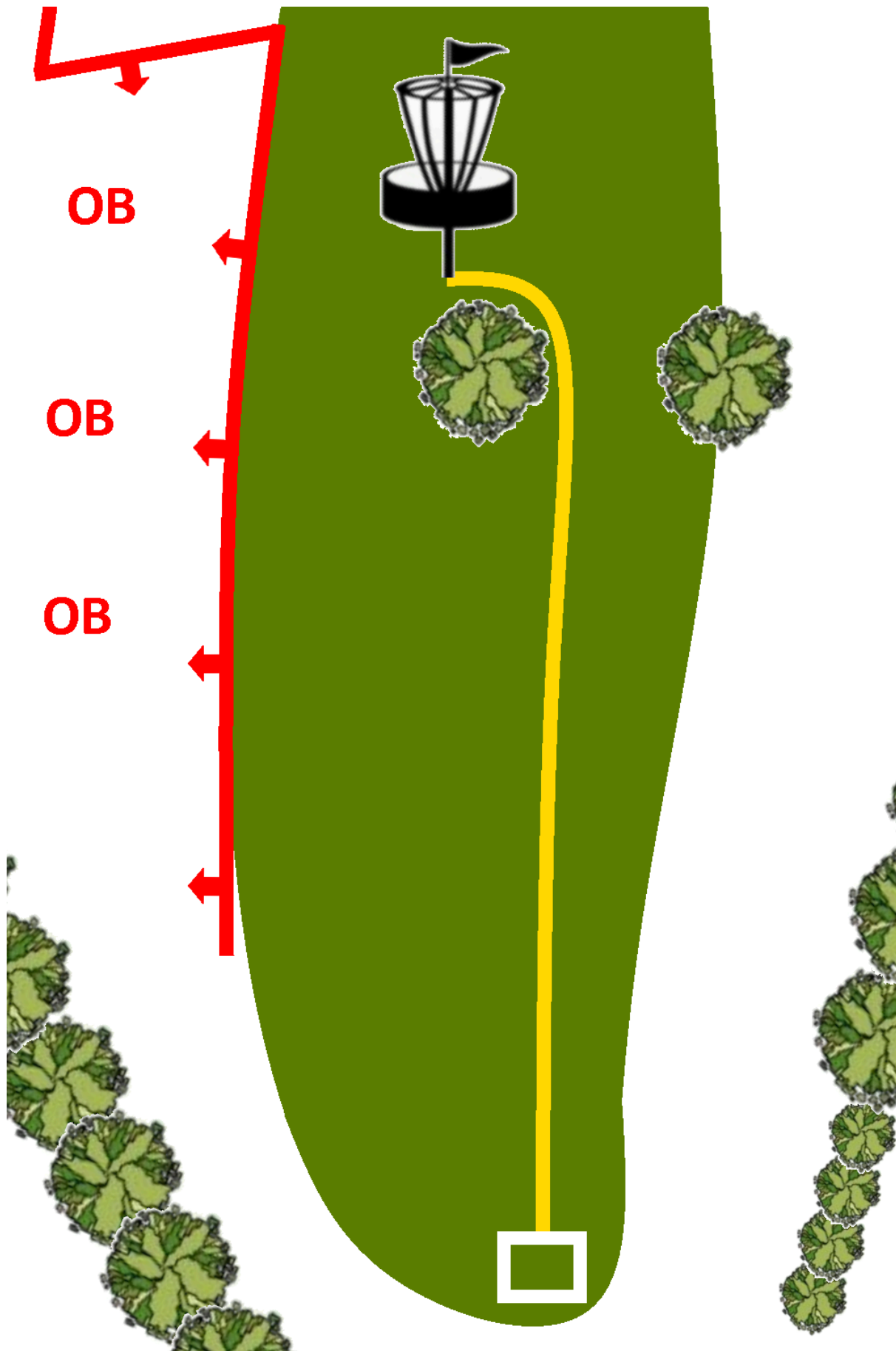


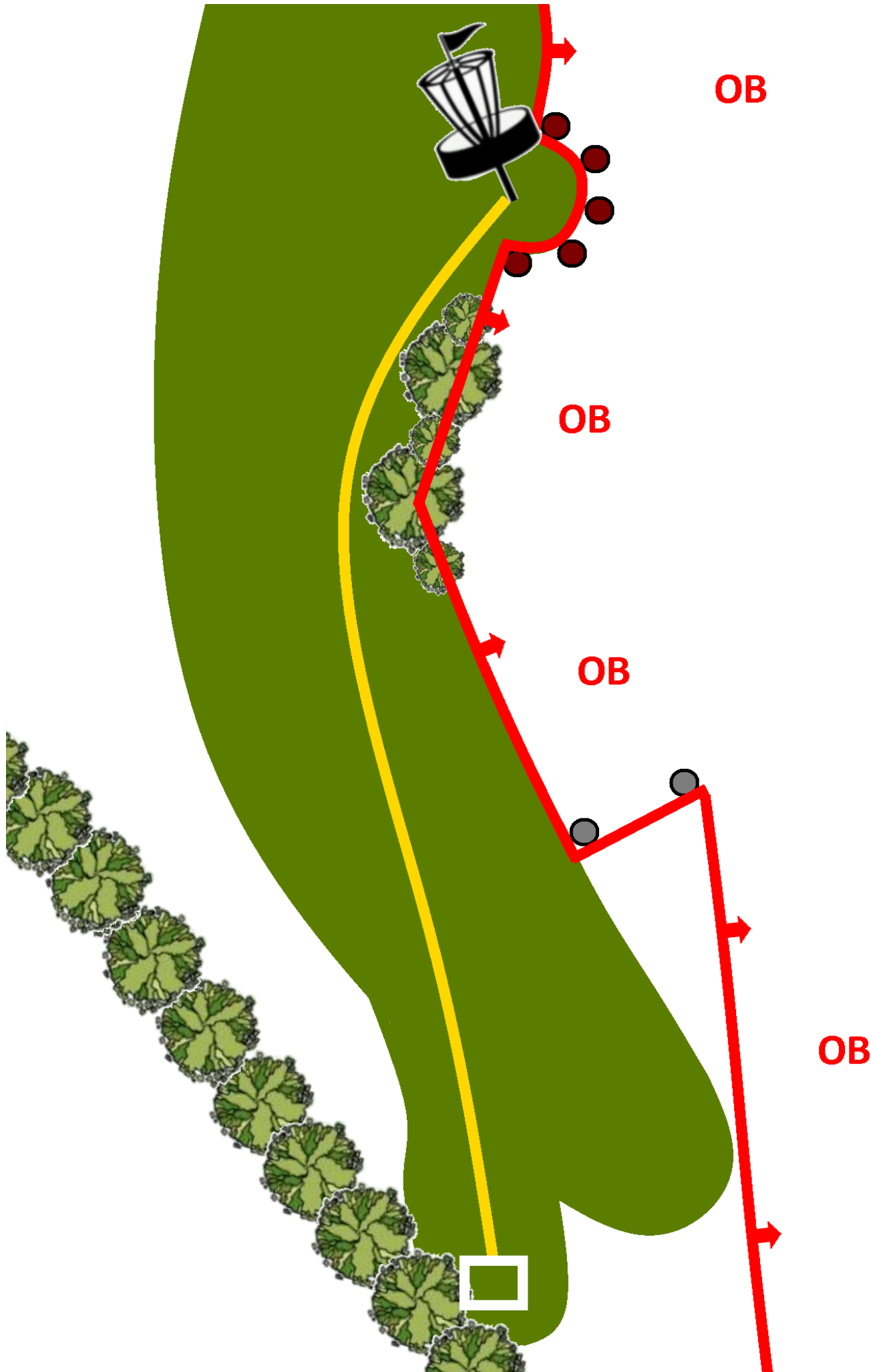
