																				date:
out		9		8		7		6		5		4		3		2		1		
4009	2560	505	290	610	375	325	250	285	260	360	230	255	160	520	270	432	245	717	480	
32	27	4	3	4	3	3	3	3	3	3	3	3	3	4	3	4	3	4	3	

all		in		18		17		16		15		14		13		12		11		10
7919	5545	3910	2985	450	355	450	370	525	405	225	195	360	270	435	240	300	355	755	485	410	310
64	54	32	27	3	3	4	3	4	3	3	3	4	3	4	3	3	3	4	3	3	3

Whispering Falls
disc golf course • est. 2007

Antrim Township Community Park

Disc Golf Rules for Recreational Play

- **Object:** To get your disc in the basket in as few throws as possible. Can be played alone or in a group.
- **Tee Off:** Tee throws must be completed from the designated tee pad. You must have one point of contact on the pad at the time of release.Do not tee until the area in front of you is clear of other players and/or park users.
- **Lie:** The spot where the previous throw landed, from where you must make your next throw. Mark your lie by placing a mini marker at the edge of the disc closest to the basket, or by leaving the thrown disc as is.
- **Fairway Throws:** Fairway throws must be made with one foot on the lie, and the other foot no closer to the basket than the lie. A run-up and follow through, after the disc is released, is allowed.
- **Putts:** Any throw within 10 meters(33.3ft.) is considered a putt. NO follow through is allowed on putts. The player must maintain balance.
- **Throw Order:** The player with the lowest score from the previous hole will tee off first. On all fairway throws and putts, the player furthest from the basket will throw first.
- **Completion of Hole:** Once the disc is at rest in the basket or chains, the hole is considered complete. Record the number of throws it took. A disc at rest on top of the basket is not considered a complete hole.
- **Un-playable Lie:** Any lie that a player considers un-playable, due to casual (rain) water, poisonous vegetation, unstable footing, etc. may be repositioned up to 5 meters (25ft) on the line of play, no closer to the basket. A one (1) stroke penalty is added to the player's score.
- **Out of Bounds:** Any disc that comes to rest in a permanet water hazard, or a paved walkway is considered out of bounds. Your next lie must be marked at a point 1 meter (3ft) from the last point it was in bounds, no closer to the basket. A one (1) stroke penalty is added to the player's score.
- **Mandatory Route (Mando):** Mandatory routes are marked with a large arrow hanging on a tree within the hole's fairway. All throws must pass the marked tree on the side that the arrow is pointing. Any throw that passes on the wrong side must be marked at a point 10ft. straight back from the mando, on line with the basket. A one (1) stroke penalty is added to the player's score. The next throw must still play to the correct side.
- **Courtesy:** Please pick up any trash and help new players to play by the rules. Leave the course better than when you came. NEVER alter any vegetation or structure of the land or equipment! Always play safely, waiting for the area in front of you to be clear of other players and park users.
- **Always yield to pedestrians and other park users!**

Have fun and ask someone that has never played to join you!

**All competitive play will adhere to P.D.G.A. rules in addition to above guidelines.

For more information:
http://www.whisperingfalls.net
for disc sales:
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717.404.6114