



# CADDIE BOOK

PICKARD PARK

DGPT TOURNAMENT LAYOUT



DISC GOLF  
PRO TOUR



# PICKARD PARK

- Trees
- Paths
- Dirt
- Buildings
- Roads
- Dirt Roads
- FPO
- MPO



	PAR	
<b>MPO</b>	<b>64</b>	9,536 ft.
	PAR	
<b>FPO</b>	<b>65</b>	8,650 ft.



# PICKARD PARK

DGPT Tournament Layout • Indianola, IA



## HOLE MAPS LEGEND



to pin from tee



Distance Markers (ft.)



Basket (MPO/FPO)



Tee Box (MPO/FPO)



Raised Baskets



Other Tee Boxes



Other Baskets



## Hole Shape Swath

Measuring reference to indicate landing zone deviation from center line of play to achieve C1 or C2.



Drop Zone



Mandatory



Fences / Walls / Barriers



Buildings / Obstructions



Light Posts/Poles

# PICKARD PARK

DGPT Tournament Layout • Indianola, IA



HOLE	1	2	3	4	5	6	7	8	9	OUT	
PAR	4	4	3	3	3	4	3	3	3	30	MPO
Dist. (ft.)	795	753	320	490	330	633	345	540	290	4,496	
PAR	4	4	3	4	3	4	3	3	3	31	FPO
Dist. (ft.)	705	675	320	490	270	575	345	395	290	4,065	

HOLE	10	11	12	13	14	15	16	17	18	IN	TOT	
PAR	5	4	3	3	4	4	3	3	5	34	64	MPO
Dist. (ft.)	844	810	260	290	606	600	315	235	1,080	5,040	9,536	
PAR	5	4	3	3	4	4	3	3	5	34	65	FPO
Dist. (ft.)	844	530	260	290	606	600	315	235	905	4,585	8,650	

## GENERAL RULES & NOTES

- Two-meter rule is NOT in effect.
- All OB is marked by a white painted line, including around and along water OB.

## HOLE-SPECIFIC NOTES

### HOLE 1

OB: Parking lot left; Beyond RR ties (painted line) left of fairway late and long of pin; Painted line right and beyond.

### HOLE 2

OB: Marked long grass area early in fairway; Painted line right and beyond.

**MPO DROP ZONES:** After any initial tee shot that lands OB, proceed to DZ1 (FPO tee) +1. After any shot from DZ1 that lands OB, proceed to DZ2 (in fairway) +1. For all throws from DZ2 and after, conventional OB rules apply.

**FPO DROP ZONE:** (DZ1 is MPO only) After any shot that lands OB, proceed to DZ2 (in fairway) +1. For all throws from DZ2 and after, conventional OB rules apply.

### HOLE 3

OB: Painted white line long and beyond.

### HOLE 4

OB: Within pond area marked by painted line; Beyond painted line marking tall grass area/hole 5's tee long.

**DROP ZONE:** After any tee shot that lands

OB, proceed to DZ +1. After any other shot landing OB, conventional OB rules apply.

### HOLE 5

OB: Island Green. All area outside of marked island green is OB.

**DROP ZONE:** After any tee shot that DOES NOT come to rest safe on the island, proceed to DZ +1. After all subsequent throws, traditional OB rules apply.

### HOLE 6

OB: Marked long grass left and beyond; Beyond painted line encircling green.

### HOLE 7

**HAZARD (MPO ONLY):** All area outside of the hexagonal landscaped green area plays as a HAZARD for the MPO division ONLY. If any shot by an MPO player lands outside the hexagon, play resulting lie +1.

### HOLE 8

OB: Fence line (marked with paint) left and beyond; Beyond painted line marking edge of creek long.

### HOLE 9

OB: Beyond marked tall grass areas left and right of fairway; Beyond painted white line behind basket.

### HOLE 10

OB: Marked tall grass areas left and right of fairway; Marked creek area separating green and fairway; Marked tall grass outside of mowed island green.



### HOLE 11

MANDO (MPO ONLY): Hole must be played right of marked dead tree. If missed, proceed to DZ +1.

NOTE: Any water far right plays casual.

### HOLE 12

OB: Marked creek bed in fairway; Marked (dry) creek bed short-right of green.

DOUBLE MANDO: Hole must be played between marked trees. If missed, proceed to DZ +1.

DROP ZONE: DZ used for both missed MANDO and initial shots that land OB in the 'river.' Normal OB rules apply to all subsequent shots.

### HOLE 13

OB: Marked 'tree bunker' left/short of green. (Plays as conventional OB – take lie where disc crossed +1 penalty throw.)

### HOLE 14

OB: Marked creek bed crossing fairway.

### HOLE 15

OB: Marked long grass right and beyond; Beyond marked line long.