BAHN 1



PAR 3

59 m

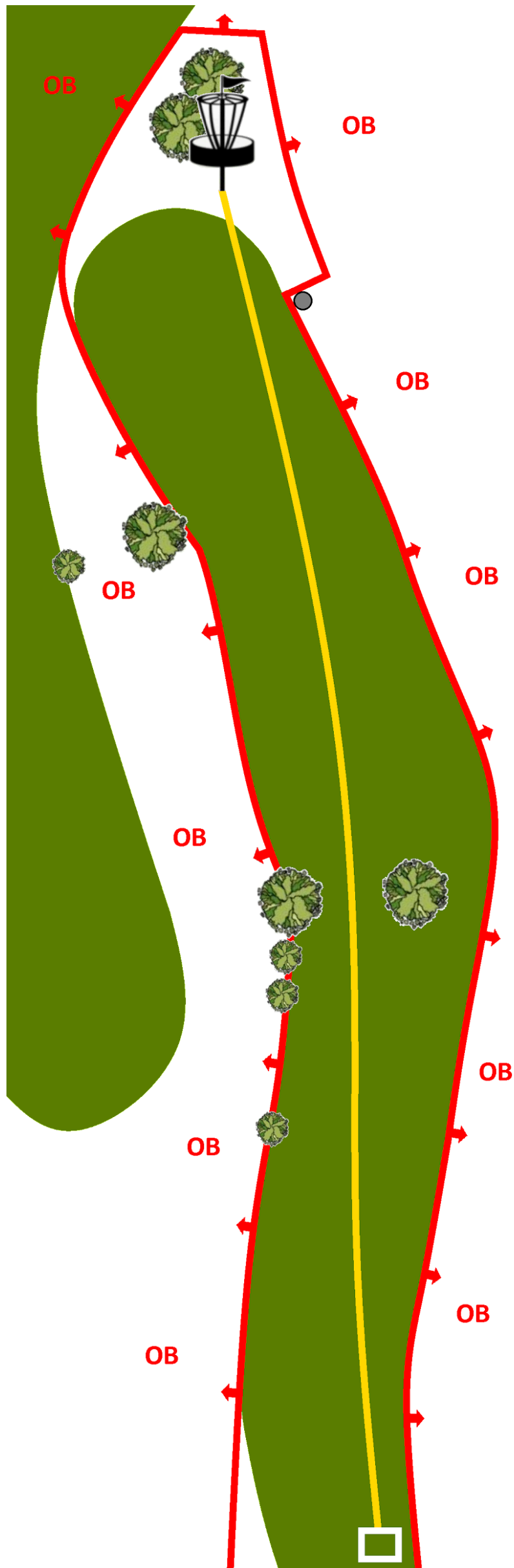
