BROUGHTON'S BIG BUCKEYE DISC GOLF COURSE

| HOLE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | FRONT | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | ВАСК | TOTAL |
|-------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-------|
| PLAYERS PAR | 3/4 | 3 | 3/4 | 3/4 | 4 | 3 | 3 | 3 | 3 | 28/ | 3/4 | 3 | 3/4 | 3 | 3 | 3 | 3 | 3 | 3/4 | 27/ | 55/ |
| | | | | | | | | | | 31 | | | | | | | | | | 30 | 61 |
| RED TEE DISTANCE | 240 | 290 | 227 | 320 | 388 | 200 | 274 | 203 | 263 | | 280 | 221 | 244 | 244 | 123 | 141 | 145 | 251 | 280 | | 4090 |
| BLUE TEE DISTANCE | 500 | 295 | 545 | 470 | 460 | 300 | 362 | 348 | 300 | | 465 | 300 | 656 | 335 | 197 | 180 | 150 | 333 | 442 | | 6758 |
| 1 | | | | | | | | | | | | | | | | i c | | | | | |
| 2 | | | | | | | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | | | | | | | |

OUT OF BOUNDS

- 1) MUST BE RIGHT OF THE CREEK, MUST BE LEFT OF THE GRAVEL ROAD, THE BIKE PATH IS OB
- 2) MUST BE RIGHT OF THE CREEK, THE BIKE PATH IS OB, THE BRIDGE IS OB
- 3) MUST BE RIGHT OF HIGHWAY, MUST BE LEFT OF THE BIKE PATH (EVEN FROM THE BLUE TEE)
- 4) MUST BE RIGHT OF THE BIKE PATH,
 MUST BE LEFT OF THE CREEK, MUST BE
 SHORT OF THE BRIDGE

- 5) MUST BE RIGHT OF THE CREEK, ROCK-PILE IS OB
- 6) MUST BE RIGHT OF THE ROAD, THE ROCK PILE IS OB
- 7) MUST BE ACROSS THE ROAD THAT
 GOES LEFT, MUST BE LEFT OF THE ROAD
 YOU ARE TEEING FROM, THE BIKE PATH
 IS OB
- 8) THE ROAD YOU ARE TEEING FROM IS OB, INSIDE THE GAS WELL FENCE IS OB, THE BIKE PATH IS OB
- 9) MUST BE LEFT OF THE ROAD
- 10) MUST BE LEFT OF THE ROAD

- 11)MUST BE SHORT OF THE CREEK, MUST BE RIGHT OF 12's TEE BOX
- 12)MUST BE LEFT OF THE CREEK, MUST BE RIGHT OF 13's FAIRWAY
- 13)MUST BE RIGHT OF 12's FAIRWAY
- 14)NO OUT OF BOUNDS
- 15)MUST BE LEFT OF THE WALKING PATH UNTIL 20 FEET BEFORE THE BASKET
- 16)NO OUT OF BOUNDS
- 17)MUST BE RIGHT OF THE ROAD, MUST BE LEFT OF THE CREEK
- 18) MUST BE LEFT OF THE ROAD (FROM