each player will be trying to get their disc into the basket at the end of each hole. Each basket is a single steel pole with a basket mounted approximately half way down with deflector chains at the top.

SCORING: Score is kept the same as in traditional golf where each player attempts to finish the hole in the least number of throws. The player with the lowest combined score over the 9 holes is the winner.

