

INFINITE DISCS

All First Place sudden death play-offs for divisions playing Course Infinite on Sunday will be Holes 16, 17, & 18.

Hole	Club Layout (♣)			Diamond Layout (♦)		
	Distance	Par		Distance	Par	
1	233' / 71m	3		233' / 71m	3	
2	357' / 109m	3		311' / 95m	3	
3	328' / 100m	3		289' / 88m	3	
4	468' / 142m	3		328' / 100m	3	
5	341' / 104m	3		341' / 104m	3	
6	303' / 92m	3		303' / 92m	3	
7	285' / 87m	4		285' / 87m	4	
8	335' / 102m	3		335' / 102m	3	
9	815' / 248m	5		735' / 224m	5	
10	385' / 117m	3		330' / 101m	3	
11	458' / 140m	3		358' / 109m	3	
12	414' / 126m	3		414' / 126m	4	
13	330' / 101m	3		330' / 101m	3	
14	296' / 90m	3		296' / 90m	3	
15	387' / 118m	3		537' / 164m	4	
16	633' / 194m	4		485' / 148m	4	
17	355' / 108m	3		295' / 90m	3	
18	309' / 94m	3		309' / 94m	3	
Total	7,032' / 2,143m	58		6,514' / 1,985m	60	
Ave.	391' / 119m			362' / 110m		

Feet	Meters	♣	♦
<300'	<91	3	5
300' – 399'	91 – 122	10	9
400' – 499'	123 – 152	3	2
500' – 599'	153 – 182	0	1
600' – 699'	183 – 212	1	0
700' – 799'	213 – 242	0	1
800' – 899'	243 – 272	1	0
≥900'	≥272	0	0

Features

Greens in Play	5
Traps in Play	7
Mandatories	1
True Islands	2

Club Layout (♣)
MP50 & MA1

Diamond Layout (♦)
All Other Divisions

The hole-by-hole detailed maps depict nearby out-of-bounds and hazards.

Common sense shall be applied for rulings beyond the areas depicted on these maps.

Out-of-bounds and other applicable rules depicted on individual maps.

DAILY
CTP - #1

PLAYER,
VENDOR
&
OVERFLOW
PARKING

PRACTICE
AREA

Two-Meter Rule
is **NOT** in effect!



Hole 1

Par - 3 (♣)/3 (♥)
Distance - 233' / 71m

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O.B.: Cart path & prior in front of tee area; cart path to right.

