

# SEATTLE UNIVERSITY CAMPUS



## DISC GOLF COURSE (9-HOLE)

This course was designed by UREC in hopes of encouraging safe and fun outdoor recreation. While this is not a real disc golf course, it is our hope that students will find this bonus on-campus function enjoyable. All pars were calculated by an average player with little experience. Please remember to be aware of your surroundings and watch out for pedestrians when utilizing the course.

### RULES

#### 1. TEEING OFF:

The tee of any given hole is three strides from the designated marker. A player may take as many steps up to this point as they wish.

#### 2. PATH:

This map is a guide for the path of your disc, but the disc does not have to follow the exact path depicted! Mandatory paths marked by objects and physical identifiers will be mentioned in the hole descriptions.

#### 3. SHOTS AFTER TEE:

From the point where the disc hits the ground, a player may take as many steps up to this point as they wish but may NOT exceed this point in order to take their next shot.

#### 4. SHOT ORDER:

After tee-off, the person farthest from the hole goes first. At the next hole, the person with the least amount of strokes on the last hole goes first.

#### 5. OBSTACLES:

If your throw or the motion of your throw is impeded by an object, players may move their disc up to 5 feet so long as the disc does not move any closer to the hole or directly around or away from an obstacle. There is no stroke penalty.

## 6. BYSTANDERS:

Hitting a bystander with the disc will result in a 2-stroke penalty. If bystanders pick up your disc and attempt to throw it back to you, please return the disc to its original resting location as best as you can and play from there.

## 7. OUT-OF-BOUNDS:

A disc that lands out of bounds must be moved to a playable spot within bounds closest to where the disc first went out of bounds. A disc is considered out of bounds if it lands in the bushes/shrubbery next to walking paths, in the road, or anywhere over 6 feet above the ground.

## 8. DISCS:

DO NOT USE GOLF DISCS. They are dangerous for use on a course that was not designed with regulation disc golf discs in mind. A regulation 175-gram Ultimate disc is recommended.

Please exercise caution when utilizing this course. Since the university campus is open and student, staff, faculty, and members of the public can walk the grounds at any moment, please take care to ensure that the path of your disc does not endanger pedestrians and bystanders. Players are encouraged to scout ahead at each hole and help one another keep a lookout when they are not taking their turn.

### **There are two ways to become a Disc Golf Intramural Champion:**

1. Keep track of your strokes and send your final course score to [urec@seattleu.edu](mailto:urec@seattleu.edu). The participant with the lowest score will win a shirt!
2. Keep track of your score, or don't, and send a picture of you playing the course. All entries, both scored and non-scored will be placed in a drawing to become the second Disc Golf Champion.

# COURSE MAP



# 1 (PAR 3)

Start by the bike racks outside the main entrance of the Student Center. Tee off within 5 feet of the bike racks. The disc is to travel across the courtyard towards the library. The hole is the top stair in the large stone steps in front of the library.



# (PAR 3) 2

Tee is from within 5 feet of the 'kicking figure' statue in front of the library. The disc must travel uphill around the tree used in the Annual Tree Lighting Ceremony. The hole is the flagpole between Pigott Pavilion and Sullivan Hall (the law school) by the Bellarmine turnaround.

# 3 (PAR 5)

Tee is from within 5 feet of the flagpole. The disc should travel across the courtyard to Bannan Engineering Building and up the stairs by Wyckoff Auditorium. The hole is the short lamp in the stone about midway up the stairs.



# 4 (PAR 3)

Tee is at the top of the stairs from Hole 3. From there, the disc should travel around the trees to the right towards the winding uphill footpath. From there, the disc must travel towards the quad and around the sculpture fountain. The 8-foot tall standing rock is the hole.



# (PAR 4) 5

Tee is within 5 feet of the 8-foot tall standing rock. The disc should travel across the quad towards the stairs at the northwest corner. At the top of the stairs, the disc should travel up the path of stairs between Casey and Garrand. The hole is the final lamp post on the right side at the top of the stairs.



# 6 (PAR 5)

Tee is from the top of the stairs by the lamp post from Hole 5. The disc must travel down the stairs towards the main footpath. Once you reach the footpath on the Upper Mall, turn left. The path of the disc should continue along the Upper Mall road past Pigott. The hole is the concrete block immediately next to the Administration building sign.



# 7 (PAR 4)



Tee is from the red emergency at the end of the walking path by Madison. From Hole 6, simply continue walking straight until the road turns right by the Fine Arts Building. The disc should follow the walking path towards the picnic area in the Green. The hole is the standalone bench on the concrete platform.



# 8 (PAR 3)

Tee is within 5 feet of the bench. The disc should travel from the Green towards the Lower Mall road.

From the road, the disc should travel south along the road past the chapel towards the main entrance. The hole is the red and yellow striped quadrant of the SU crest painted on the ground by the main university entrance on Marion.



# 9 (PAR 4)

Tee is on the SU crest. From the crest, the path of the disc should follow the walking path on the Lower Mall towards the library. Be sure to watch out for pedestrians and the construction zone. The hole is the red fire hydrant between Sullivan Hall (the law school) and the flagpole from Hole 2.



HAVE FUN!