

### PCS OPEN

DZ

### **125**m (-5)

PAR

B

Mando to the left of the tree. DZ. OB on the road and in marked areas. Be aware of traffic on the road. OB before mando-->DZ







### PAR **3 104**m (-2)

OB on the road, on the roof of the hut, and in marked area. Water is played as relief area. If your disc is in contact with water you take relief in a direct line away from the basket.



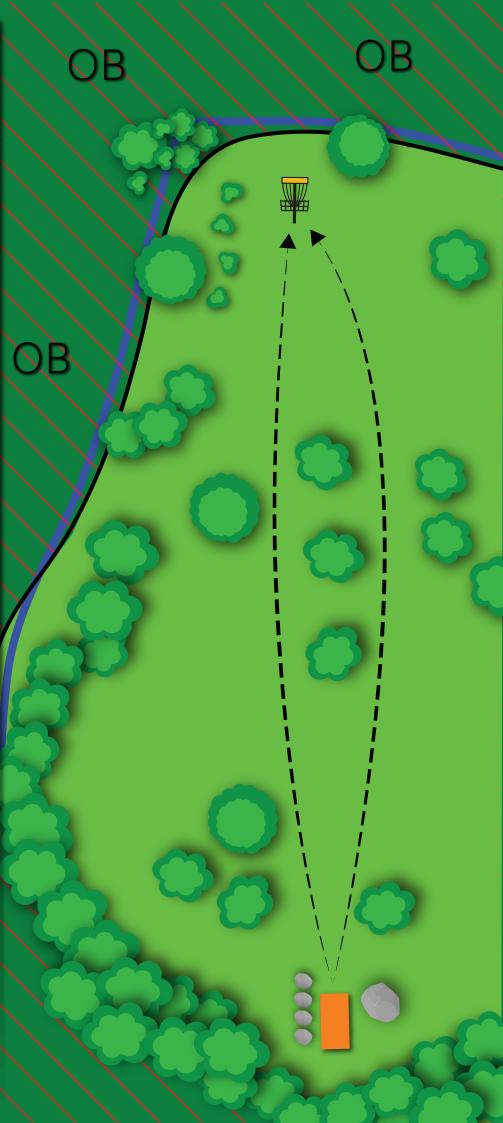




### PAR **3 89**m (-7)

OB to the left of and behind basket









Triple mando. OB in marked area. For all OB, you can always choose to play from the DZ with a one stroke penalty.

### Drone flyover



MANDO





OB

DZ

### 90m (+5)

B

PAR 3

OB in marked area including on/under tee on hole 6. OB in pond shall always be played from the DZ with one stroke penalty.

### Drone flyover





DZ

MAN

### PAR 3 94m (-10)

Triple mando. If you should fail in hitting the mando, proceed to DZ with a one stroke penalty. OB behind the basket







## PAR **205**m (-5)

OB along both sides of the fairway and in the pond in front of the green.







## PAR **130**m (+2)

OB along the right side of the entire fairway.





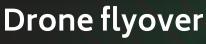
DZ



PAR

### **108**m (-4)

For all OB you can choose to play from DZ with a one stroke penalty. Always proceed to the DZ if your first throw was never inbounds.



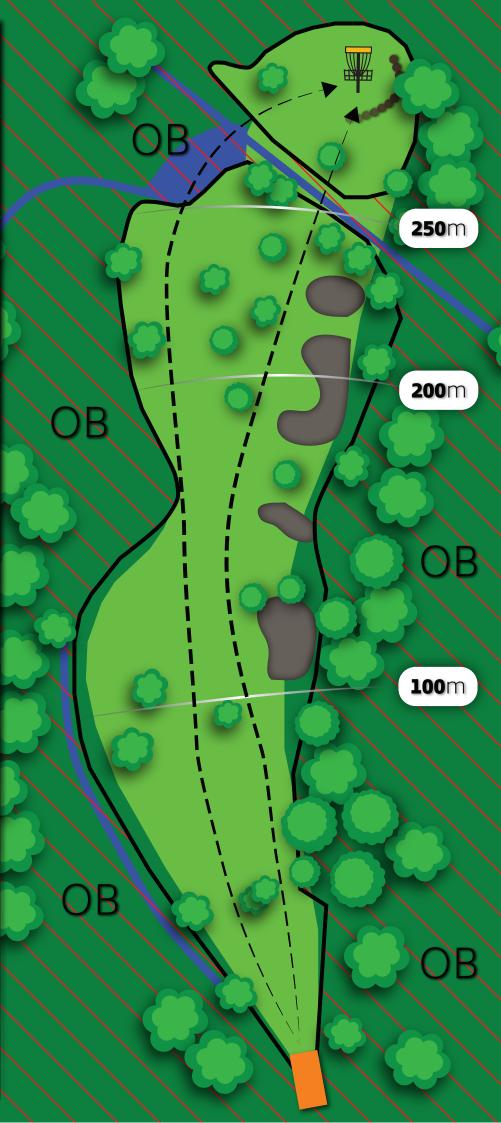






OB along both sides of the fairway, and in pond/creek before the green. No OB in bunkers.





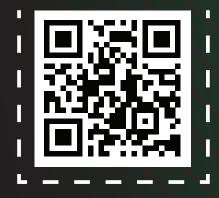


Ň

DZ



Proceed to DZ with a one stroke penalty if your first throw was never inbounds. Otherwise normal OB rules.





## PAR (-5)

OB along the fairway on both sides. For all OB you can choose to play from the DZ with a one stroke penalty

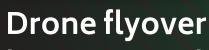
DZ





## **13** PAR **3 84**m (+6)

OB in marked area.





B

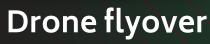


DZ

### PAR **168**m (+7)

**120**m

OB in marked area. Mando on the right of tree. DZ only to be used if the disc lands inbounds after passing the mando incorrectly. Other than that, play as normal OB.







1

## PAR **186**m (-3)

Area 1: normal OB rules Area 2: plays as OB Island. The disc must be at rest within the area in order to play from here. In case of a missed shot, it is played from where the disc was last good in area 1. When playing in area 2 the usual OB rule applies. Tractor is casual area.





# PAR **3**

OB along the left side and also the fairway of the oncoming hole on the right hand side.





A Z A R

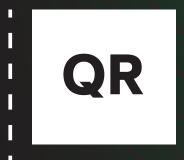
DZ

MANDO

### PAR **4 235**m (+9)

OB on road and in marked area. Be aware of traffic. Mando on the left of pole. DZ only to be used if the disc lands inbounds after passing the mando incorrectly. Hazard area: play where your disc lies with a one stroke penalty.

#### Drone flyover



Π

Π



### PAR **3 108**m (-9)

OB along the entire left, right and far side of the green.

Caution: be aware of people and vehicles on the road!

#### Drone flyover

Π

Π

