

# COVELL GREENBELT DISC GOLF COURSE GUIDE



Designed By:

Trevor Reid & Nick Santos

## Davis Covell Greenbelt

The Davis Covell Greenbelt is a beautiful system of parkway that weaves through the neighborhoods of North Davis, CA. Much of the greenbelt resembles a golf course fairway so there are naturally endless options for creating holes for disc golf. The purpose of this guide is simply to create another way to enjoy the area.



### Course Design and Guide Use

- The Covell Greenbelt Disc Golf Course is a long course (about 1.5 miles) and the back nine unfortunately does not start where the front nine begins. Some holes have up to a ¼ mile distance between them. You might consider using a bike as a ‘golf cart’ if you want to play the course at a quicker pace. The course generally takes around 2 hours to play depending on the size and speed of your group.
- A variety of preexisting landmarks such as lamps, benches, trees, bridges, and hills are used as starting points. The location of these landmarks are described using north, south, east, and west so you might find it helpful to use a compass the first couple times playing the course. You’ll definitely want to have a copy of the course map and course hole guide as well. These should be used in conjunction with each other.
- All holes except Hole 16 end with a bike path lamp. This was done so the holes could easily be identified and also so the course could be played at night (though using a headlamp and light colored disc is recommended).



- Lamps containing signs are named by their sign on the course hole guide. Lamps without signs are given numbers and described adjacent to other landmarks.
- The greenbelt is filled with pedestrians. Some holes may contain more pedestrian traffic than others and may even require a “spotter” to check for oncomers. Some holes present a greater risk of losing your disc. Use the course hole guide to identify potentially hazardous holes.
- The best time to play the Covell Greenbelt is weekdays between the hours of 10am and 4pm. This is when you’ll find the greenbelt to be most empty. The course may also be played at night but be careful not to lose your disc!

## Course Rules and Etiquette

- A hole is won by hitting the ending object anywhere with your disc.
- If your disc hits the ground before hitting the ending object, the hole is still won.
- Starting points can be anywhere within a 2 meter radius of the starting object.
- Running starts may only be taken at starting points. Once in the fairway, only two steps may be taken, with only one foot in front of your lie.
- Once within two meters of the ending object, you may not place any foot in front of your lie.
- Some holes start where the previous hole ended. If you are playing behind another group, please don’t toss your disc until the group ahead of you has finished ‘teeing off’ for the next hole.
- If your disc lands in a tree or bush two meters off the ground, take one penalty toss and take your lie as close to the original lie as possible. Discs stuck below two meters do not incur a penalty stroke.
- All playgrounds and bodies of water are out of bounds. If your disc lands out of bounds, take one penalty toss and take your lie one meter outside of the area designated out of bounds.
- The Covell Greenbelt is filled with walkers, jogger, bikers, and skateboarders. Please be courteous by not tossing your disc if there is any possibility they could be hit.

