



DISC GOLF PARK

WELCOME TO MCFALL PARK DISC GOLF PARK



Welcome to the McFaul Park 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.

Legend

1 Tee 1-9	 Baskets
 Island Hole	 Trees
 Native Reserve (OB)	 Roads & Paths (OB)
 Playground (OB)	 BBQ Shelter (OB)

Discs
Contact your local shops and sports stores for professional golf discs.
Golf discs can also be purchased from the www.frisbeeshop.com.au
For more information about disc golf course design services visit: www.discgolfpark.com.au



DiscGolfPark
www.discgolfpark.com.au

McFaul Park,
Falstaff Crescent

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 are as follows:

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.

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, cycleways and paths are out of bounds.

8. Trees

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

Safety and Courtesy

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

Each hole features two pars to cater for different skill levels:

RED Par - Beginner/Intermediate **BLUE Par** - Advanced

HOLE NUMBER	1	2	3	4	5	6	7	8	9	TOTAL
HOLE LENGTH (m)	85	96	130	152	77	84	126	111	64	925m
RED PAR	3	3	4	4	3	3	4	4	3	31
BLUE PAR	3	3	3	4	3	3	3	3	3	28
PLAYER										



www.frisbeeshop.com.au