



## Hole by Hole Description

# Hole 1 – Welcome

Red – 230 Feet – 19 handicap

Blue - 270 Feet – 20 handicap

The first hole is certainly one of the easiest holes on the course, and is designed to welcome the disc golfer with a birdie opportunity and possible ace run. Three evergreens and some lilacs ring the back of the hole which is otherwise wide open. The parking lot to the right is out of bounds, but isn't really in play. If you go well long and right, you may find the soccer field. The soccer kick wall to the far left will come into play only with a shot long and left. This opening hole is wide open to backhand, forehand or a roller, with a gentle slope leading to the putting surface.

## Hole 2 – Plateau

Red – 280 Feet – 9 handicap

Blue - 425 Feet – 6 handicap

The second hole is the only hole on the course with no trees or bushes in play. There is a significant difference in distance between the two tees. Soccer fields line the right fairway and can come into play with an errant shot. The basket is placed on a plateau, with a small cliff face to the left. Again, this hole is open to backhand, forehand or a roller.

## Hole 3 – Ponies

Red –269 Feet – 13 handicap

Blue - 261 Feet – 17 handicap

The third hole is where the course history was changed, when the pin was moved from its first location near the right out of bounds, to a very close placement. This led to changing it a third time to its current location, in the grove of trees just past the walking path.

Beware walkers and bike riders, coming from the left behind the trees as you stand on the tees. Beware out of bounds along the right side of the hole past the walking path, and out of bounds past the hole and near the hole 4 blue tee and bench. Blue 3 tee requires an overhand shot, or a flick hyzer for the rh player. Red 3 tee has a chance for an ace run, but too aggressive can lead to OB past the hole. Rollers can be a problem as the hole tilts downward – it will be difficult to stop a roller near the pin.

## Hole 4 – By the Creek

Red –250 Feet – 14 handicap

Blue – 374 Feet – 5 handicap

The fourth hole has a nice bench near the blue tee, and is often a stopping point as disc golfers reflect on their round and on life in general. Watch for walkers and bike riders, coming from both ways on the path.

Blue 4 tee is one of the most challenging drives on the course, with out of bounds lining the entire right side of the fairway, with a creek further down the fairway. Lost discs are the usual result if you OB, especially in summer and fall, and watch out for poison ivy. Big arms may be able to get near the pin, but it will take a high and long drive to get there. Red 4 tee requires a flick or anhyzer shot for the rh player, as the pin is guarded by trees in front and to the right. Beware out of bounds to the right of the pin.

## Hole 5 – By the Path

Red – 225 Feet – 7 handicap

Blue – 303 Feet – 10 handicap

The fifth hole is short from the red tee, but filled with trees. The blue tee is off to the left. Watch for walkers and bike riders on the path from both sides.

Blue 5 tee is open at first, but the pin is guarded by smaller trees in front and out of bounds behind. Rollers are problematic, as the ground tilts towards OB and can lead to problems. If you aggressively go for the pin, OB is definitely in play. The soccer wall to the left is in play, and it may impact your second shot if you go to the left. Red 5 tee requires a thumber, an anhyzer, or a forehand roller placed precisely. As the trees get taller, this will become more and more challenging, despite its short length. Out of bounds all along the right side of the fairway is in play, with a creek down the hill.

## Hole 6 – Dogleg

Red – 207 Feet – 20 handicap

Blue – 264 Feet – 16 handicap

The sixth hole is a severe dog leg right from the blue tee, with options from the shorter red tee. Watch walkers along the path from both directions. Out of bounds is definitely in play, as the farmer's field juts into the hole – if you hit a tree going over the field, you will most certainly fall into the out of bounds area, and have a challenging third shot, still over the field from where you entered OB. It is also possible to clear the field, and then hit a smaller tree that guards the pin, and fall back into the OB area. There is a broken-down fence that runs between the field and the hole. There is a creek in play immediately behind the hole – it is not OB, but can lead to difficult and wet second shots.

Blue 6 tee is one of the most interesting and challenging shots on the course. An ace is possible, as is a big number, with OB in play when trying to clear the field, and a creek directly behind the hole. The large trees guard the left side, and hitting those dumps you into the OB field. An overhand shot works best for most, as it is downhill, but you must avoid nicking any trees to get near the pin. If necessary, a golfer may choose to go left, around the OB, near the red tee, but that most certainly makes getting a 3 much more challenging.