BAHN 2



PAR 3

79 m

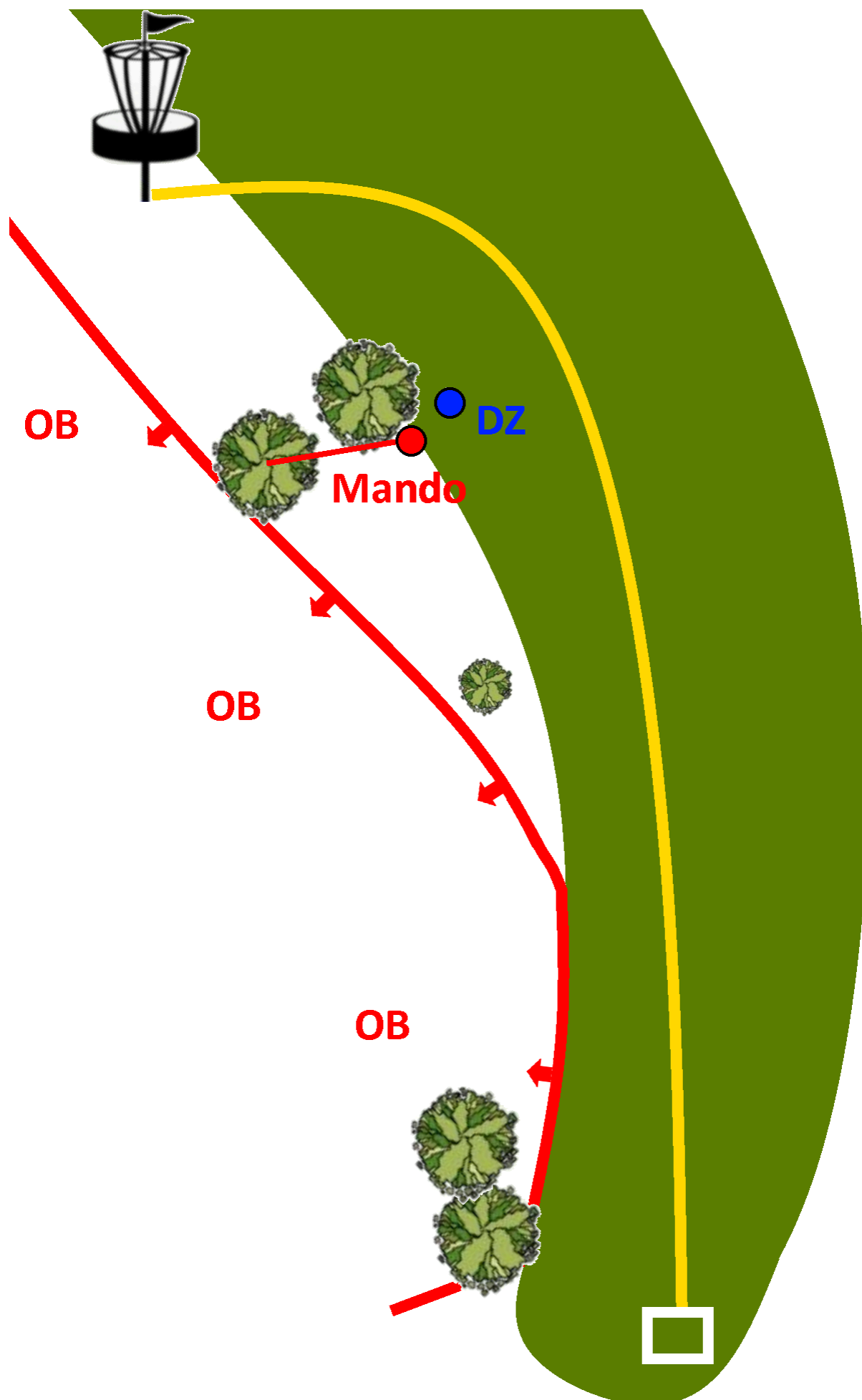
BAHN 3



PAR 4