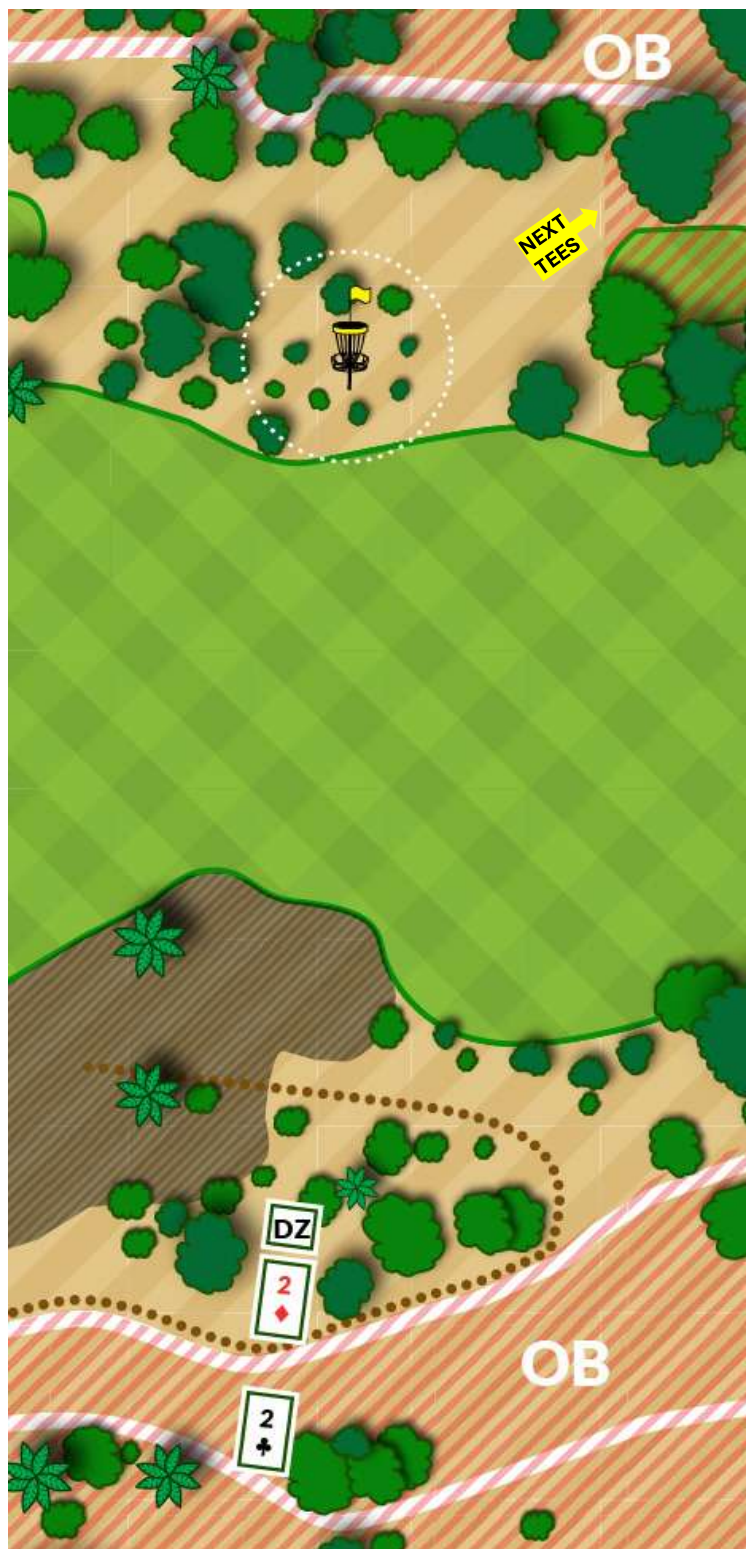
HAZARD: Sand trap (combined into one large sand trap via a rope line).

RE-TEE: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty and re-tee. Follow normal penalty rules thereafter.

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Hole 2

Par - 3 (♣)/3 (♥)
Distance (♣) - 357' / 109m
Distance (♥) - 311' / 95m



O.B.: Cart path & prior in front of 2♣ tee area; cart path to right (not the flags designating the spectator walkway), cart path to left, cart path behind basket, & beyond.

HAZARD: Sand trap (combined into one large one).

D.Z. (for 2♣ only): If any throw from 2♣ never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (2♥ tee pad) or from previous lie. Follow normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 3

Par - 3 (♣) / 3 (♦)

