



- Hole 1** - 110m - Par 4. Spotter mandatory. Mando tree, pass on the left. Missed mando, go to Drop Zone +1. Paths up and over OB
- Hole 2** - 160m - Par 4. Path left up and over OB. Triangle of grass plays as hazard. Path right up and over OB
- Hole 3** - 160m - Par 4. Triangle of grass and square of grass before the basket zone is hazard. Paths around the basket up and over OB. If your drive lands OB in the water (not hazard), go to Drop Zone +1
- Hole 4** - 70m - Par 3. Paths up and over OB, including the path the tee is on, only the gras right of the tee and the tee itself is inbounds.
- Hole 5** - 75m - Par 3. Paths up and over OB
- Hole 6** - 90m - Par 3. Water left in and over OB
- Hole 7** - 270m - Par 5. Path on the right up and over OB. Water left in and over OB.
- Hole 8** - 65m - Par 3. Spotter mandatory. Paths up and over OB.
- Hole 9** - 95m - Par 3. Path left of the basket up and over OB. Water right of basket in OB, over is hazard
- Hole 10** - 165m - Par 4. Path right up and over OB. Path left of basket up and over OB. On concrete of football court and all of basketball court and skate park is OB. Mando tree, pass on the right. Missed mando? Go to Drop Zone +1
- Hole 11** - 70m - Par 3. Paths up and over OB. Watch out for the bench just around the trees.
- Hole 12** - 105m - Par 4. Spotter mandatory. Bike path around the hole up and over OB, between the edge of hole 11 and the edge by hole 12.
- Hole 13** - 55m - Par 3. Double mando. Missed mando, go to Drop Zone +1. Path long of the basket up and over OB.

Water is always OB

All information incl. time is available on www.DSADiscGolf.com/ntn22
In case of conflict between this course map and the one on www.DSADiscGolf.com/ntn22, the latter prevails.