### HOLE 16

OB: Marked line along creek bed and beyond.

### HOLE 18

OB: Marked long grass left and beyond; Beyond marked line long; Hole 5 green area.





PICKARD PARK

1

PAR

4

795

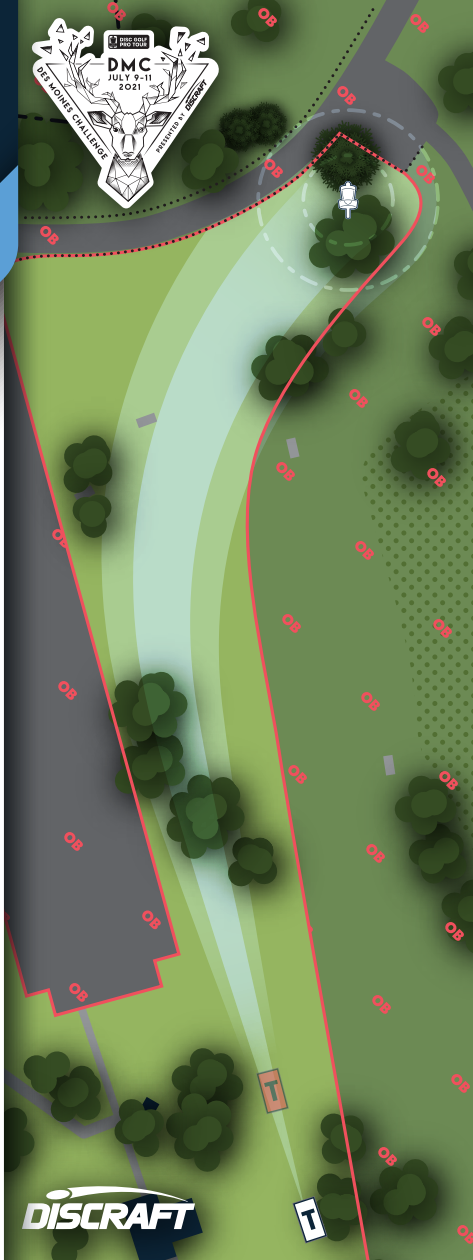
FEET

242.3 m



#### RULES & NOTES

**OB:** Parking lot left; Beyond RR ties (painted line) left of fairway late and long of pin; Painted line right and beyond.



DISCRAFT



## PICKARD PARK

# T

PAR

4

# 705

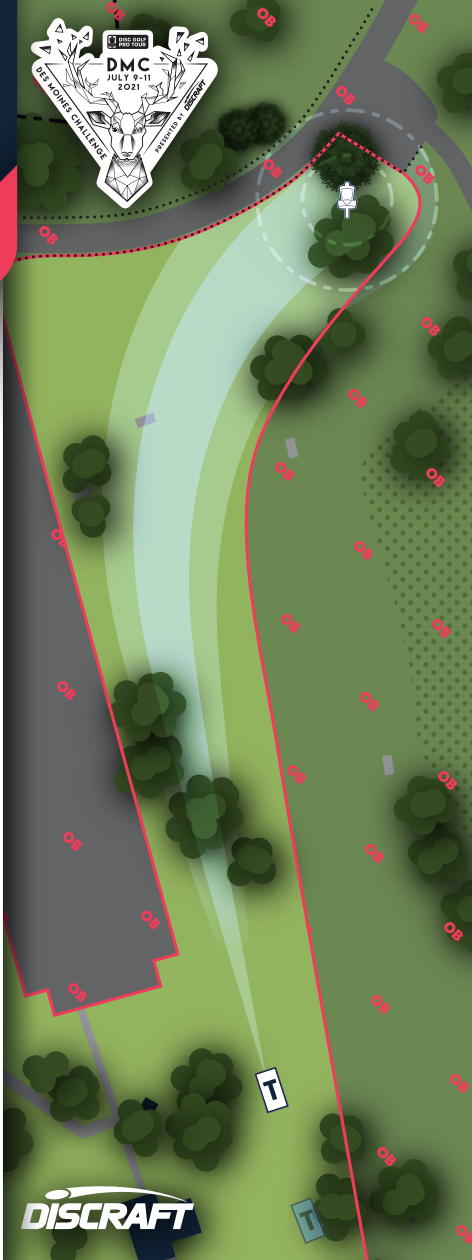
FEET

**214.9 m**



## RULES & NOTES

**OB:** Parking lot left; Beyond RR ties (painted line) left of fairway late and long of pin; Painted line right and beyond.





