

What is Disc Golf?

Disc Golf (or Frisbee Golf, as is sometimes called) is played much like traditional golf, however instead of a ball and clubs, players use a flying disc or Frisbee. Disc Golf got its start by the inventor of the Frisbee, "Steady" Ed Headrick in 1975 when he designed and built the first "pole hole", a disc catching device consisting of a pole with chains, and a basket to catch the disc. Since Steady Ed installed the first pole hole course in California, the sport has grown rapidly.

The object of the game is completing each hole in the 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 round 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 a 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".

WHERE TO PLAY?

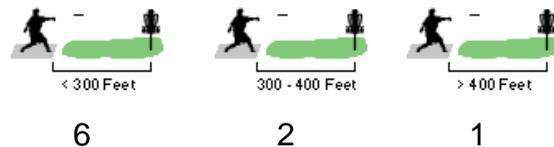
James L. Dorton Park
5790 Poplar Tent Road
Concord, North Carolina

Directions:
From I-85, Exit 54 George Liles Blvd.
Turn right onto Poplar Tent Road.
Park is on the right.

Dorton Park Disc Golf Course
offers a 9 hole course for beginner
and intermediate play.

Course begins in back of park.
The course is free and
open to the public.

Holes: 9 (Discatcher)
Tees: Concrete
Maximum Length: 1,981'
Average Length: 220 ft.
Skill Level: Beginner / Intermediate



To locate other disc golf courses in the area,
visit these web sites:

www.charlottedgc.com

www.discgolfunited.com

FOR FUN AND FITNESS

The ongoing fitness boom finds more and more people taking up recreational activities in an effort to improve health and quality of life. Disc golf provides upper and lower body conditioning, aerobic exercise, and promotes a combination of physical and mental abilities that allow very little risk of physical injury. Concentration skills increase by mastering shots and negotiating obstacles. Players of limited fitness levels can start slowly and gradually increase their level of play as fitness improves. Scheduling is also flexible; a round takes one to two hours, and may be played alone, eliminating the difficulty of scheduling tee times. And as in traditional golf, disc golfers find themselves "hooked;" increasing the likelihood of frequent participation. Disc golf offers year-round fitness, even in rain or snow. Perhaps the greatest attribute of the sport is the expense - or rather, the lack of it. A professional quality disc costs less than \$10, and it only takes one for basic play. And, of course, there's the sheer fun of the game - no matter what your age or skill level!

HOW DO I GET STARTED?

As simple as a flick of the wrist, disc golf is a growing sport enjoyed by players of all ages and abilities.

The only thing you need to play disc golf is a flying disc. While any disc can be used to play, some are designed specifically for the sport. Some curve to the left or right to combat wind, while others are designed for long drives or short, accurate throw.

Please refer to the web site of the Professional Disc Golf Association at www.pdga.com to view complete rules and regulations or to order a rule book.

DISC GOLF

*An informational pamphlet
to help you enjoy Disc Golf.*

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Introduction to Disc Golf

The growing popularity of the game of disc golf begins with the essential fact that throwing a flying disc with power and accuracy is a marvelous sensation. The constant challenge, the social nature of the game, the good physical and mental conditioning, and the fact that it is inexpensive to play are also attractions. Disc golf is a recreational sport for everyone, regardless of age, gender, or ability. The object of the game is to traverse a course from beginning to end in the fewest number of throws of the disc. Each consecutive throw is made from where the disc came to rest after the last throw. Score is determined by counting the number of throws made on each hole plus penalty throws and then summing all holes. The winner is the player who completes the course with the lowest score. The course consists of a series of holes laid out so that when the player completes one hole he or she proceeds to the beginning of the next until all the holes have been played. The player is provided with a teeing area from which to begin each hole and a target to complete the hole.

Disc golf courses are normally laid out among wooded areas with diverse terrain to provide natural obstacles to the flight of the disc. These natural obstacles are very much a part of the game and must not be altered by the players in any way to decrease the difficulty of a hole.

Disc golf is a game that expects high standards of etiquette and courtesy. Among the basic considerations of etiquette are such things as concern for spectators and other players and respect for plant life on the course. These rules have been designed to promote fair play for all disc golfers.

Professional Disc Golf Association Rules



A. The game of disc golf consists of throwing a flying disc from the teeing area to a target by a throw or successive throws. Players shall play the course as they find it and the disc where it lies unless allowed otherwise by the Rules. The competitor who plays the stipulated round or rounds in the fewest throws plus penalty throws is the winner.