Distance (♣) - 328' / 100m

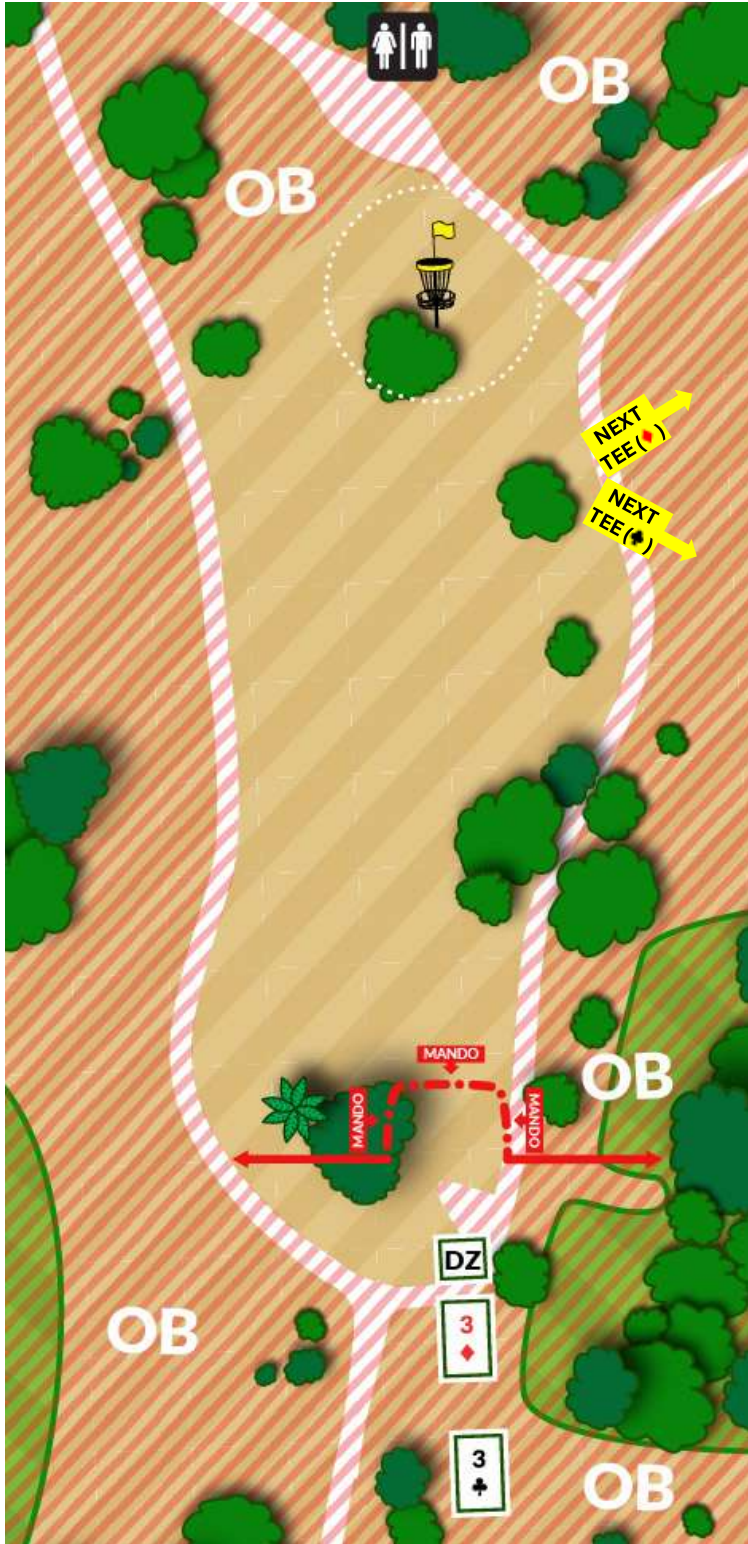
Distance (♦) - 289' / 88m

Hole 3

Par - 3 (♣) / 3 (♦)

Distance (♣) - 328' / 100m

Distance (♦) - 289' / 88m



O.B.: Cart path & prior in front of tee areas; cart path to right, cart path to left, small rock wall behind the basket, & beyond.

MANDATORY: Cannot cross the plane outside/above the front/outer poles of the metal green arch.

D.Z.: If any throw from either tee crosses the mandatory plane or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (3♦ tee pad) or from previous lie. Follow normal penalty rules thereafter.

Hole 4

Par - 3 (♣) / 3 (♦)