PICKARD PARK

2

PAR

4

753

FEET

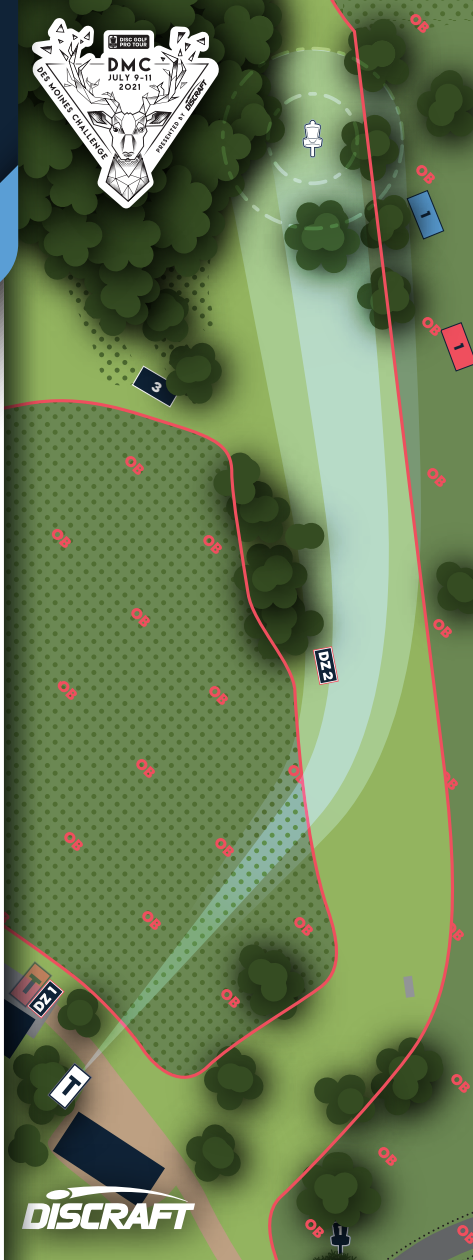
229.5 m



#### RULES & NOTES

**OB:** Marked long grass area early in fairway; Painted line right and beyond.

**DROP ZONE:** After any initial tee shot that lands OB, proceed to DZ1 (FPO tee) +1. After any shot from DZ1 that lands OB, proceed to DZ2 (in fairway) +1. For all throws from DZ2 and after, conventional OB rules apply.



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DGPT

PICKARD PARK

2

PAR

4

675

FEET

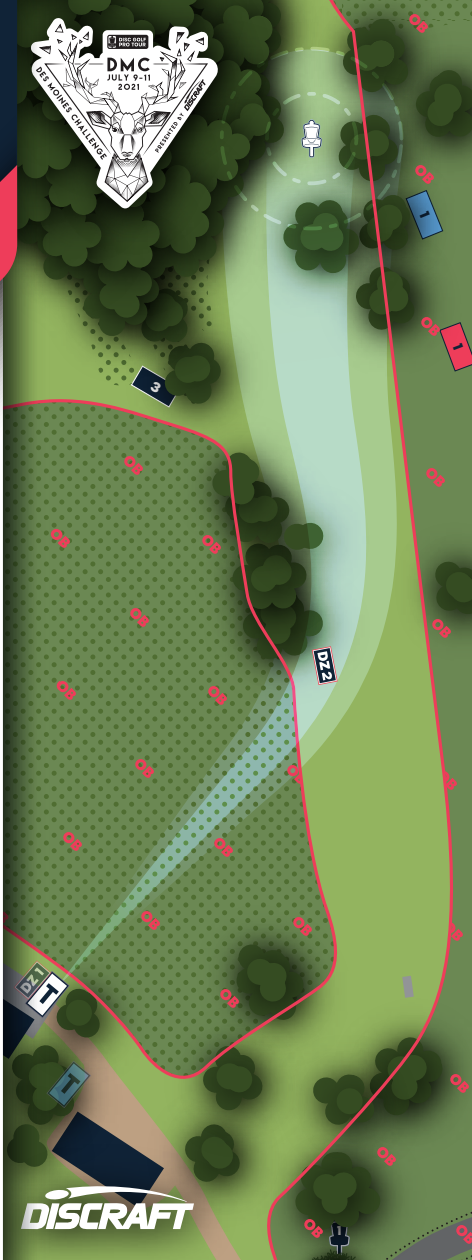
205.7 m



#### RULES & NOTES

**OB:** Marked long grass area early in fairway; Painted line right and beyond.

**DROP ZONE:** (DZ1 is MPO only) After any shot that lands OB, proceed to DZ2 (in fairway) +1. For all throws from DZ2 and after, conventional OB rules apply.