B. A player who throws a practice throw or an extra throw with any disc any time after the start of his or her round and prior to his or her finishing the last hole of the round (except for throws that must be re-thrown in accordance with the rules, provisional throws made pursuant to 803.00 C (3) or throws during a suspension or postponement of play) shall receive one penalty throw. The practice throw or extra throw must be observed by any two players or an official.

C. Appeals:

(1) When a group cannot reach a majority decision regarding a ruling, the benefit of the doubt shall be given to the thrower. However, any player may seek the ruling of an official, and the official's ruling shall supersede the group's ruling. Any player desiring an appeal of the group's decision shall promptly and clearly express that desire to the group.

(2) If an official is readily available, the group shall stand aside to seek the official's ruling, allowing other groups to play through.

(3) If an official is not readily available, the group shall proceed in one of two ways. The group may reach a majority decision with the benefit of the doubt going to the thrower, and continue play. Alternatively, if the thrower does not wish to continue play under the group's majority decision, the thrower may declare a provisional. When proceeding under a provisional, the thrower shall complete the hole under both possible rulings.

The scores from both sets of throws shall be recorded. The proper ruling and score are then determined by the director at the end of the round. The eventual final ruling, made by an official or the director, shall count only those throws made under the proper rules interpretation. The unused throws shall not be added to the thrower's score nor treated

as practice throws. The use of provisional throws is encouraged in all situations where the thrower questions the group's or officials ruling.

(4) A player may seek an appeal of an official's ruling to the director. If the director is readily available, the appeal shall be heard directly. The group shall stand aside awaiting the ruling on appeal. If the director is not readily available, the group shall continue playing under the official's ruling. The appeal shall be made as soon as practical. The decision of the director shall be final.

(5) Where a group's or official's decision is overturned on appeal, the official or director may, in the interest of fairness, allow the thrower's score to remain the same or adjust the thrower's score to reflect the correct interpretation of the rules. Only in a case where a replay is the most fair solution, at the discretion of the TD, should a hole or holes be replayed.

D. A player shall not receive a warning for a rules violation unless the rule specifically provides for a warning. Warnings do not carry over from one round to the next round or to a playoff.

E. Rule of Fairness:

If any point in dispute is not covered by the rules, the decision shall be made in accordance with fairness. Often a logical extension of the closest existing rule or the principles embodied in these rules will provide guidance for determining fairness.

Additional Information

COURTESY

A. Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone present. Players should watch the other members of their group throw in order to aid in locating errant throws and to ensure compliance with the rules.

B. Players should take care not to produce any distracting noises or any potential visual distractions for other players who are throwing. Examples of discourteous actions are: shouting, cursing, freestyling, slapping course equipment, throwing out of turn, throwing or kicking golf bags, and advancing on the fairway beyond the away player. Shouting at an appropriate time to warn someone in danger of being struck by a disc is not a violation of courtesy.

C. Refusal to perform an action expected by the rules, such as assisting in the search for a lost disc, moving discs or equipment, or keeping score properly, etc., is a courtesy violation.

D. Littering is a courtesy violation.

E. Courtesy dictates that players who smoke should not allow their smoke to disturb other players. Smokers should extinguish their cigarettes and carry their cigarette butts to a trash can. Disposing of cigarette butts by dropping them on the ground is littering.

F. A player violating a courtesy rule may be warned by any affected player, even if from another group, or by an official, with all players of the group advised of the warning. The player shall be assessed one penalty throw for each subsequent courtesy violation of any type in the same round. Repeated violations of courtesy rules may result in disqualification.

ORDER OF PLAY

A. Teeing order on the first teeing area is determined by the order in which the scorecards were filled out or by the order the players were listed or arranged on the scoreboard.

B. Teeing order on all subsequent tees is determined by the scores on the previous hole, with the lowest score throwing first, and so on. If the previous hole was a tie, the scores are to be counted back until the order is resolved.

C. After all the players in the group have teed off, the player farthest from the hole, (the away player), throws first. To facilitate flow of play, a player who is not farthest away may play next if the away player consents.

D. During tournament play, no group may play through the group ahead unless the group ahead is required to stand aside in accordance with the rules or as directed by an official.

E. Throwing out of turn shall be considered a courtesy violation.