**Disc Golf Terms:**

* *Hole*: a series of throws to get from the tee (starting area) to the pin.
* *Hole in one*: made in one throw.
* *Tee-off*: first throw at any given hole.
* *Stroke*: any throw at a given hole.
* *Pin*: the object you are aiming to hit on a hole.
* *Par*: getting to the pin in the designated amount of strokes (average).
* *Eagle*: getting to the pin in two less strokes than par (two under par).
* *Birdie*: getting to the pin in one less stroke than par (one under par).
* *Bogie*: getting to the pin in one more stroke than par (over par).
* *Double bogie*: getting to the pin in two more strokes than par.
* *Fore*: protect your head.
* *Lie*: where the disc lands and stops
* *Putt*: a short toss to the pin
* *Mulligan*: free throw that does not cost a stroke.

**Disc Golf Rules:**

* Can be played in singles, pairs, or teams.
* Throw the disc and hit and designated object.
* Do not make distracting noises or motions when other players are about to throw.
* During play, the tee off is determined by the thrower who had the lowest score on the previous hole. The lowest score throws first. If there is a tie, go back one, two, or three holes if necessary.
* That player who is farthest from the hold during play will always throw first.
* A player may not step past the lie of the previous throw when attempting her/his next throw.
* No follow-through steps are allowed within 30 feet of the pin.
* Any unplayable lie can be relocated with a one-stroke penalty.