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**DGPT**

PICKARD PARK

**3**

PAR

**3**

**320**

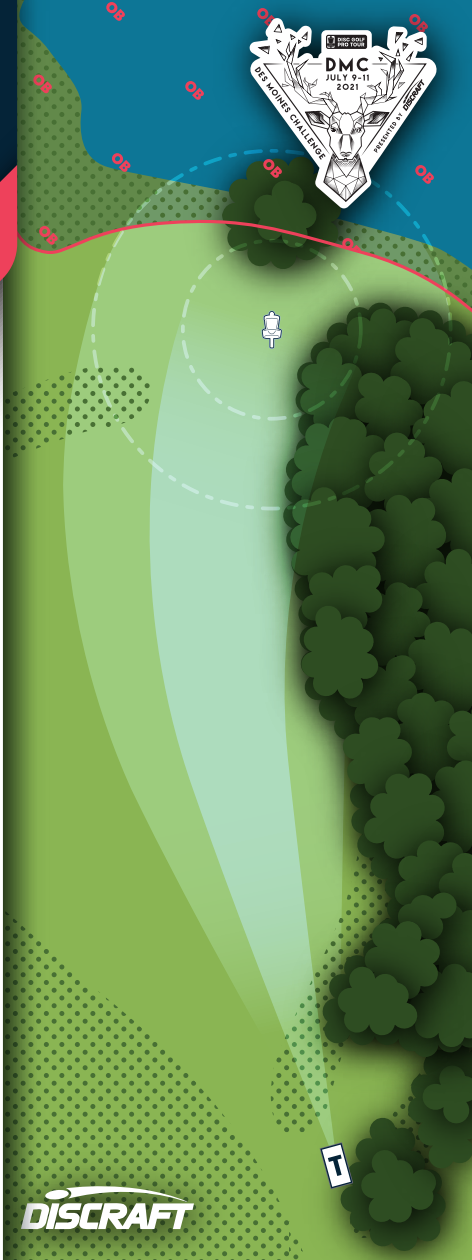
FEET

**97.5 m**



**RULES & NOTES**

**OB:** Painted white line long and beyond.



**DISCRAFT**



DGPT

PICKARD PARK

4

PAR

3

4

490

FEET

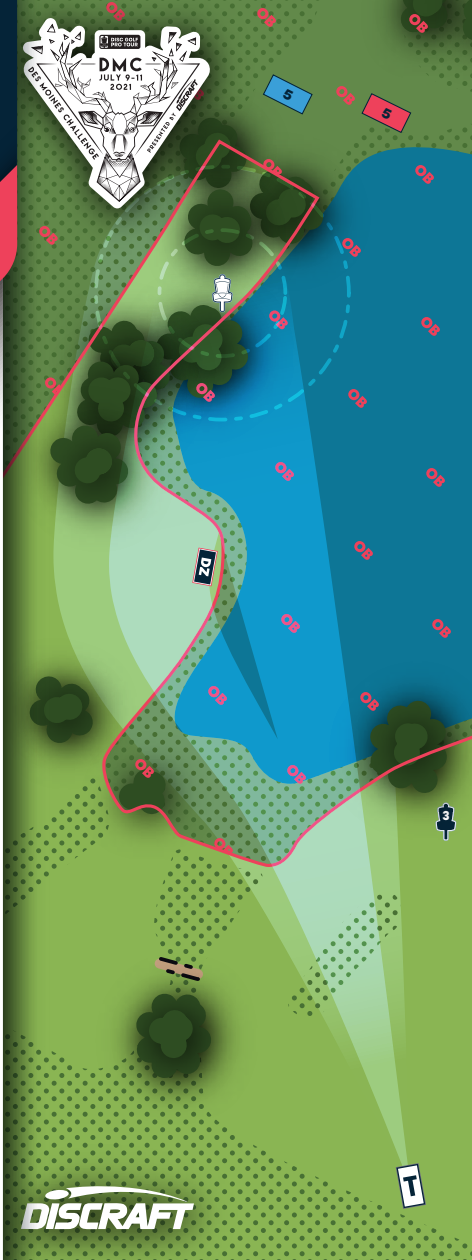
149.4 m



#### RULES & NOTES

**OB:** Within pond area marked by painted line; Beyond painted line marking tall grass area/hole 5's tee long.

**DROP ZONE:** After any tee shot that lands OB, proceed to DZ +1. After any other shot landing OB, conventional OB rules apply.



