

HIGHLAND PARK DISC GOLF COURSE

The following are the disc golf rules for recreational play. The rules are simple and are easy to learn and are meant to give the basic framework for playing the game:

- Disc golf is played like traditional "ball" golf, but with disc golf discs instead of balls and clubs.
- One point (stroke) is counted each time the disc is thrown and when a penalty is incurred.
- The goal is to play each hole in the fewest strokes possible.
- The player with the lowest total strokes for the entire course wins.

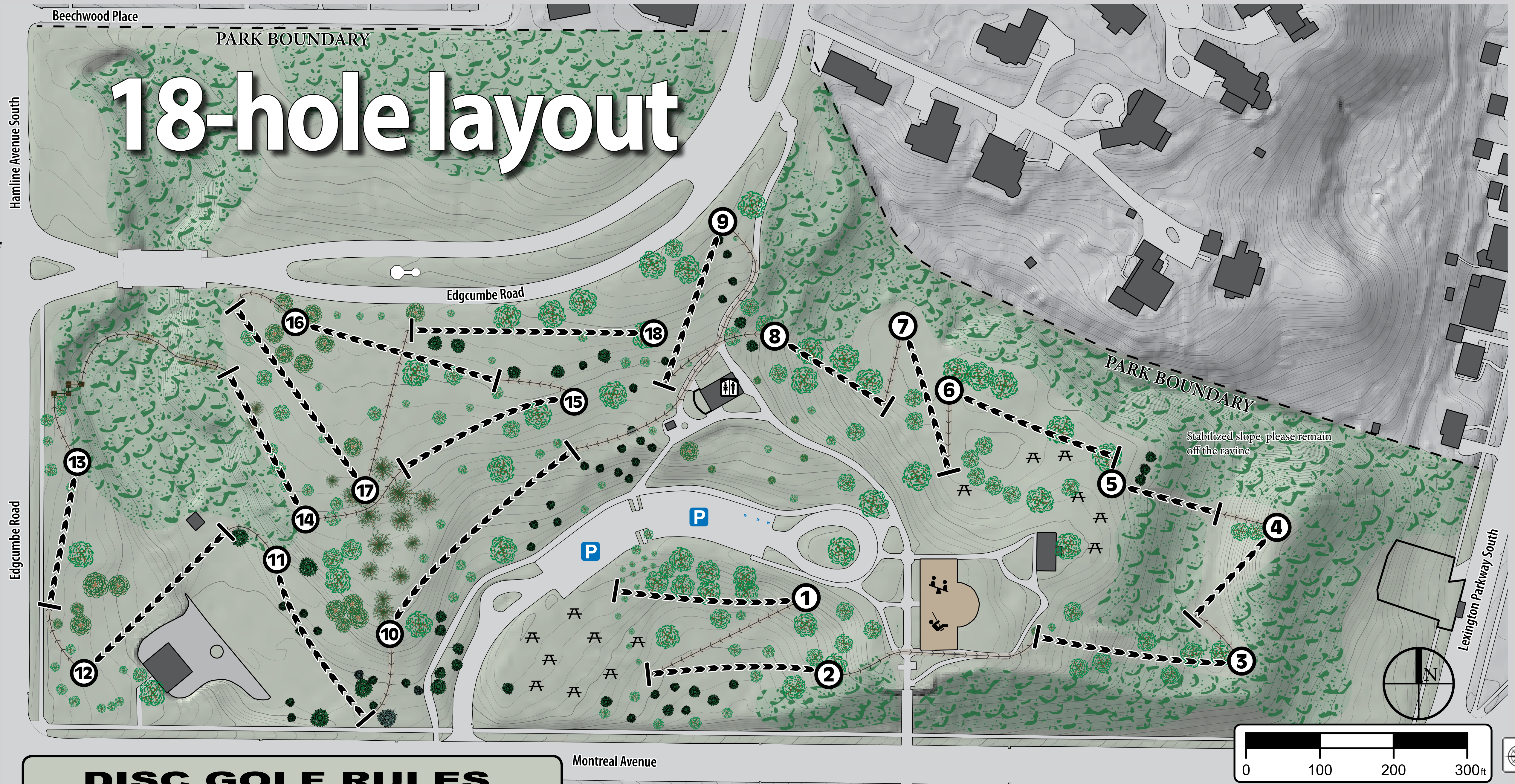
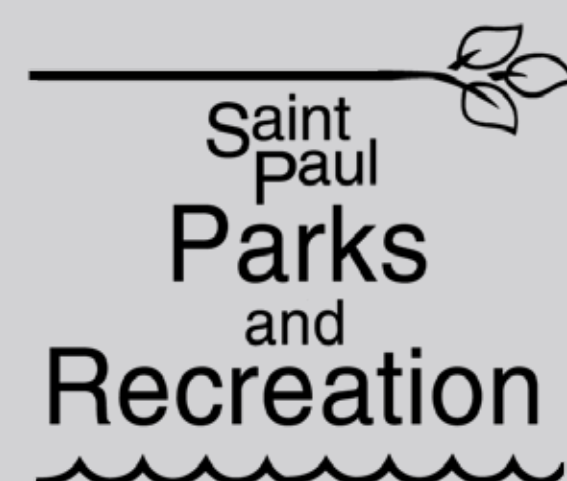
SAFETY FIRST

