

PARTS:

- Chain assembly
- Basket assembly
- Locking pin
- Folding portable base
- Carrying bag
- 6 Discs

DISC GOLF
Broadway Party & Tent Rental
763-424-6155
www.BroadwayPartyRental.com



Assembly Instructions:

- 1) Insert top pole / chain assembly into lower pole / basket assembly. Lock into place with the lower poles spring-loaded button.
- 2) Open folding portable base on level ground & slide the attached poles into base. Lock into place with the poles other spring-loaded button. Tighten thumb screw in the base to limit wobble.
- 3) Remove locking pin & open basket. Next open top pole / chain assembly. Replace locking pin to lock in the open position. If chains are tangled, separate the poles, lift & open chain assembly from basket assembly. Reposition the ring & chain so all the chains hang equally. Reconnect the 2 poles.
- 4) Carrying Bag: Close top & lower assemblies. Lock the basket in the closed position with locking pin. Slide bag over closed assembly. Turn bag over, remove base & place in the side pocket.

Rules for RECREATIONAL PLAY are simple, easy to learn, & meant to give the basic framework for playing.

Objective: Disc Golf is played like traditional "ball" golf, but with flying discs instead of balls & clubs. One point (*stroke*) is counted each time disc is thrown & when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.

SAFETY: Never throw when people are within range. Give others the right of way. Be aware of your surroundings & environment.

Tee Throws: Each hole begins with a tee throw. Tee throws must be completed within or behind designated tee area.

Lie: The lie is the spot where the player's previous throw landed. Mark lie with a mini disc or turn over the thrown disc, directly towards the hole or designated fairway. The player's subsequent throw is made from directly behind the marked lie.

Throwing Order: The player with the least amount of strokes on the previous hole is the 1st to tee off on the next hole. After teeing off, the player whose disc is farthest from the hole throws 1st.

Fairway Throws: Fairway throws must be made from directly behind the lie. A run-up & normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player not move past the lie until the disc is at rest.

Dogleg (or Mandatory): A dogleg is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dogleg is passed the closest foot to the dogleg must be on the lie when the disc is released.

Completion Of Hole: A disc that comes to rest in the basket or chains constitutes a successful completion of that hole.

Unplayable Lie: Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation.

Out Of Bounds (OB): If any area of OB is visible between the disc & OB line, then the disc is considered OB. A throw that lands OB, must be played from a point 3 feet in bounds from where the disc went OB. Permanent water hazards & public roads are always OB.

Penalties: Recreational players will not be penalized for rule infractions. Other players will keep you honest.

AROUND NINE GAME: The object is that you start at Position #1 (12ft away) & attempt to make your putt. If you make it or not, you proceed to Position #2 (14' away) [the distance increases by 2ft for each Position 1-9 with 9 being 28' away], adding your score with the numbers from each Position you make the putt from.

- One attempt is made from each throwing position
- Points are scored each time the disc thrown comes to rest in the basket
- The number of points awarded is based on the throwing position number
- The maximum possible score is 45 points

TARGET GAME: Good for multiple players (up to 30 at a time).

Each player has 3 discs (helpful if disc is labeled for each player). Throwing 3 discs is 1 round & 3 rounds equal 1 game. The highest score wins. The setup starts with a distance of 100' from the Basket. Landing a disc in the Basket is worth a total of 100 points. A leaner on the pole is worth a total of 50 points. The 1st ring has a 5' radius worth a total of 25 points. The 2nd ring has a 10' radius worth a total of 10 points. The 3rd ring has a 15' radius worth a total of 5 points.

Course Courtesy

- Remain quiet & avoid unnecessary movements while others are throwing
- Stand behind player who is throwing until throw is complete
- Remove disc from basket after completing the hole
- Help new players learn the rules
- Allow faster groups to play through when possible
- Pick up trash & put in proper receptacles
- Do not alter the course (trees, bushes, etc) in any way

“We Rent Celebrations!”
IF EQUIPMENT IS WORKING INCORRECTLY,
CONTACT BROADWAY PARTY & TENT RENTAL AS SOON AS POSSIBLE.