



# How to play Disc Golf

Disc golf is similar to traditional golf, with players using flying discs instead of balls and clubs. Rather than aiming for a hole in the ground, players attempt to throw the disc into the metal basket. The goal is to play each hole in the fewest strokes. The following simple guidelines and terms will assist you to play a recreational game.

**Hole:** The space between the tee area and the target. The tee is the starting point and the target is the disc golf basket.

**Scoring:** The objective of the game is to have fun and play the course from beginning to end in the fewest number of throws. Each player records the number of throws per hole. The player with the lowest total number wins.

**Tee off:** To “tee off” simply means to start. The disc must be released from the player's hand while they are still behind the tee, or starting point.

**Lie:** The spot where the disc lands.

**Putts:** Player must not step past the lie when throwing.

**Throwing order:** The lowest score on the previous hole starts first. After this, the player whose lie is farthest from the target throws first.

**Fairway throws:** If your disc comes to rest before landing in the target, your next throw must be made from the lie of the disc. A run up to the lie is allowed.

**Completion of the hole:** Aim to throw the disc into the chains of the basket. A hole is completed when the disc has been thrown into the basket or is supported by the chains.

**Out of bounds:** See the map for out of bounds areas. A throw that finishes out of bounds must be played from the point it was last in bounds or be re-thrown. Both of these options face a one point penalty.

**Safety:** Never throw the disc when players or park users are within range. Be aware of your surroundings and give way to other park users and wildlife.