173 m

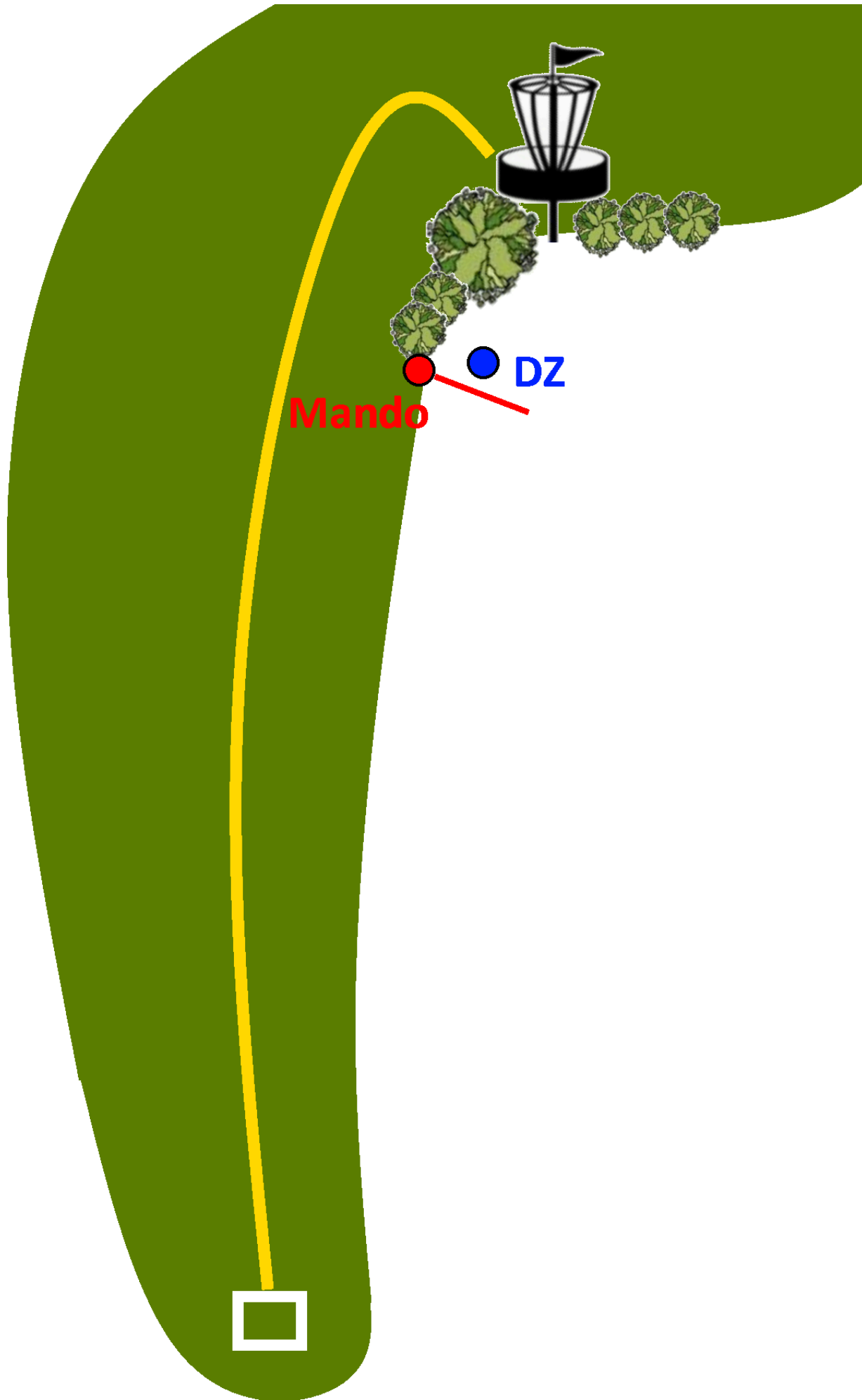
BAHN 4



PAR 3

101 m

