

THE LINKS AT  
FLEWELLEN CREEK



HOLE	1	2	3	4	5	6	7	8	9	TOTAL
DISTANCE (FT)	259	284	373	237	313	298	415	251	302	2732
PAR	3	3	4	3	4	3	4	3	4	31
HOLE	10	11	12	13	14	15	16	17	18	TOTAL
DISTANCE (FT)	327	258	275	295	274	395	342	560	290	2734
PAR	4	3	3	3	3	4	4	4	3	31

## Disk Golf Quick Rules

**GOAL of the Game: Score as low as possible by getting your disc into the goals with the amount of throws equal or below Total PAR.**

1. Flip a disc to see who goes first (printed side is heads) OR have a tee off (throw discs at a target and order is determined by the closest discs to the target).
2. Stand on the tee box or wherever your disc landed in the prior throw and try to get your disc into the basket with the least amount of throws.
3. Scoring: Disc golf is scored almost the same as traditional golf. Each course has a PAR score, which is the number of throws a first class player would require for a particular goal. For example, if it took 2 throws to get your disc in the goal for a PAR 3 course, then your score for that course would be -1 or if it took you 5 throws on a PAR 3 course, then your score would be 2.
4. An acceptable "lie" or throw is whenever the disc lands on the ground. Unacceptable "lies" or throws are when the disc lands in shrubbery, trees, lakes, and out of bounds areas such as running trails or roads. The position of the next throw after an unacceptable lie is the closest spot where the disc entered the lie. Unacceptable throws are penalized by an additional 1 point each.
5. CAUTION: Be courteous to other people when playing this game. Make sure disc pathways are entirely clear before throwing your disc. Pedestrians will always have the right of way. Also, please pick up all equipment and litter during and after the game.
6. For more information on disc golf, go to [www.crosscreektexas.com](http://www.crosscreektexas.com).