Red 6 tee is the shortest on the course, but comes with challenges as well. Most choose an overhand or anhyzer shot, or a light flick, but beware the OB field to the right of the pin. There is a small hole or tunnel through the trees directly at the hole, but unless you are extremely precise, this is a dangerous path, with the OB field to the right, and the creek behind.

## Hole 7 – Bridge

Red – 270 Feet – 17 handicap

Blue - 265 Feet – 18 handicap

Cross the bridge over the creek to get to the tees on hole 7. Both red and blue tees require a shot over the creek. If playing with a novice, you may consider allowing them to tee off from the little hill right next to the bridge, so they don't have to risk a disc in the water off the tee. Watch for walkers along the path to the left.

Blue 7 tee requires a flick or anhyzer for the rh player. Trees impact your choices off the tee above you, and then the large trees to the right force you to go out left and around. The pin is guarded by a row of tall trees, but an ace is possible if thrown perfectly. Red 7 tee has a tunnel to throw through over the creek – if you brush one of the trees to either side, or hit the bridge, you will find the creek or the bushes that surround the creek. An ace run is definitely possible, with a hill behind the pin to stop hard-charging shots. Banking a shot off the large row of trees that run in front of the pin is also possible.

## Hole 8 – Dragon Teeth

Red – 352 Feet – 2 handicap

Blue - 380 Feet – 7 handicap

Hole 8 is where the course becomes longer and more challenging. There is a creek that runs the length of the hole to the right, and near the walking path before the pin, the ground is often wet, with standing water after heavy rains.

The walking path runs directly in front of the pin – watch for walkers from above on the left, and from the bridge over the creek on the right. The pin is difficult to see, next to a small hill, but if you look you should be able to see a double flagged pin with numbers 8 and 19 (this basket serves as hole 19 as well).

**Blue 8** tee has many options. There is a road to the left that is out of bounds, and a creek down the hill and to the far right. Trees guard the pin, which is down a small hill just past the walking path. If the rh player can throw a long drive that breaks right at the end, they can land near the pin if they negotiate the trees and bushes that surround the pin. Players often lay up near the path, and then have a tricky shot down the hill through the trees to get to the pin. **Red 8** tee is much closer to the creek, which is definitely in play to the right. A long, low hyzer by the rh player can get past the path and into a birdie position. Trees guard the fairway on both sides, with the walking path guarding the front of the hole.

## Hole 9 – The Dip

**Red – 333 Feet – 5 handicap**

**Blue - 467 Feet – 4 handicap**

Hole 9 is guarded by mulberry trees to the left and front, and large trees to the right. The road to the left is out of bounds and in play. Watch for walkers coming from the left along the path. The pin is downhill, with trees to the right and behind, and a small cliff also to the right.

**Blue 9** tee has trees on both sides, with a large pine to negotiate right in the middle of the fairway. The road to the right is OB and lined with trees. Most rh golfers throw to the right around the tree, and try to finish in front of the mulberry trees guarding the green, which leads to a hyzer approach down the hill. **Red 9** tee is significantly shorter, with large trees to the right impacting your chances to get to the pin. Left past the mulberries is an option if you can throw it long enough to get past the trees, which leads to an open shot at the pin.

## Hole 10 – Little Wall

**Red – 323 Feet – 6 handicap**

**Blue - 422 Feet – 8 handicap**

Hole 10 begins the back half of the disc golf course, with more open land and hundreds of recently planted trees. Until these trees, which line the fairways of holes 10 through 18, grow up, these holes will be more open to long drives and easier birdies. As the trees grow up, the holes will become more difficult to play. The wind is much more in play in the back of the course, as it usually sweeps from the elementary school towards the ball fields. Hole 10 has a significant difference in distance between blue and red tees, with the road and parking lot out of bound to the left.

**Blue 10** is almost 100 feet longer, with overhanging trees on the tee an issue. There is a nice bench near the tee box, which is also near the Red 19 tee pad – watch out for discs coming from the Blue 19 tee pad, which is back and to the far left as you face 19’s fairway. **Red 10** has little trees lining both sides of the fairway, with larger trees surrounding the pin. This is one of the windier holes so be careful of putting; the wind can impact even short putts. The parking lot is out of bounds and in play for the long drives to the left. Hole 12 pin and the surrounding trees and bushes are in play to the right.

## Hole 11 – Corner Boulder

**Red – 250 Feet – 18 handicap**

**Blue - 300 Feet – 19 handicap**

Hole 11 is often played as the closest to the pin hole, as it is one of the shortest holes for both red and blue tees. The large corner boulder to the left is in play, and can save a disc from going out of bounds. The road to the left and the parking lot behind the hole are out of bounds. Watch out for walkers along the left and behind the pin.