Distance (♣) - 468' / 142m

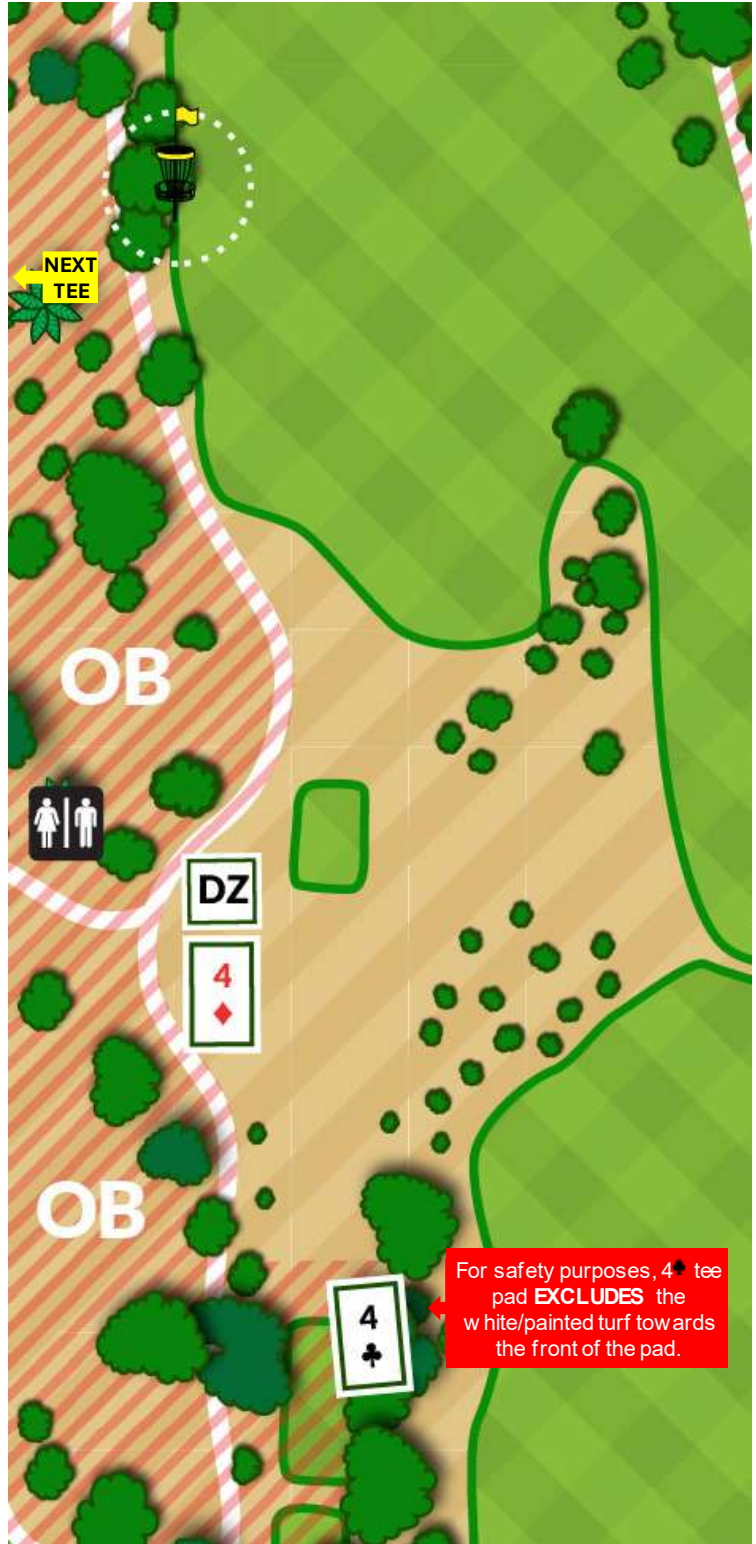
Distance (♦) - 328' / 100m

Hole 4

Par - 3 (♣) / 3 (♦)

Distance (♣) - 468' / 142m

Distance (♦) - 328' / 100m



TEE PAD NOTE: 4 tee pad **EXCLUDES** the white/painted turf towards the front of the pad.

O.B.: Rope & prior bordering front of 4♣ tee pad; cart path to right, cart path to left, & beyond.

D.Z.: If any throw from either tee lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (4♦ tee pad) or from previous lie. Follow normal penalty rules thereafter.

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Hole 5

Par - 3 (♣) / 3 (♥)
Distance - 341' / 104m

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O.B.: Cart path & prior in front of tee area; cart path to right, cart path to left, cart path behind basket, & beyond; green.

HAZARD: Sand trap.

RE-TEE: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty and re-tee.