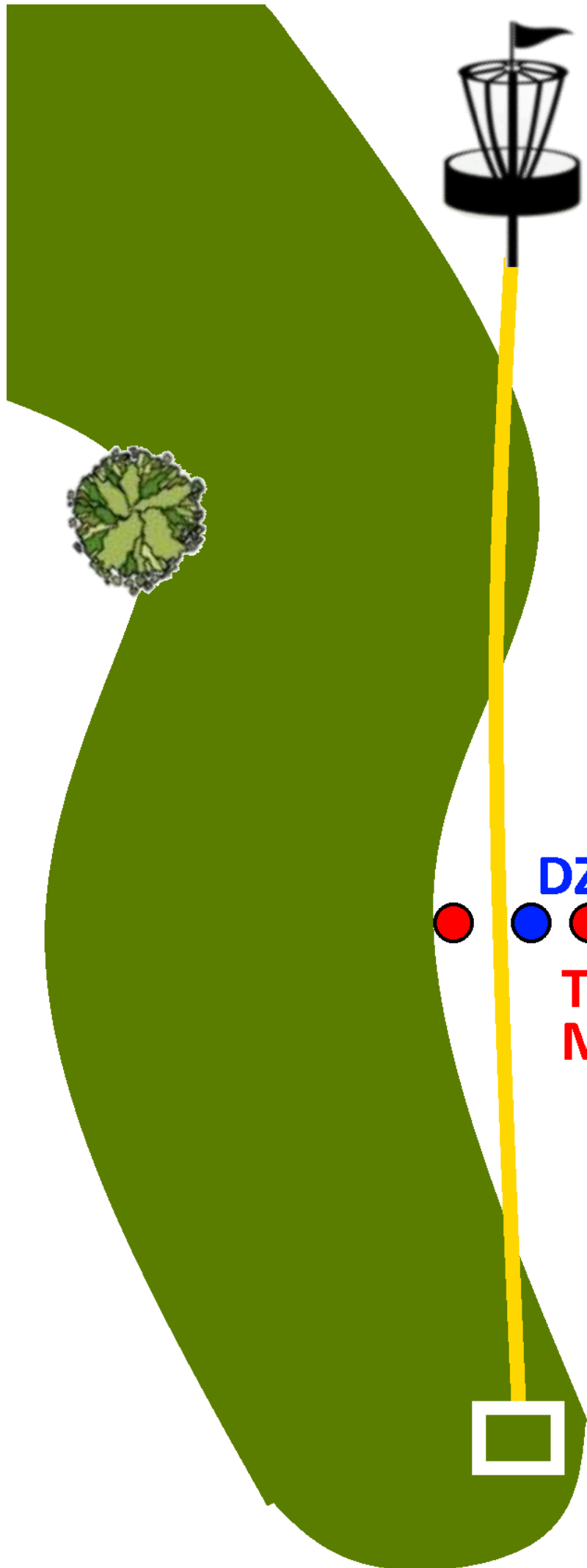
BAHN 5



PAR 3

93 m