**Blue 11** measures an even 300 feet, and has ace run possibilities for the big arms. Beware the OB to the left, and golfers coming back down hole 12 fairway to the right. **Red 11** is definitely an ace run possibility. You will have to navigate the trees, or go over them but there are several options available. Out of bounds left is definitely in play, and be careful not to skip your disc off the walking path and onto the road for an OB penalty.

## Hole 12 – Shady Grove

**Red – 376 Feet – 3 handicap**

**Blue - 520 Feet – 3 handicap**

Hole 12 is challenging from both blue and red tees; often the prevailing winds are in your face, making this lengthy hole even more challenging. Small trees line the fairways, and the blue tee is placed almost 150 feet back from the red tee pad, near the barn, past the walking path in a shady grove of larger trees. The blue hole 12 plays to a par 4.

**Blue 12** tee has overhanging trees that can impact the drive, and a long fairway with young trees to the left, and farther off to the right, with a few trees in between the blue and red tee pads. There is a dip as one goes over the walking path, then a slight uphill slope before a downhill slope to the pin, which is surrounded by evergreen trees and bushes. Be careful of the disc golfers coming back up hole 13 fairway.

**Red 12** tee has trees lining both sides of the fairway, and a slight uphill slope before a downhill slope to the basket. A wild shot to the right can bring the OB parking lot into play. A larger tree a little to the right in the fairway will force you to make a choice as you near the pin.

## Hole 13 – Barn and Wall

**Red – 283 Feet – 11 handicap**

**Blue - 378 Feet – 9 handicap**

The signature hole on the course, as featured in the logo, also known as the “barn hole.” The historic barn behind the pin adds a beautiful backdrop to the hole. There is a walking path right in front of the pin, and out of bounds to the right past the split log fence.

**Blue 13** tee has small trees lining both sides of the fairway, and a larger tree guards the right side of the approach. Out of bounds to the right is in play. The pin is on a slope up to the barn, with a wall guarding the left side of the pin. If you miss to the left, you will have to navigate the wall, and will face a blind shot over the wall and onto the slope. Too strong, or a bad bounce will roll you back down the hill away from the pin. **Red 13** tee is a possible ace run, with out of bounds to the right and the wall in play to the left. Miss long right and you are OB – miss long left and you are behind the wall, or even behind the barn.

## Hole 14 – School House

**Red – 312 Feet – 8 handicap**

**Blue - 363 Feet – 11 handicap**

Hole 14 goes towards Devilbiss Bridge Road and Glade Elementary School. Out of bounds is in play to the left and behind the pin – over the small fence that guards the road. Watch for walkers along the walking path to the left of the fairway and behind the pin. A larger tree to the right front of the pin will force you to make a choice if your drive lands on the right side of the fairway.

Blue 14 tee has young trees lining both sides of the fairway. As these trees grow, the long hyzer shot will be impacted, but it is wide open for now. Red 14 tee has a large tree just to the left of the pad that may impact your drive. Out of bounds along the road to the left is in play. A larger tree to the right in front of the pin will impact your approach if you are on the right side of the fairway.

## Hole 15 – In the Middle

Red – 288 Feet – 15 handicap

Blue - 333 Feet – 15 handicap

Hole 15 goes straight back towards the center of the course, often with the prevailing winds behind you. There is a significant difference in angle and distance between the two tees, as the blue tee is much further left near the back part of the park. A larger tree guards the left side of the pin.

Blue 15 tee goes slightly uphill, with the tree forcing you to make a choice, left or right, as it is in the center of the fairway from the blues. The pin is on a slightly elevated hill, protected by small trees and bushes on the sides and back. Red 15 is an ace run, with the one large tree impacting the left side of the fairway. The walking path runs directly in front of the tee pad.

## Hole 16 – Storm Doors

Red – 270 Feet – 16 handicap

Blue - 328 Feet – 14 handicap

Hole 16 is lined on both sides by young trees. There is a larger tree on the left side of the fairway that forces the rh along a hyzer route to the right. There is a landscaped rock formation also to the left of the fairway that may impact footing on the approach shot. The pin is ringed with trees to the sides and behind.

Blue 16 tee has a large evergreen shrub that impacts the shot – the drive must either go above it or out and to the right. Red 16 tee is the only tee pad that is

not level – it is on a slight hill, and slopes down and to the right. This is an ace run, but one must negotiate the larger tree in the middle left of the fairway.