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Hole 6

Par - 3 (♣) / 3 (♥)
Distance - 303' / 92m



O.B.: Cart path & prior in front of tee area; cart path to right (not the flags designating the spectator walkway), cart path to left, cart path behind basket, & beyond.

HAZARD: Sand trap.

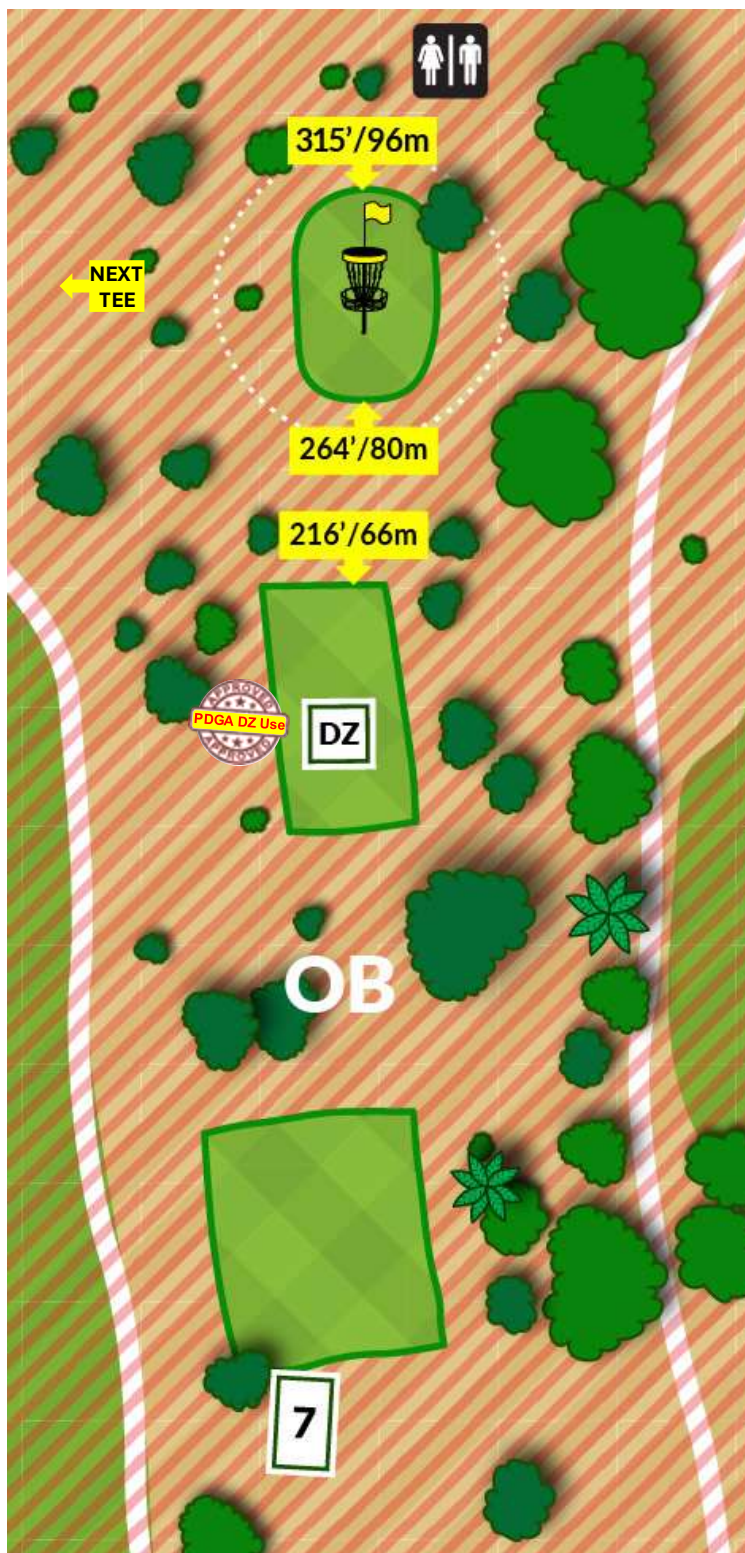
RE-TEE: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty and re-tee.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 7

Par - 4 (♣)/4 (♠)
Distance - 285' / 87m

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A triple island with a MANDATORY dropzone, & waiver approved by PDGA.