DISCRAFT



DGPT

PICKARD PARK

5

PAR

3

330

FEET

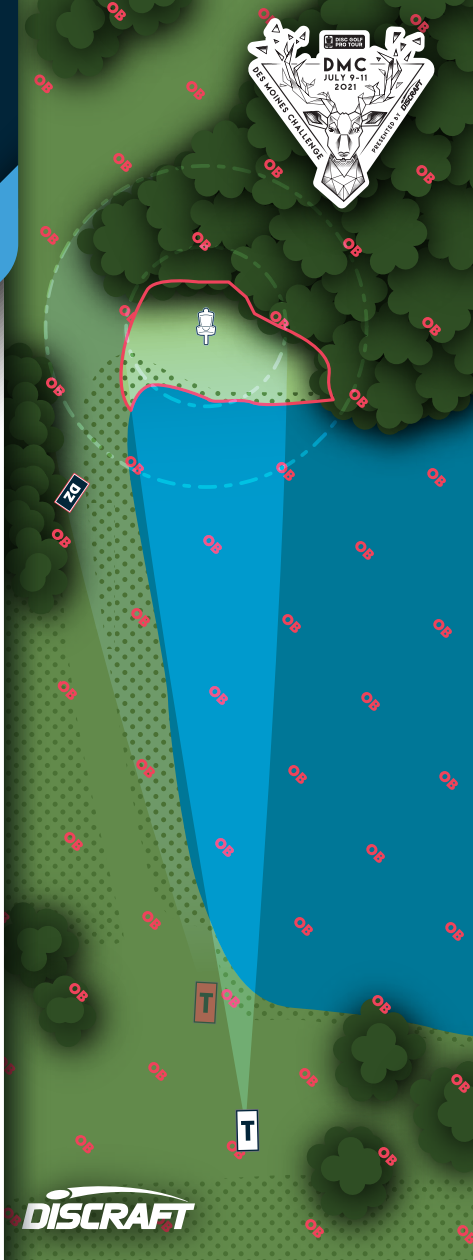
100.6 m



#### RULES & NOTES

**OB:** ISLAND GREEN. All area outside of marked island green is OB.

**DROP ZONE:** After any tee shot that DOES NOT come to rest safe on the island, proceed to DZ +1. After all subsequent throws, traditional OB rules apply.



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DGPT

PICKARD PARK

5

PAR

3

270

FEET

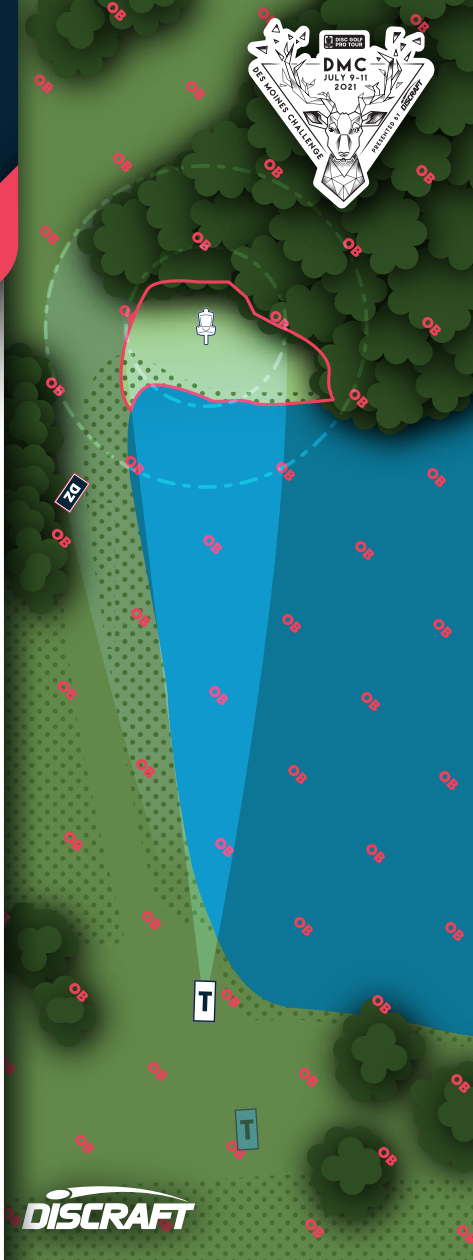
82.3 m



#### RULES & NOTES

**OB:** ISLAND GREEN. All area outside of marked island green is OB.

**DROP ZONE:** After any tee shot that DOES NOT come to rest safe on the island, proceed to DZ +1. After all subsequent throws, traditional OB rules apply.



DISCRAFT



PICKARD PARK

6

PAR

4

633

FEET

192.9 m



#### RULES & NOTES

**OB:** Marked long grass left and beyond; Beyond painted line encircling green.



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PICKARD PARK

6

PAR

4

575

FEET

175.3 m



#### RULES & NOTES

**OB:** Marked long grass left and beyond; Beyond painted line encircling green.



DISCRAFT



DGP

PICKARD PARK

7

PAR

3

345

FEET

105.2 m



#### RULES & NOTES

**HAZARD (MPO ONLY):** All area outside of the hexagonal landscaped green area plays as a HAZARD for the MPO division ONLY. If any shot by an MPO player lands outside the hexagon, play resulting lie +1.

