



**COURSE MAP**



## Second Saturday Series Campus Golf Tournament

You may check-in and tee off any time after 1pm on Saturday, October 7. In order to be eligible and considered for the title, you must have your scorecard turned in before 6pm. We anticipate the round taking no more than one hour.

Please check-in with the starter at the first hole, which is located in the lawn in front of Bemis Hall. There, you will leave your gold card, select a club, grab a scorecard, pencil, tennis ball, and tee off.

Eight holes have been designed that will take you across Cascade before finishing with a pin location back on the Bemis Lawn for the seventh and final hole.

Turf mats will be set to designate the tee boxes. Please save the grass and use them! Subsequent shots will be played as they lie.

The designated landmarks must be hit to complete each hole and, as you finish each hole, mark your score on the scorecard. HONOR SYSTEM!

Once you've completed your round; return your club/tennis ball, grab your gold card, and turn in your scorecard to the starter. We will keep the leaderboard updated throughout the day.

### Course Map:

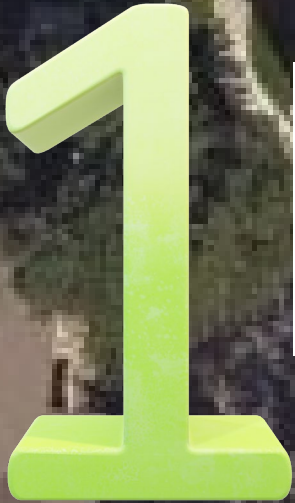


### Rules:

- Each participant must select one golf club that will be used for every shot.
- Using a tennis ball from the first tee, count how many strokes it takes to hit the campus landmark indicated on the scorecard.
- Once the first hole is completed, use the course map to find the next tee box; drop the tennis ball and count how many strokes it takes to hit the next campus landmark. Continue this process through each hole.
- Players can not score more than 10 on any one hole. Once a player reaches 10 strokes, they should pick up their ball and move on to the next hole.
- Any ball that hits onto the concrete or into bushes, flower beds, under a car, etc., will be allowed to be moved laterally or backwards to the nearest grassy area with no penalty. You may also elect to hit the ball where it lies (concrete, mulch, etc.).
- Players are expected to replace all divots they make during play.
- Each player is allowed 1 mulligan (a do-over) per round of campus golf.
- In the case of a tie, a matching scorecard tiebreak will be utilized (best gross of final 4 holes, then final 2 holes, then final hole as necessary).

ANTERO

**BEMIS LAWN I: PAR 3**  
Check in with the starter. Tee off from the western side of the Bemis lawn and hit the light post on the eastern side of the lawn.