### Course Access

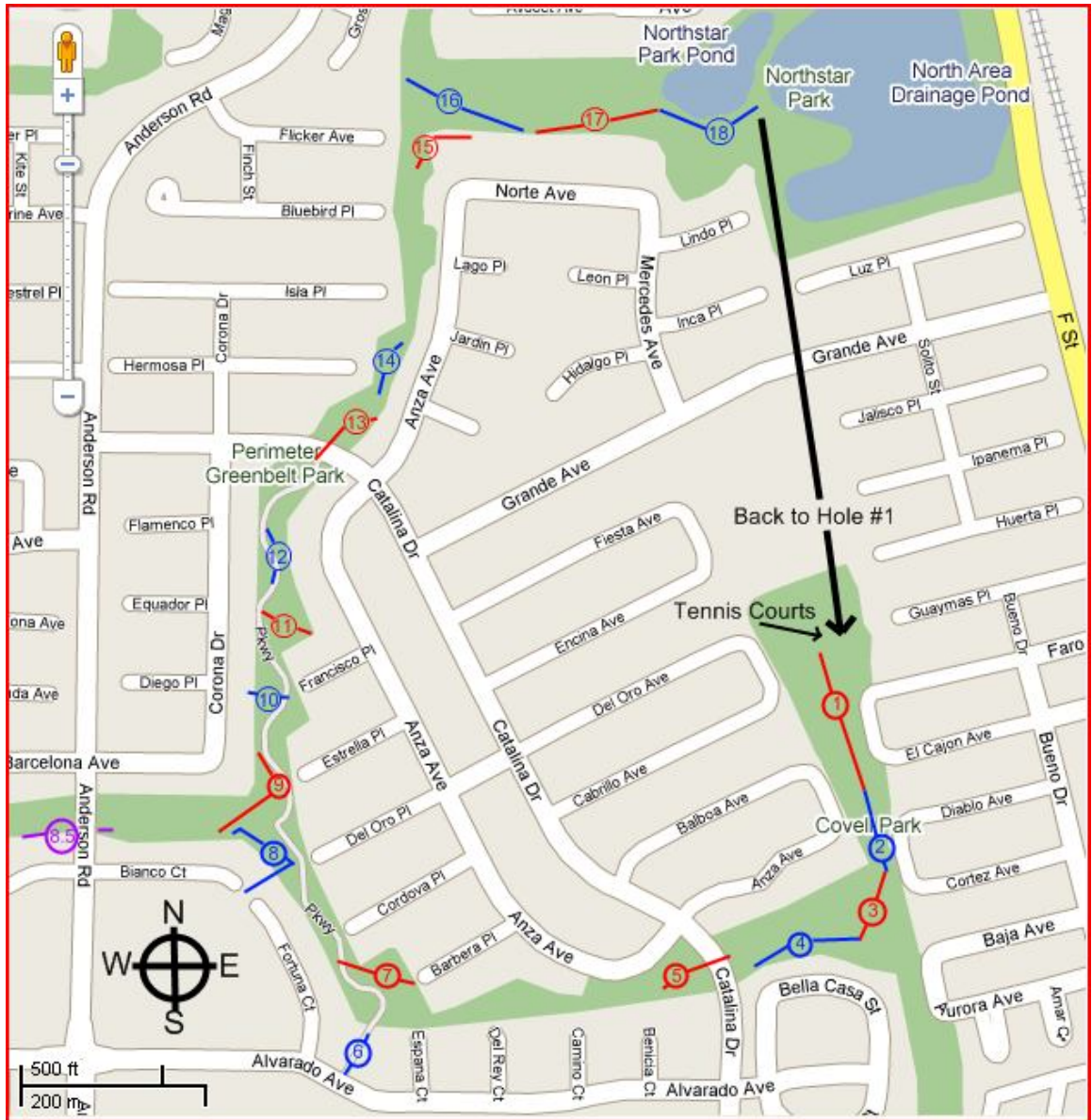
The most convenient access to the course by car is to park along the ‘200’ block of Grande Ave. (between Solito Street and Mercedes Ave). Park west of the zebra crossing on the south side of Grande (on the north end of the vacant lot). This will situated you between the beginning of Hole 1 and the end of Hole 18. More public parking may be found at the north parking lot of Davis Community Park. Enter the greenbelt by heading north over Covell Blvd. on the pedestrian bridge.





# Covell Greenbelt Disc Golf Course Map

(Use in conjunction with course hole guide)



# Covell Greenbelt Disc Golf Course Hole Guide

(Use in conjunction with course map)



**Hole # 1 (Par 4)**

*Feet:* 480

**Start:** top of hill south of the tennis courts (go to crest of hill, find the southern most part of crest next to a pair of pine trees. Start at the pine tree on the east)