DISCRAFT



T



PICKARD PARK

8

PAR

3

540

FEET

164.6 m



#### RULES & NOTES

**OB:** Fence line (marked with paint) left and beyond; Beyond painted line marking edge of creek long.



DISCRAFT



PICKARD PARK

8

PAR

3

395

FEET

120.4 m



#### RULES & NOTES

**OB:** Fence line (marked with paint) left and beyond; Beyond painted line marking edge of creek long.



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**DGPT**

PICKARD PARK

**9**

PAR

**3**

**290**

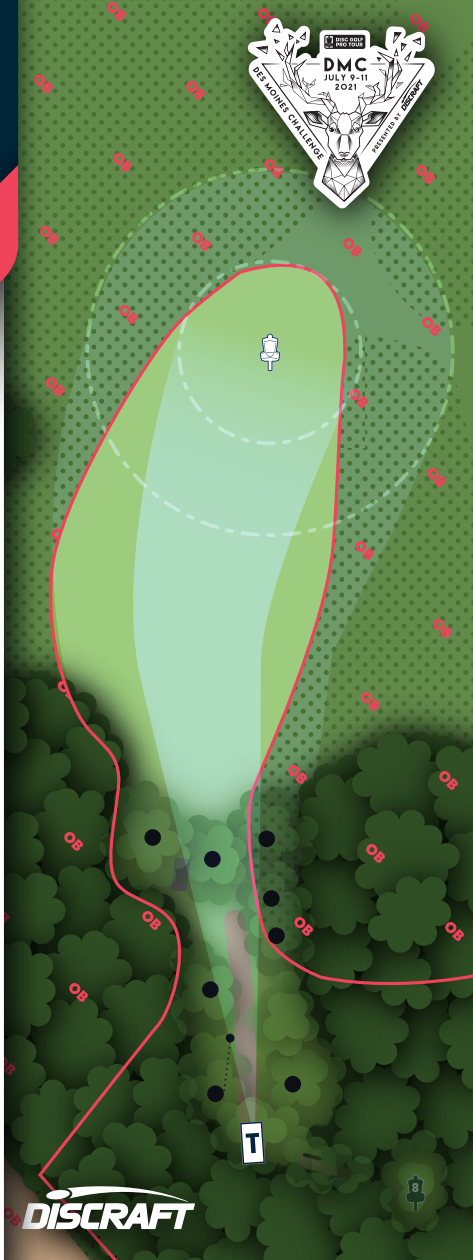
FEET

**88.4 m**



**RULES & NOTES**

**OB:** Beyond marked tall grass areas left and right of fairway; Beyond painted white line behind basket.





**DGPT**

PICKARD PARK

**10**

PAR

**5**

**844**

FEET

**257.3 m**



**RULES & NOTES**

**OB:** Marked tall grass areas left and right of fairway; Marked creek area separating green and fairway; Marked tall grass outside of mowed island green.



**DISCRAFT**

**T**





PAR

4

810

FEET

246.9 m

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#### RULES & NOTES

**MANDO:** Hole must be played right of marked dead tree. If missed, proceed to DZ +1.

**NOTE:** Any water far right plays casual.



PAR

4

530

FEET

161.5 m

DISCRAFT



#### RULES & NOTES

**NOTE:** Any water far right plays casual.



PAR

# 3

# 260

FEET

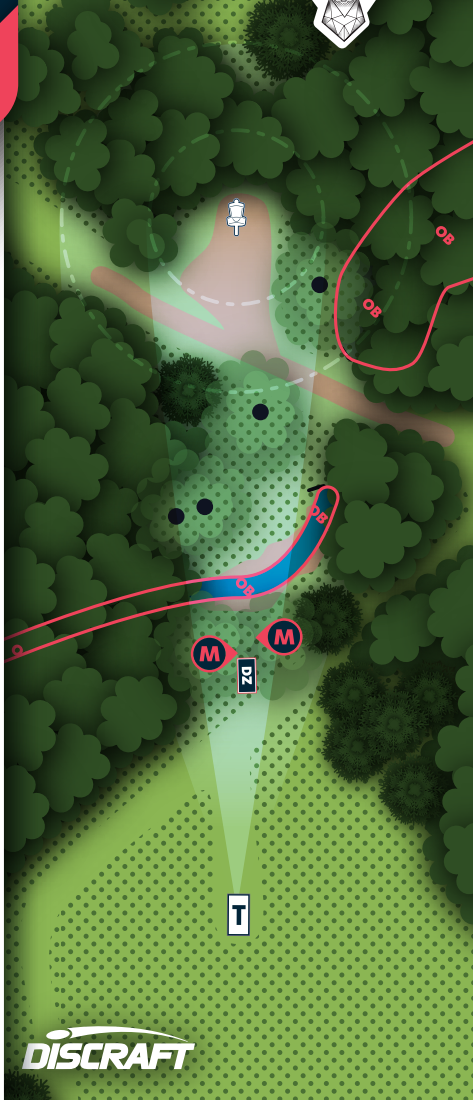
79.2 m



**OB:** Marked creek bed in fairway;  
Marked (dry) creek bed short-right of  
green.

**DOUBLE MANDO:** Hole must be played between marked trees. If missed, proceed to DZ +1.

**DROP ZONE:** DZ used for both missed MANDO and initial shots that land OB in the 'river.' Normal OB rules apply to all subsequent shots.





