Sherwood County Park Disc Golf Course

Equipment Required: A flying disc for each player.

How to Play:

1. "Tee Off" by throwing the flying disc in the direction of the Disk King® target (metal chains and basket). Do not step past the front edge of the tee area until after the disc has left your hand.

2. Take the next "shot" by marking where the previous toss landed and throw the disc toward the basket from that spot.

3. Each additional throw is intended to bring the disc closer to the target until it is close enough to complete the hole (with the disc in the basket or chains).

4. Keep track of the number of throws needed to complete each hole from its tee. The lowest total score after 9 holes wins the round.

5. Experienced golfers using high-performance discs will play each hole as Par 3 for an overall Par of 27.

When playing in a group:

1. Wait until all players in your group have thrown before leaving the tee area.
2. Do not proceed any closer toward the target than the player whose disc is farthest from it – they are the next person to throw.
3. Allow faster groups to "play through".

Out of Bounds - One stroke penalty:

Any disc which lands beyond park perimeter fences, or on adjacent camp sites, roadways, or parking areas is out of bounds and must be brought within bounds before resuming play.   (There are no exceptions.)

Restrictions - Ordinance violators are subject to fines:

- No Littering - All empty containers, wrappers, etc. must be placed in designated trash containers.

- Pets require a leash and pet waste must be cleaned up immediately by its handler.

- Destruction of park equipment, or unauthorized alteration of vegetation is Not allowed.

Courtesy is a key element of disc golf   –   Be a positive example for others.

This is your course and it is a privilege, not a right!
Please keep it safe and keep it clean.