

Disc Golf Rules, the Short Version

The object of the game of disc golf is to complete a course in the fewest throws of the disc. A course typically consists of nine or eighteen *holes*, each of which is a separate unit for scoring.

Play on each hole begins at the tee and ends at the target. After the player has thrown from the tee, each successive throw is made from where the previous throw came to rest. On completing a hole, the player proceeds to the teeing area of the next hole, until all holes have been played.

Disc golf courses are normally laid out in and around wooded areas with diverse terrain to provide natural obstacles to the flight of the disc. The course must not be altered by the player in any way to decrease the difficulty of a hole. Players must play the course as they find it and play the disc where it lies unless otherwise allowed by these rules.

For the long version, go here: <https://www.pdga.com/rules/official-rules-disc-golf>

Course Hours

The course is open to inter-cabin traffic from 10 am - 5 pm. If a cabin appears to be occupied at other times, don't play there without permission from them. You can always play around your own cabin. Also, disc golfers are always welcome around Three Peaks.

Play at Your Own Risk

While Disc Golf is not a particularly dangerous activity, some precautions are in order:

1. **Getting hit with a disc hurts.** Stand behind other people when they are throwing, and don't throw when people are within your throwing range. Also, don't take a chance of hitting a vehicle or a cabin window. Some of the fairways are driveways, and if there is a car in the way, either start play beyond it or skip the hole altogether.
2. **Rocks are slippery when wet.** Since many of the baskets are in and around rocks, take extra care when navigating in and around them, especially when they are wet. Do not throw from the top of the big rock in front of Basket E. If it lands up there, retrieve it carefully and putt from the E1 teepad (Yes, it's a gimme). In the fall, wet leaves can make a slope very slippery too.
3. **Poison Oak.** While there is very little around the eastern cluster, there is some poison oak in the woods on the west side, especially off the fairway between baskets V and W.
4. **Rusty Fence Wire and the natural barbs.** The area the western cluster is in used to be a cattle farm. Even though most of the fence has been removed, there is still some in the woods along the fairway between baskets U and V, the wooded area near basket Q, and the trail across from basket H. Also, the raspberry plants that pop up all over and grow back in a hurry can cut you up.
5. **Ticks and other Bugs.** Always check for ticks after you are done playing (or just hiking, for that matter). The more time you off the fairway and in the woods, the more likely it is that they will find you. Bug repellent on the ankles helps a lot. Gnats and mosquitos will be out there too if it has been raining.