**DGPT**

PICKARD PARK

**13**

PAR

**3**

**290**

FEET

**88.4 m**



**RULES & NOTES**

**OB:** Marked 'tree bunker' left/short of green.



**DISCRAFT**



PICKARD PARK

14

PAR

4

606

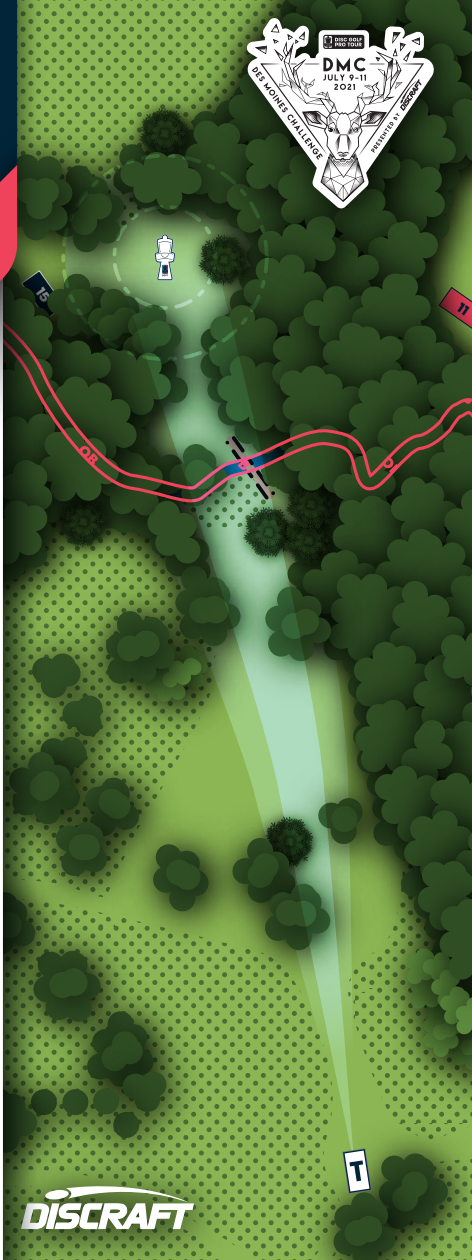
FEET

184.7 m



#### RULES & NOTES

**OB:** Marked creek bed crossing  
fairway.



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PICKARD PARK

15

PAR

4

600

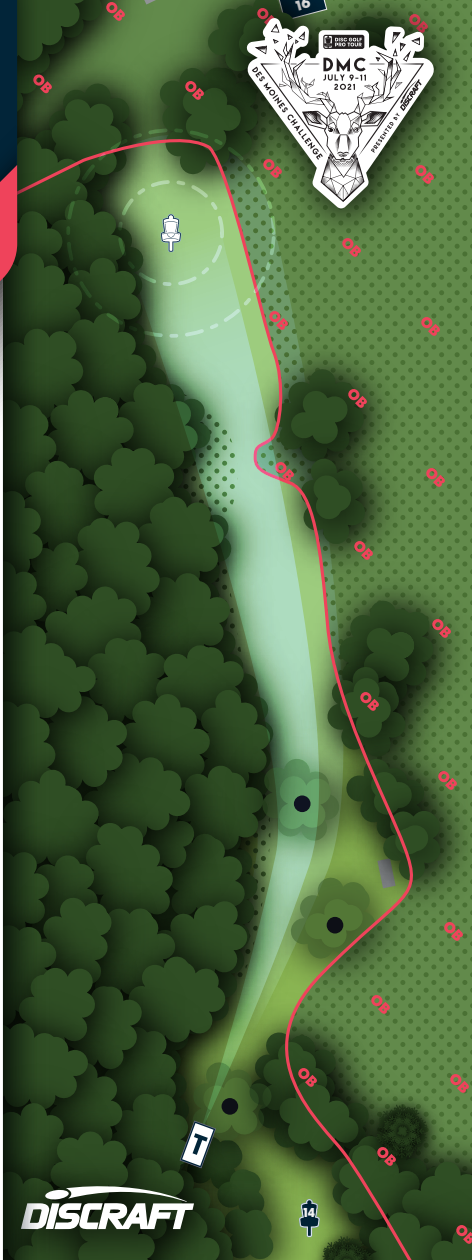
FEET

182.9 m



#### RULES & NOTES

**OB:** Marked long grass right and beyond; Beyond marked line long.



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PICKARD PARK

16

PAR

3

315

FEET

96.0 m