**End:** Bike Path Lamp #1 (lamp that is on dirt island where Anza/Balboa bike path meets with main bike path)

**Next Hole:** end of Hole #1 is start of Hole #2.



**Hole # 2 (Par 3)**

*Feet:* 261

**Start:** Bike Path Lamp #1 (end of Hole #1)

**End:** Bike Path Lamp #2 (lamp that is just north of Cortez Ave bike entrance and the Dorothy Brownold Memorial Bench)

**Next Hole:** end of Hole #2 is start of Hole #3



**Hole #3 (Par 3)**


*Feet:* 306

**Start:** Bike Path Lamp #2 (end of Hole #2)

**End:** Catalina Dr./Bella Costa Lamp

**Next Hole:** end of Hole #3 is start of Hole #4



**Hole #4 (Par 3)** 




*Feet:* 365

**Start:** Catalina Dr./Bella Costa Lamp (End of Hole #3)

**End:** Bike Path Lamp #4 (lamp is just east of Catalina Dr. on the south side of the bike path. It is marked 'N126' and is next to a green trash can.)


**Next Hole:** walk about 40 yards NW on grass until you reach the side walk. Then refer to hole #5

## Key

	Hole often has high pedestrian traffic. Play with caution.
	"Spotter" recommended to check for oncoming pedestrians
	Danger of losing disc on this hole. Play with caution





**Hole #5 (Par 3)** 


*Feet:* 211

**Start:** Bike Path Lamp #5A (lamp is on the east side of Catalina Dr just north of the zebra crossing)

**End:** Bike Path Lamp #5B (lamp is about 40 yards west of Catalina Dr. on south side of bike path)

**Next Hole:** head west down bike path about ¼ mile until you come to a playground (past Espana Ct.) and turn left (south) down bike path towards Alvarado bridge. Then refer to Hole #6.



**Hole #6 (Par 2)** 


*Feet:* 147

**Start:** on top of the north side of Alvarado Ave bridge that runs over bike path

**End:** Alvarado Ave Lamp (lamp is on the east border of bike path just south of the playground)

**Next hole:** walk north up bike path past playground to Barbera Ct. bike path entrance. Then refer to Hole #7



**Hole #7 (Par 3)** 




*Feet:* 278

**Start:** pine tree on east side of Barbera Ct. bike path entrance.

**End:** Bike Path Lamp #7 (about 40 yards north up bike path from playground on west side of bike path) \*playground is out of bounds\*

**Next hole:** walk north up bike path about 130 yards until you come to a drinking fountain. Turn left (west) and walk about 60 yards down bike path. Then refer to Hole #8



**Hole #8 (Par 4)**   




*Feet:* 362

**Start:** Neighborhood Watch Lamp (inbetween Bianco Ct. and Fortuna Ct)

**End:** Bike Path Lamp #8 (on south side of bike path, inbetween the statue of dog riding a trike and park bench )

**Next Hole:** Hole #9: walk west 20 yards down bike path to park bench on left. **OR** Hole #8.5: walk west about 180 yards down bike path to Anderson tunnel. Then refer to Hole #8.5.

**Key**

	Hole often has high pedestrian traffic. Play with caution.
	“Spotter” recommended to check for oncoming pedestrians
	Danger of losing disc on this hole. Play with caution



**Hole #8.5 (Bonus/Optional Hole)**  

*Feet:* 265

**Start:** tree on north edge of bike bath about 20 yards east of Anderson Rd. tunnel entrance.

**End:** Anderson Rd/Greenbelt Area 7 Lamp

**\*\*\*Take a toss off Hole #8 if done in 3 tosses or less\*\*\***

**Next Hole:** walk east back through tunnel (towards Hole #8) and continue on bike path about 160 yards until you come to a park bench (south) of the bike path. Then refer to Hole #9



**Hole #9 (Par 3)**

*Feet:* 300

**Start:** park bench (south of bike path & just west of Bike Path Lamp #8 (end of Hole # 8))

**End:** Corona Dr. Lamp

**Next Hole:** walk north about 60 yards up bike path to Kris Cello Memorial Bench.



**Hole #10 (Par 2)**

*Feet:* 118

**Start:** Kris Cello Memorial Bench (just east of drinking dog statue)

**End:** Diego Pl. Lamp (surrounded by trees)

**Next Hole:** walk north on bike path about 30 yards until you come to large field inbetween Diego Pl. and Equador Place. Turn right (east) and go to corner of field. Then refer to Hole # 11.