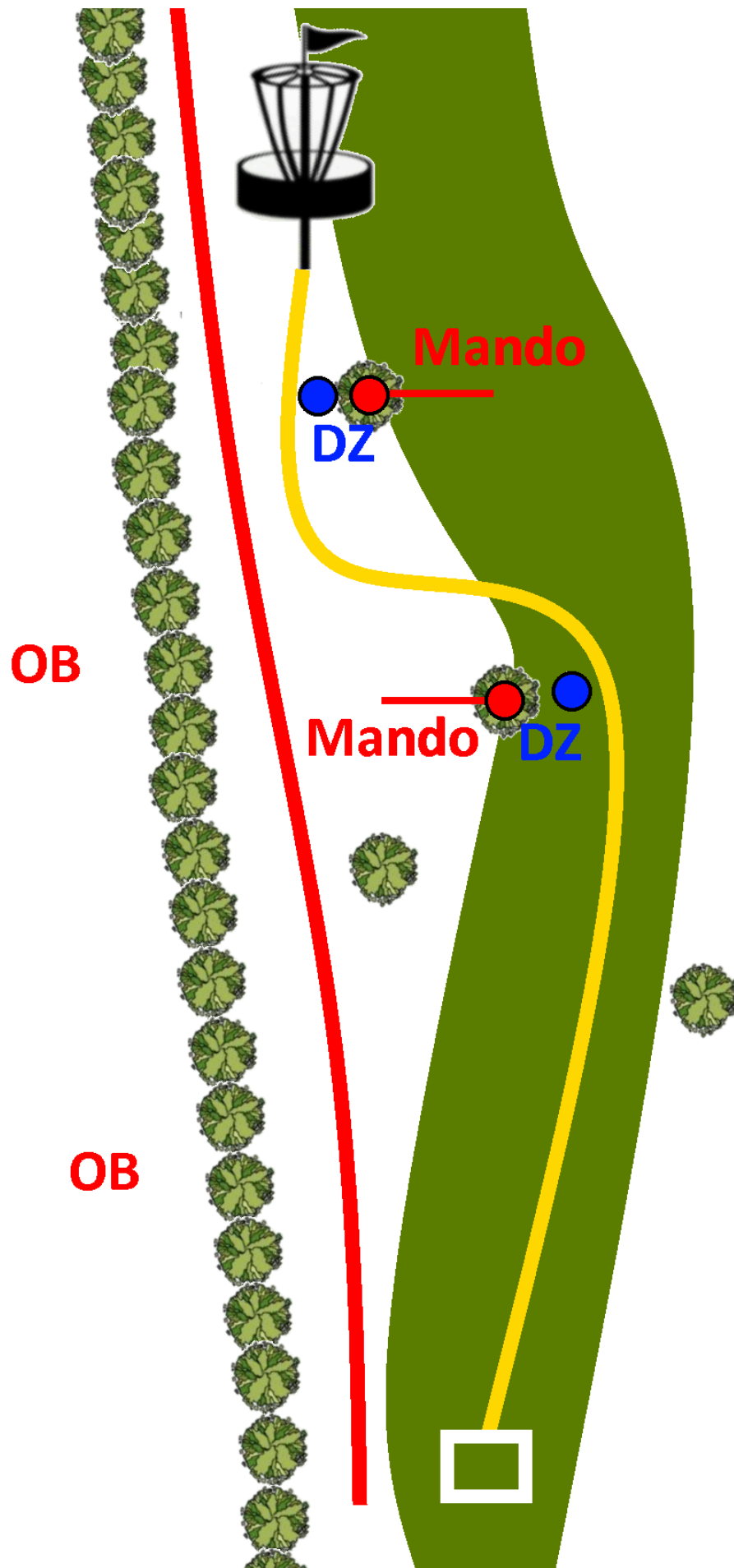
BAHN 6



PAR 3

70 m

BAHN 7