O.B.: Not on one of three island marked by rope.

D.Z.: Disc must come to rest on one of the three island from tee. If any throw from tee out-of-bounds or lost, take one-stroke penalty and **MUST** take next shot from the Drop Zone. (**PDGA WAIVER APPROVED for REQUIRED use of D.Z.** if island missed from any tee shot.) Follow normal penalty rules thereafter.

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Hole 8

Par - 3 (♣)/3 (♠)
Distance - 335' / 102m



O.B.: Cart path to right, cart path to left, & beyond.



Ryan Erquiaga
(2022)

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Hole 9

Par - 5 (♠)/5 (♥)
Distance (♠) - 815' / 248m
Distance (♥) - 735' / 224m

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O.B.: Cart path & prior in front of tee areas; cart path to right, rope to right, water to right, cart path to left, fence/rope behind basket, & beyond; green.

D.Z.: If any throw from either tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (9♥ tee pad) or from previous lie. Follow normal penalty rules thereafter.

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Hole 10

Par - 3 (♠)/3 (♥)
Distance (♠) - 385' / 117m
Distance (♥) - 330' / 101m



TEE PAD note: 10♠ tee pad **EXCLUDES** the white/painted turf towards the front of the pad.

O.B.: For tee 10♠, 2nd cart path & prior in front of tee area & for tee 10♥, cart path & prior in front of tee area; cart path to right; cart path to left, rope to left, & beyond.

D.Z.: If any throw from either tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** next shot from EITHER the Drop Zone or from previous lie. follow normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 11
Par - 3 (♣) / 3 (♦)
Distance (♣) - 458' / 140m
Distance (♦) - 358' / 109m

Hole 11
Par - 3 (♣) / 3 (♦)
Distance (♣) - 458' / 140m
Distance (♦) - 358' / 109m



Hole 12
Par - 3 (♠) / 4 (♥)
Distance - 414' / 126m

Hole 12
Par - 3 (♠) / 4 (♥)
Distance - 414' / 126m



O.B.: Cart path & prior in front of tee areas; cart path to right, rope to left, & beyond.

HAZARD: (Note sand trap is located O.B., so part of O.B.)

D.Z.: If any throw from either tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (11♦ tee pad) or from previous lie. Follow normal penalty rules thereafter.



O.B.: Cart path & prior in front of tee area; rope to right, cart path to right, cart path behind basket, & beyond; green.

RE-TEE: If any throw from tee never crosses in-bounds, take one-stroke penalty and re-tee.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Par - 3 (♠) / 3 (♦)
Distance - 330' / 101m



Par - 3 (♠) / 3 (♦)
Distance - 296' / 90m



CART PATH VARIANCE: One of two holes on course where the cart path (and prior/beyond) is in bounds (also see Hole 15).

RE-TEE: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty and re-tee.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 15