McGREGOR

CHECK IN HERE



TICKNOR

BEMIS

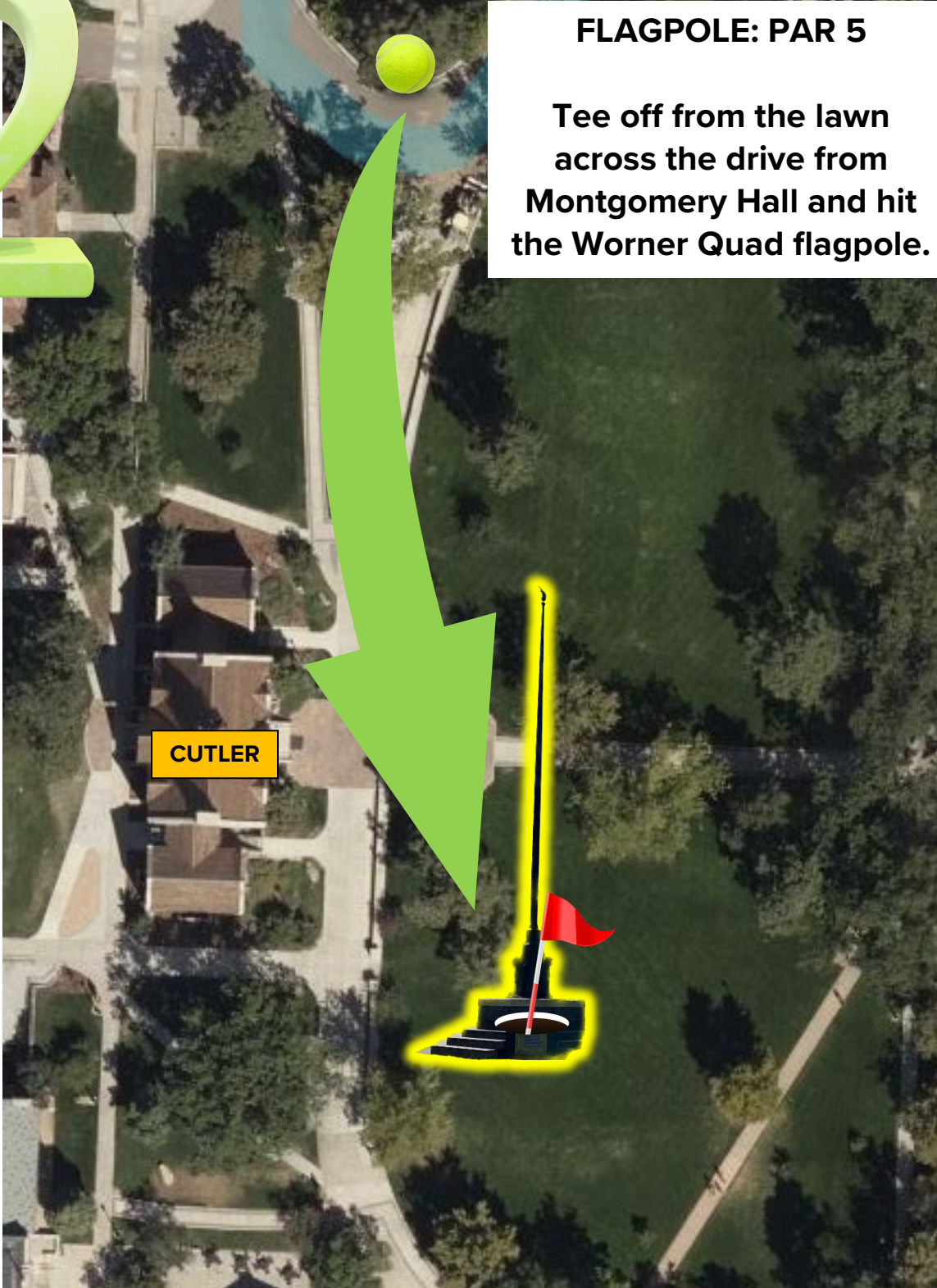
2



MONTGOMERY

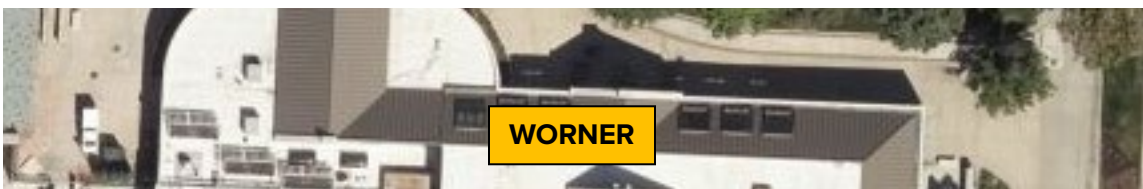
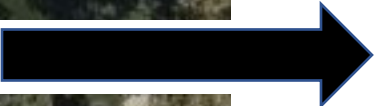
**FLAGPOLE: PAR 5**

Tee off from the lawn  
across the drive from  
Montgomery Hall and hit  
the Worner Quad flagpole.



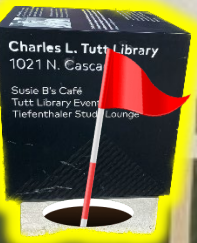
CUTLER

**Cross Cascade for next tee box**



WORNER

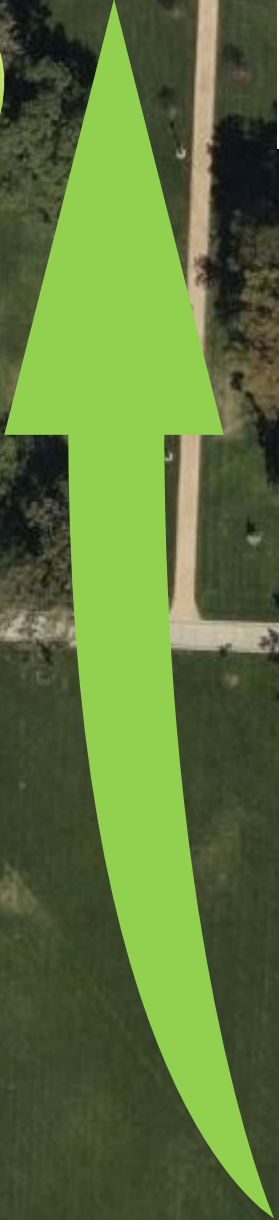
**TUTT LIBRARY**



**INFO BLOCK TO INFO BLOCK: PAR 5**

**Tee off in front of the bench near the Armstrong Info Block and hit the Info Block on the south side of Tutt Library.**

