WELCOME TO

Welcome to the Tintinara Disc Golf Park. Disc Golf is played with similar rules to traditional golf, except players throw a disc from a tee pad to an elevated metal basket to complete each hole. The aim of the game is to complete the course in the least number of throws.

Disc Golf Rules

1. Tee Throws

Each hole begins with a throw from the tee pad.

2. Lie

The lie is where the disc comes to rest. Subsequent throws are made from the lie.

3. Throwing Order

The player with the lowest score on the previous hole throws first. After teeing off, the player whose lie is the furthest from the basket throws first.

4. Fairway Throws

Must be made from the lie. A run-up and follow through is permitted.

5. Putting

Within 10 metres of the basket, a player is required to remain behind the lie until the disc comes to rest.

6. Completion of Hole

A hole is complete when the disc comes to rest in the basket or chains.

7. Out of Bounds

A disc is out-of-bounds (OB) when it is completely surrounded by the OB area as marked on the tee sign. A one-stroke penalty is added to the score and the next throw is taken from the point where the disc went OB. All roads, fences and the water are out of bounds.

8. Mandatory

All discs must pass the mandatory on the correct side as marked on the tee sign. If the mandatory is missed, a one-stroke penalty is added to the score and the next throw is taken from the drop zone.

9. Trees

If the disc comes to rest in a tree, the next throw is taken from underneath with no penalty.

Safety and Courtesy

- a) Always give other park users the right of way.
- **b)** Do not throw until other players have completed the hole.
- c) Check that the way is clear before making a throw.
- d) Be careful when retrieving discs from other activity areas.
- e) Respect the course put rubbish in bins and keep the park tidy.





HOLE NUMBER	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17
HOLE LENGTH (m)	58	55	41	85	55	43	74	45	55	511m	82	65	65	104	65	50	100	63
PAR	3	3	3	3	3	3	3	3	3	27	3	4	3	3	3	3	3	3
	1.1.1	1.1.1	1.	1.1.1.1		1.1.1.1.1.1	1.1.1.1.1	1.1.1.1.1	1.1.1.1.1	1.1.1	1 I I I I							