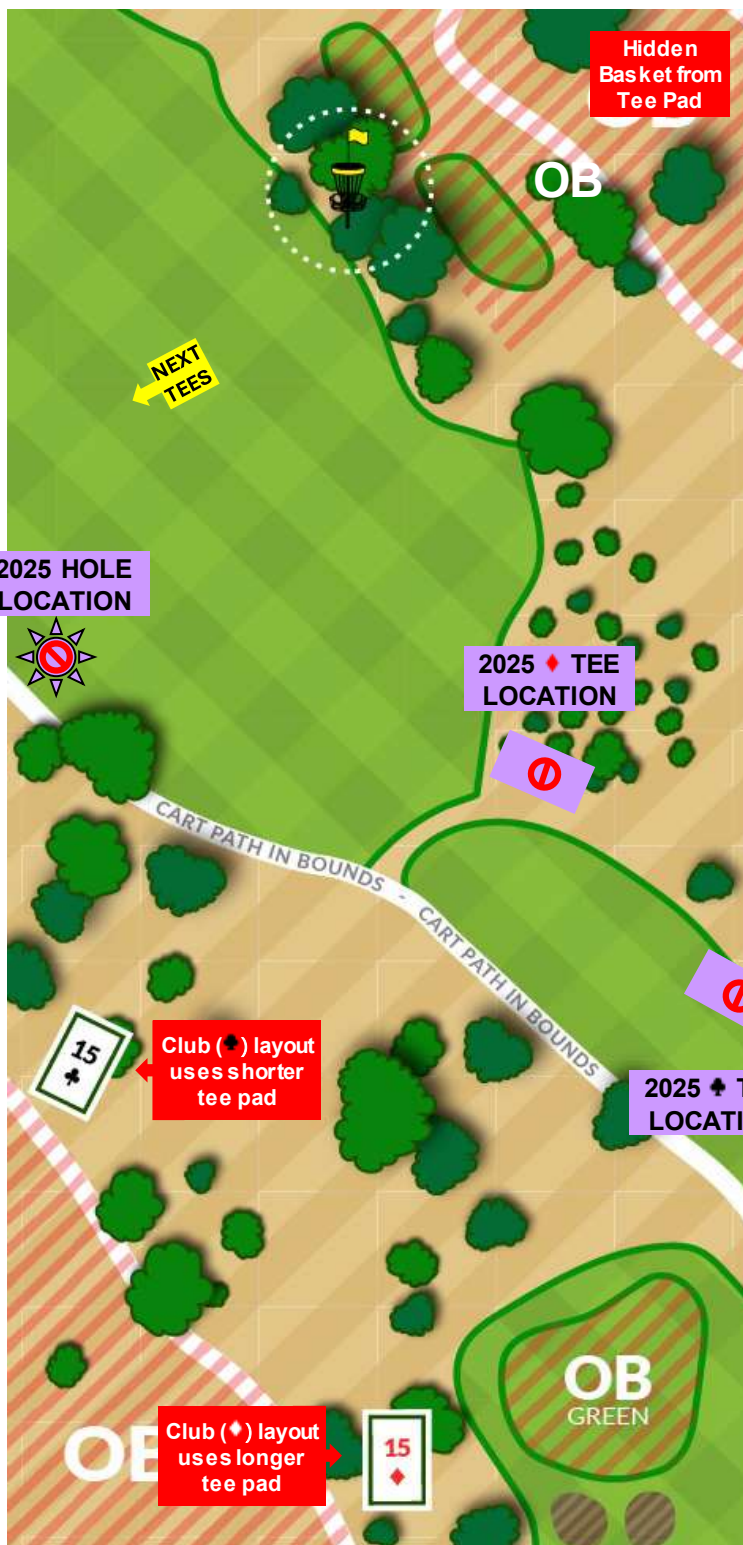
Par - 3 (♠) / 4 (♥)
Distance (♠) - 387' / 112m
Distance (♥) - 537' / 164m

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Hole 16

Par - 4 (♠) / 4 (♥)
Distance (♠) - 633' / 194m
Distance (♥) - 485' / 148m



O.B.: Cart path behind tee areas, rope behind basket, cart path behind basket, & beyond; green just right of tee pads.

HAZARD: Sand traps right of tee pads.

CART PATH VARIANCE: One of two holes on course where the cart path (and prior/beyond) is in bounds (also see Hole 13).

O.B.: Cart path to right, cart path to left, cart path behind basket, & beyond; green.