#### RULES & NOTES

**OB:** Marked line along creek bed and beyond.



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**DGPT**

PICKARD PARK

**17**

PAR

**3**

**235**

FEET

**71.6 m**



**DISCRAFT**





PICKARD PARK

18

PAR

5

1,080

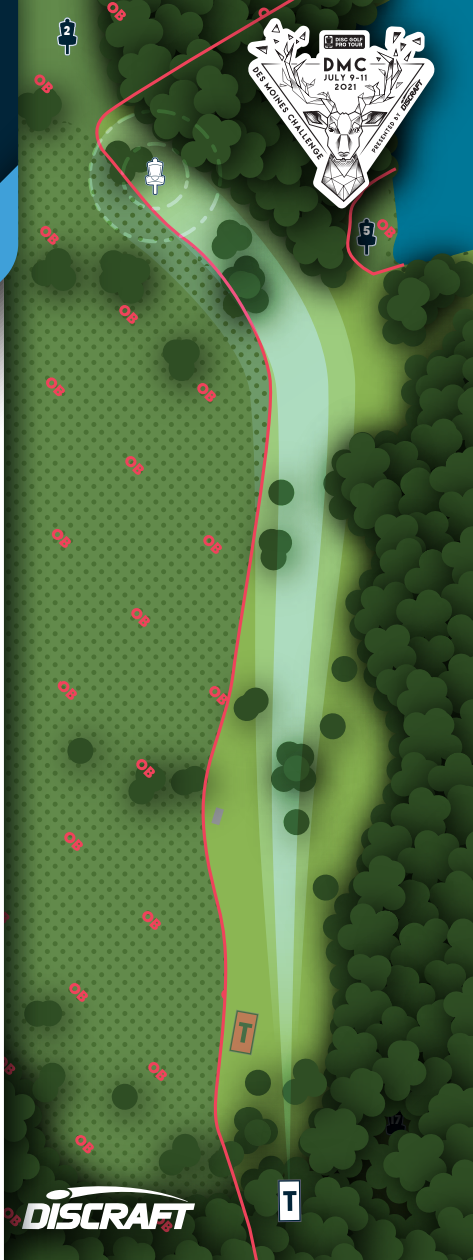
FEET

329.2 m



#### RULES & NOTES

**OB:** Marked long grass left and beyond; Beyond marked line long; Hole 5 green area.



DISCRAFT

T



PICKARD PARK

# 18

PAR

## 5

# 905

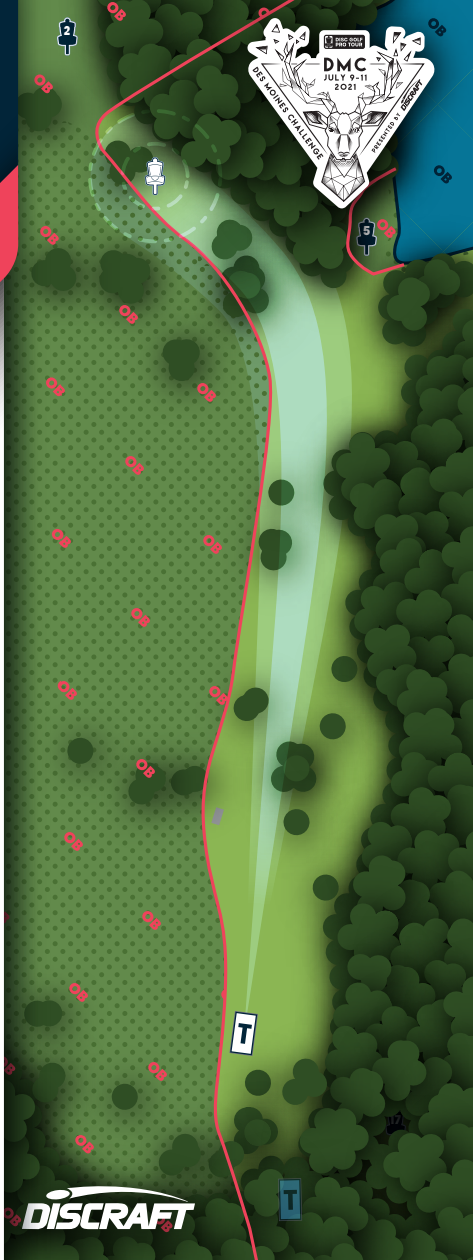
FEET

275.8 m



### RULES & NOTES

**OB:** Marked long grass left and beyond; Beyond marked line long; Hole 5 green area.



**DISCRAFT**