**Hole #11 (Par 2)**




*Feet:* 205

**Start:** east corner of large field in-between Diego Pl and Equador Pl. (start from the middle of the three trees in the corner of field)

**End:** Equador Lamp

**Next Hole:** walk north up bike path about 30 yards until you come to Igor Rimmer Memorial Bench

**Key**

	Hole often has high pedestrian traffic. Play with caution.
	“Spotter” recommended to check for oncoming pedestrians
	Danger of losing disc on this hole. Play with caution





**Hole # 12 (Par 2)**

*Feet:* 190

**Start:** Igor Rimmer Memorial Bench (on west side of bike path inbetween Equador Pl. and Flamenco Pl.)

**End:** Flamenco Pl./Greenbelt Area 10 Lamp (just north of dog on boulder statue)

**Next Hole:** walk northeast up bike path about 100 yards until you come to zebra crossing. Then refer to Hole #13



**Hole #13 (Par 3)**

*Feet:* 261

**Start:** Bike Xing Street Lamp (on south side of Catalina Dr. next to zebra crossing)

**End:** Iris Pl. Lamp

**Next Hole:** walk north up bike path about 20 yards until you come to a manhole in the middle of bike path. Then refer to Hole #14.



**Hole # 14 (Par 3)**

*Feet:* 220

**Start:** manhole (in middle of bike bath just west of bike path entrance from Anza Ave. Manhole is marked 'Storm Sewer')

**End:** Bike Path Lamp #14 (Just north of Bruce Glassburner Memorial Bench; marked with # '1661')

**Next Hole:** walk north up bike path about 200 yards until you come to a triangular shaped ivy island just south of playground. Then refer to Hole #15.



**Hole #15 (Par 3)**

*Feet:* 270

**Start:** Bike Path Lamp #15 (at north end of ivy island that is just south of the playground. Marked with 'N78')

**End:** Greenbelt Area 13 Lamp. *\*playground is out of bounds\**

**Next Hole:** walk northwest across large playing field about 120 yards to where a water fountain, park bench, and bike rack are located. Then refer to Hole # 16)

### Key

	Hole often has high pedestrian traffic. Play with caution.
	"Spotter" recommended to check for oncoming pedestrians
	Danger of losing disc on this hole. Play with caution



**Hole #16 (Par 4)**

*Feet:* 460

**Start:** park bench (next to drinking fountain and bike rack)

**End:** trash can (1<sup>st</sup> of the 2 two trash cans; just west of picnic bench)

**Next Hole:** walk east 5 yards to the cement picnic bench.



**Hole #17 (Par 4)**

*Feet:* 442

**Start:** cement picnic bench (inbetween 2 trashcans)

**End:** City Ordinance Lamp. On the east side of the bike path close to the SW banks of Northstar Park Pond

**Next Hole:** end of Hole #17 is start of Hole #18



**Hole #18 (Par 4)**

*Feet:* 396

**Start:** City Ordinance Lamp (end of Hole #17)

**End:** Bike Path Lamp #18 (on the east side of bike path just north of the North Area Drainage Pond pedestrian outlook.

**Back to Hole #1:** walk south down bike path about 1/3 mile.

**Suggestions?**

If you have any suggestions on how to improve the Covell Greenbelt Disc Golf Course please e-mail Trevor at [trevorchreid@gmail.com](mailto:trevorchreid@gmail.com). Thanks!

**Key**

	Hole often has high pedestrian traffic. Play with caution.
	“Spotter” recommended to check for oncoming pedestrians
	Danger of losing disc on this hole. Play with caution



## Covell Greenbelt Disc Golf Course Score Card

Course Par: 55

Total Feet: 5272    Total Yards: 1757

Hole # →	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total ↓
Par →	4	3	3	3	3	2	3	4	3	2	2	2	3	3	3	4	4	4	55
Player ↓																			

**Note:** Pars were set for an intermediate to advanced level player with roughly a 200-250 foot drive. Both distance and technicality of the holes were considered when assigning pars. Pars may be adjusted to suit player's ability.