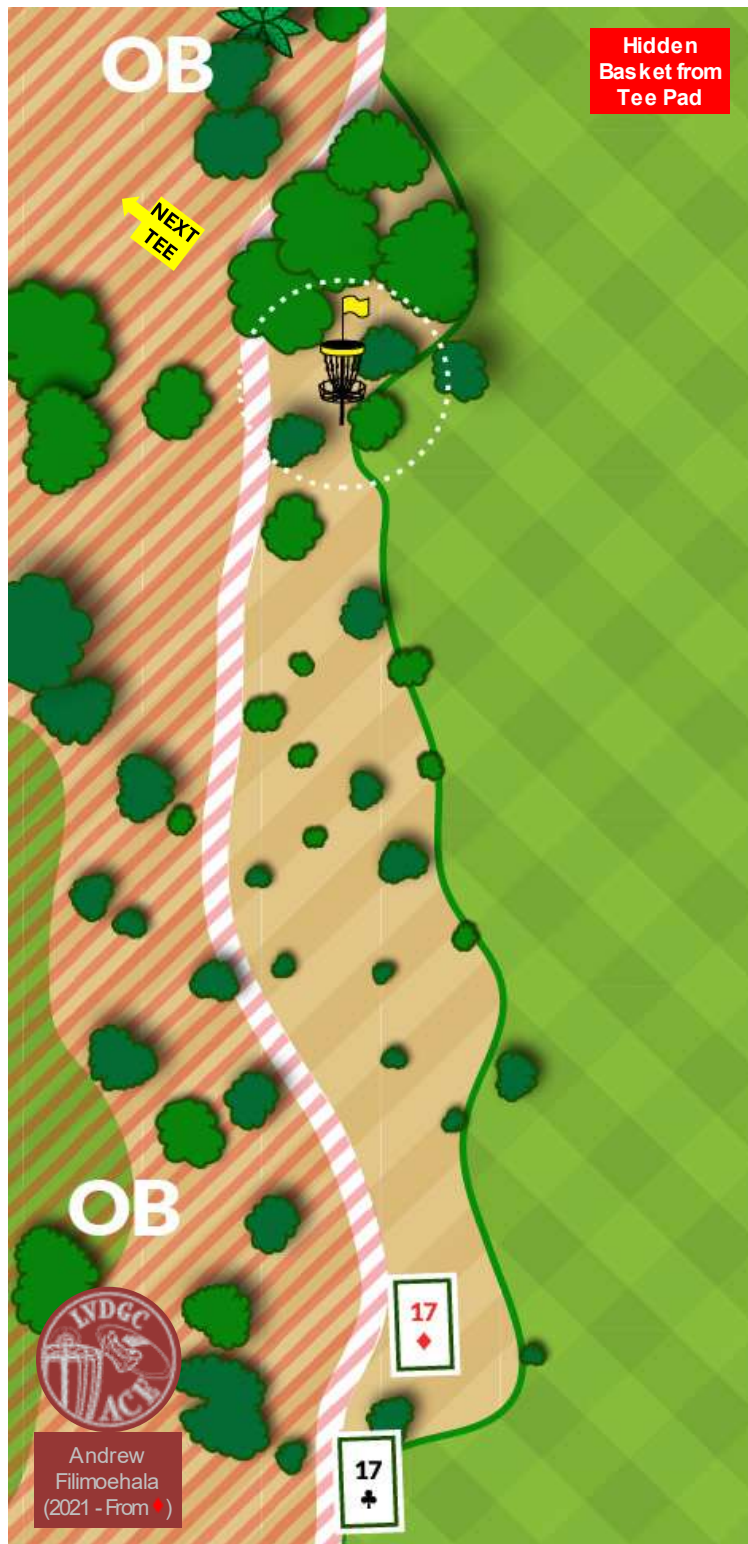
HAZARD: Sand trap.

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Hole 17

Par - 3 (♠) / 3 (♥)
Distance (♠) - 355' / 108m
Distance (♥) - 295' / 90m

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O.B.: Cart path to right and beyond.

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Hole 18

Par - 3 (♠) / 3 (♥)
Distance - 309' / 94m



An island with a MANDATORY drop zone, & waiver approved by PDGA.

O.B.: Not on the island marked by rope & cart path.

D.Z.: Disc must come to rest on island from tee. If any throw from tee out-of-bounds or lost, take one-stroke penalty and **MUST** take next shot from the Drop Zone. (**PDGA WAIVER APPROVED for REQUIRED use of D.Z.** if island missed from any tee shot!) Follow normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.