**3**



**ARMSTRONG**

4

**LOVERS STATUE: PAR 4**

**Tee off in the lawn in front of Palmer, near the Harry Potter tree and hit the Lovers Statue.**

**PALMER**



**OLIN  
"FISHBOWL"**



**SOLAR BENCH: PAR 3**

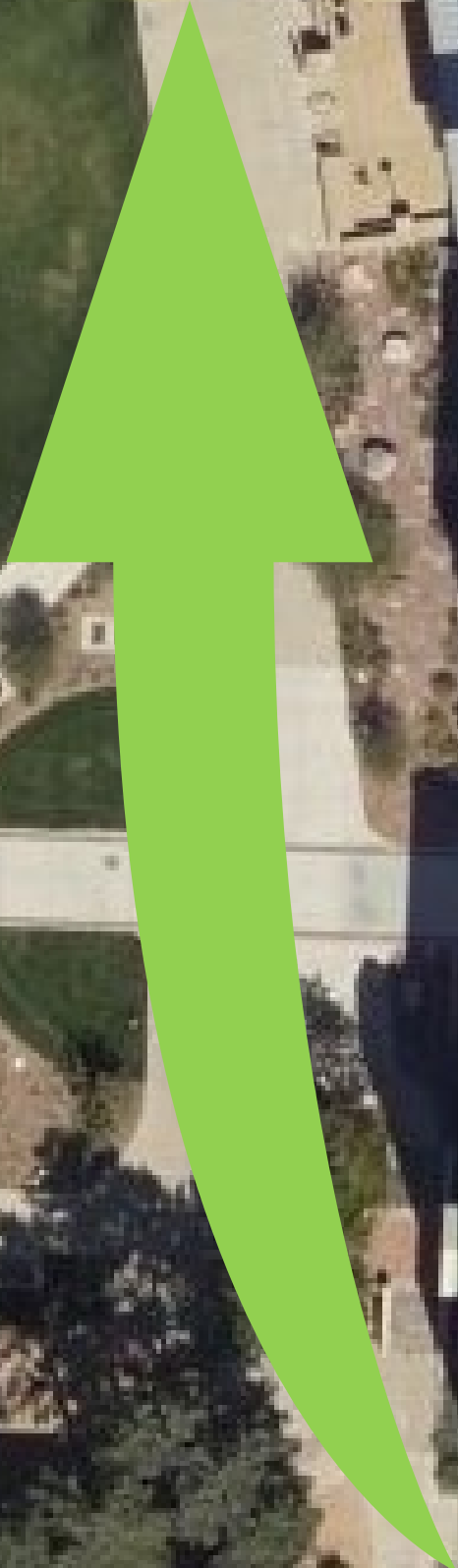
**Tee off from the NW corner of the lawn between Palmer and Barnes and hit the Solar Bench in front of Tutt Science.**

**TUTT SCIENCE**

**5**

**BARNES**

**PALMER**



6

**NORTH TUTT INFO BLOCK: PAR 5**

**Tee off from the east side of Tutt Science Quad and hit the Info Block on the north side of Tutt Library.**

**TUTT SCIENCE**



Charles L. Tutt L  
1021 N. Cascade  
Holes: 65, Cadd:  
Tutt Library (1021 N. Cascade)

**TUTT LIBRARY**



**Cross Cascade for next tee box**



7

STUDENT HEALTH CENTER

**CAMPUS MAP: PAR 4**  
Tee off in front of the stone wall, across the driveway from the Student Health Center, and hit the Campus Map sign South of Montgomery Hall.

MONTGOMERY



8

**BEMIS LAWN II: PAR 3**

**Tee off in front of the bench, just south of Montgomery, and hit the light post on the western side of the Bemis lawn.**

**MONTGOMERY**

**ANTERO**



**Hand your scorecard in to the starter and keep your eye on the Leaderboard.**

**BEMIS**

**TICKNOR**