## Hole 17 – Corner Woods

Red – 271 Feet – 12 handicap

Blue - 343 Feet – 13 handicap

Hole 17 has large trees to the right of the pin, with hole 18 blue and red tee pads right behind them. There is a walking path to the left and well behind the pin down a hill. There is a hill behind the pin that used to be out of bounds, but an Eagle scout project to restore the lime kiln removed the fence, so now going over the green is difficult due to the steep hill, but not out of bounds. There is a small fence directly behind the pin, which is on a small hill.

Blue 17 tee has those large trees to negotiate. Really big arms can try to go up and around, over the 18 tee pad, to get to the pin, but most will aim to the left, which narrows with new trees along the left side of the fairway. If you do go right and go too far, you will be in a challenging wooded area, with lost discs a possibility. Red 17 tee has the big trees to the far right that impact a rh hyzer shot; best approach is an anhyzer or flick approach from left to right. A miss to the far left could bring the road into play. A roller could work from either tee, especially as the pin is on an upslope with a fence right behind to stop a long roller, but it is downhill to the right of the pin, which could lead to trouble.

## Hole 18 – Rolling Hill

Red – 287 Feet – 10 handicap

Blue - 347 Feet – 12 handicap

Hole 18 has a wooded hill along the entire left side of the hole. A shot to the left risks woods and a most challenging second shot. The right side of the fairway is lined with young trees, and in the future as they grow this will be a narrow driving hole, but for now the rh driver can take a long hyzer shot to the pin. The walking path cuts in front of both tee pads, and runs on the outside of the trees between holes 18 and 17.

Blue 18 has a nice bench to rest on before play begins, surrounded by the large trees that guard 17, but beware of the drives coming from hole 17. Right is danger – there is a slight hill and many trees, with overhanging limbs all along the left side of the fairway. The pin is guarded by mulberry trees on the left that hang over the pin, and you don't want to miss long left, as there is a hill

and trees to deal with. **Red 18** has those overhanging trees directly in the path of the pin – the rh will need a hyzer to find the basket. The pin is ringed with bushes behind, and the slope runs downhill, so be careful about going long.

## Hole 19 – Tunnel

**Red – 437 Feet – 1 handicap**

**Blue - 755 Feet – 1 handicap**

Hole 19 is considered to be the most challenging hole in Frederick County. The blue hole plays as a true par 5, and the red hole is a most challenging par 3. If there is too much rain or snow, it can be difficult to play the blue tee pad, as it can be underwater. The red tee pad is far enough up to be able to play in most conditions, although the grass to the left will be wet or swampy. The river runs along the entire left side of the hole. There is a mando on a large tree to the right about 50 feet past the red tee – this ensures that the drives do not go up and out on the hole 9 fairway. If there is too much standing water on hole 19, this mando is waived. Watch for golfers coming down the hill from hole 8.

**Blue 19** tee is back from the hole 18 pin, near the river at the back end of the park. Your goal is to try and make it to the red tee pad in one throw. Many trees along the way and the river on the left make this a most challenging drive. If not too wet, a roller might work, but again, there are a lot of trees. Once up to the red tee pad, a narrow chute leads to the hole 19/8 pin. The walking path is up the hill and behind the hole.

**Red 19** has trees in play along both sides of the fairway, with the river on the left and a hill and larger trees to the right. The mando demands you have an accurate drive down the chute. There is a little pond of standing water to the left near the river as you get near the hole. The pin is next to the hill near the right side of the fairway.

## Hole 20 – Home

**Red – 349 Feet – 4 handicap**

**Blue - 629 Feet – 2 handicap**

Hole 20 plays back to the practice basket. The blue tee is the hole 9 blue tee pad, and the red tee is the hole 8 blue tee pad. On the road and over the road to the right is out of bounds. There is an out of bounds fence on the left even with the pin, near the walking path, which cuts in front of the basket.

**Blue 20** plays to a par 4, from the hole 9 blue tee pad. If you are brave you can try to skip your drive off the road and down the fairway. A large pine tree demands you make a decision – go left and bring the large trees and sloping hill into play, or go right and bring the road OB into play. The pin is surrounded by the walking path, and the road is definitely in play near the pin.

**Red 20** plays from the blue 8 tee pad. A long hyzer can skip off the road and near the pin. Watch the out of bounds on the right, and the OB fence to the left past the walking path. Trees on the left and OB from the elevated tee makes for an interesting shot.