

Course Map



A Recreational Disc Golf Course Designed by, HBClark, PDGA#553

Gatlinburg Recreation Dept. 865-436-4990

HOLE	DISTANCE	PAR	NAMES			
1	240	3				
2	305	4				
3	260	3				
4	225	3				
5	175	3				
6	195	3				
7	265	3				
8	270	3				
9	165	3				
TOTAL	2100	28				

Mills Park Disc Golf Course



in
Gatlinburg
Tennessee

What is Disc Golf?



Disc golf is played much like traditional golf. Instead of a ball and clubs, however, players use a flying disc, or Frisbee®. The sport was formalized in the 1970's, and shares with "ball golf" the object of completing each hole in the fewest number of strokes (or, in the case of disc golf, fewest number of throws). A golf disc is thrown from a tee area to a target which is the "hole". The hole can be one of a number of disc golf targets; the most common is called a Pole Hole® - an elevated metal basket. As a player progresses down the fairway, he or she must make each consecutive shot from the spot where the previous throw has landed. The trees, shrubs, and terrain changes located in and around the fairways provide challenging obstacles for the golfer. Finally, the "putt" lands in the basket and the hole is completed. Disc golf shares the same joys and frustrations of traditional golf, whether

it's sinking a long putt or hitting a tree halfway down the fairway. There are few differences, though. Disc golf rarely requires a greens fee, you probably won't need to rent a cart, and you never get stuck with a bad "tee time". It is designed to be enjoyed by people of all ages, male and female regardless of economic status.

Disc Golf Rules for Recreational Play

GENERAL:

Disc golf is played like ball golf using a flying disc. One point is counted each time the disc is thrown and when a penalty is incurred. The object is to acquire the lowest score.

TEE THROWS:

Tee throws must be completed within the designated tee area. Do not throw until the players in front of you are out of range.

LIE:

The spot where the previous throw has landed, mark with a mini disc or turn over the thrown disc, directly toward the hole.

THROWING ORDER:

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

FAIRWAY THROWS:

Fairway throws must be made with the foot closest to the hole on the lie. The other foot may be no closer to the hole than the lie. A run-up and a normal follow-through, after release, are allowed.

COMPLETION OF HOLE:

A disc that comes to rest in the Disc Pole Hole basket or chains constitute successful completion of that hole.

UN-PLAYABLE LIE:

Any disc that comes to rest above the ground is considered an un-playable lie, such as landing in a tree. The disc must be thrown from the lie on the ground, directly underneath the un-playable lie.

OUT OF BOUNDS:

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. Landing on or across roads, parking lots, sidewalks, or fences are always out of bounds. In or on top of pavilions is out of bounds.

PENALTIES:

Recreational players will not be penalized for rule infractions. Other players will keep you honest. Advanced players will be penalized one stroke for an out of bounds throw.

COURSE COURTESY:

Please pick up trash and help new players play by the rules. You are the one that makes it work. By your example, Disc Golf will change your life and theirs too. Remember the most important rule: THE ONE WHO HAD THE MOST FUN WINS! Tee off and fly freely.