Never throw when players or park users are within range.

Always give park users the right of way.

Be aware of your surroundings and environment.

NOTE: For slope stabilization, Park users are encouraged to remain clear of the ravine's critical vegetation and stream channel areas.



Hole #	Length in Feet
1	254
2	241
3	275
4	162
5	143
6	238
7	203
8	175
9	232
10	349
11	245
12	267
13	193
14	220
15	247
16	280
17	299
18	323
	4346

DISC GOLF RULES

TEE THROWS

Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

LIE

The lie is the spot where the player's previous throw has landed. Mark lie with a mini disc or turn over the thrown disc, directly towards the hole or designated fairway. The player's subsequent throw is made from directly behind the marked lie.

THROWING ORDER

The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After teeing off, the player whose disc is farthest from the hole always throws first.

FAIRWAY THROWS

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters (32.81 feet) of the target. Any shot within 10 meters (32.81 feet) of the target requires that the player not move past the lie until the disc is at rest.

DOGLEG (OR MANDATORY)

A dogleg is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dogleg is passed the closest foot to the dogleg must be on the lie when the disc is released.

COMPLETION OF HOLE

A disc that comes to rest in the disc golf basket or chains constitutes successful completion of that hole.

UNPLAYABLE LIE

Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation.

OUT OF BOUNDS

If any area of O.B. is visible between the disc and O.B. line, then the disc is considered O.B. A throw that lands out of bounds, must be played from a point 3 feet in bounds from where the disc went out of bounds. Permanent pedestrian paths/walkways and public roads and parking lots are always out of bounds.

PENALTIES

During recreational play, players will not be penalized for rule infractions. Other players will keep you honest.

COURSE COURTESY

- Remain quiet and avoid unnecessary movements while others are throwing.
- Stand behind the player who is throwing until throw is complete.
- Remove disc from disc basket after completing the hole.
- Help new players learn the rules.
- Allow faster groups to play through when possible.
- Pick up trash and put in proper receptacles.
- Do not alter the course (trees, bushes, etc.) in any way
- Remain off the ravine's critical vegetation

In conjunction with these Rules and Regulations, all persons must also follow existing City ordinances and state and federal laws. Please see "Saint Paul Parks and Recreation Rules and Regulations"

www.stpaul.gov/parkrules

CUSTOM COURSE MAPS
know where to throw

FIND RULES AND MAP HERE:



www.stpaul.gov/discgolfmap