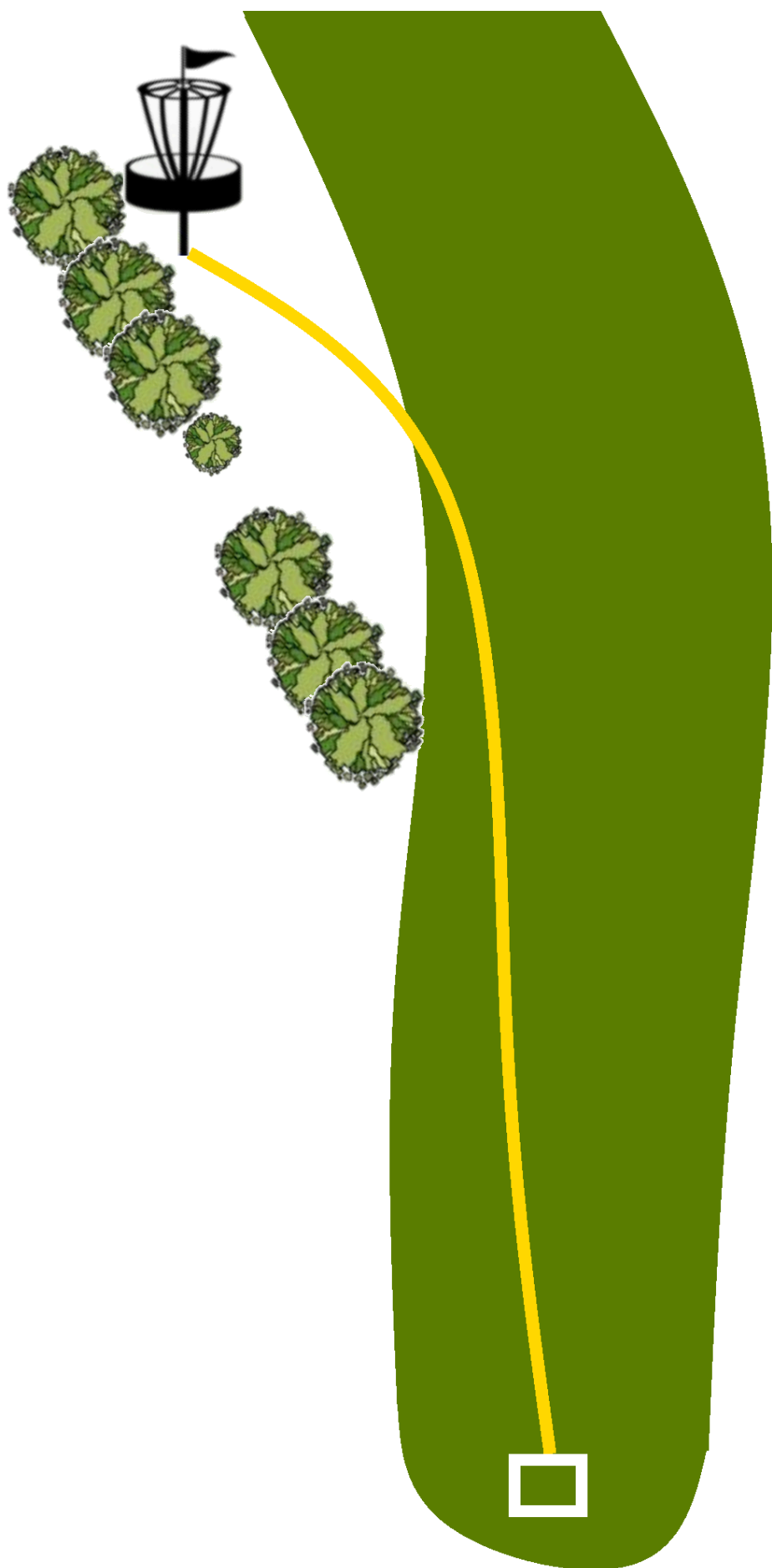


PAR 4

149 m

**Spotter beim
1. Mando
empfohlen!**

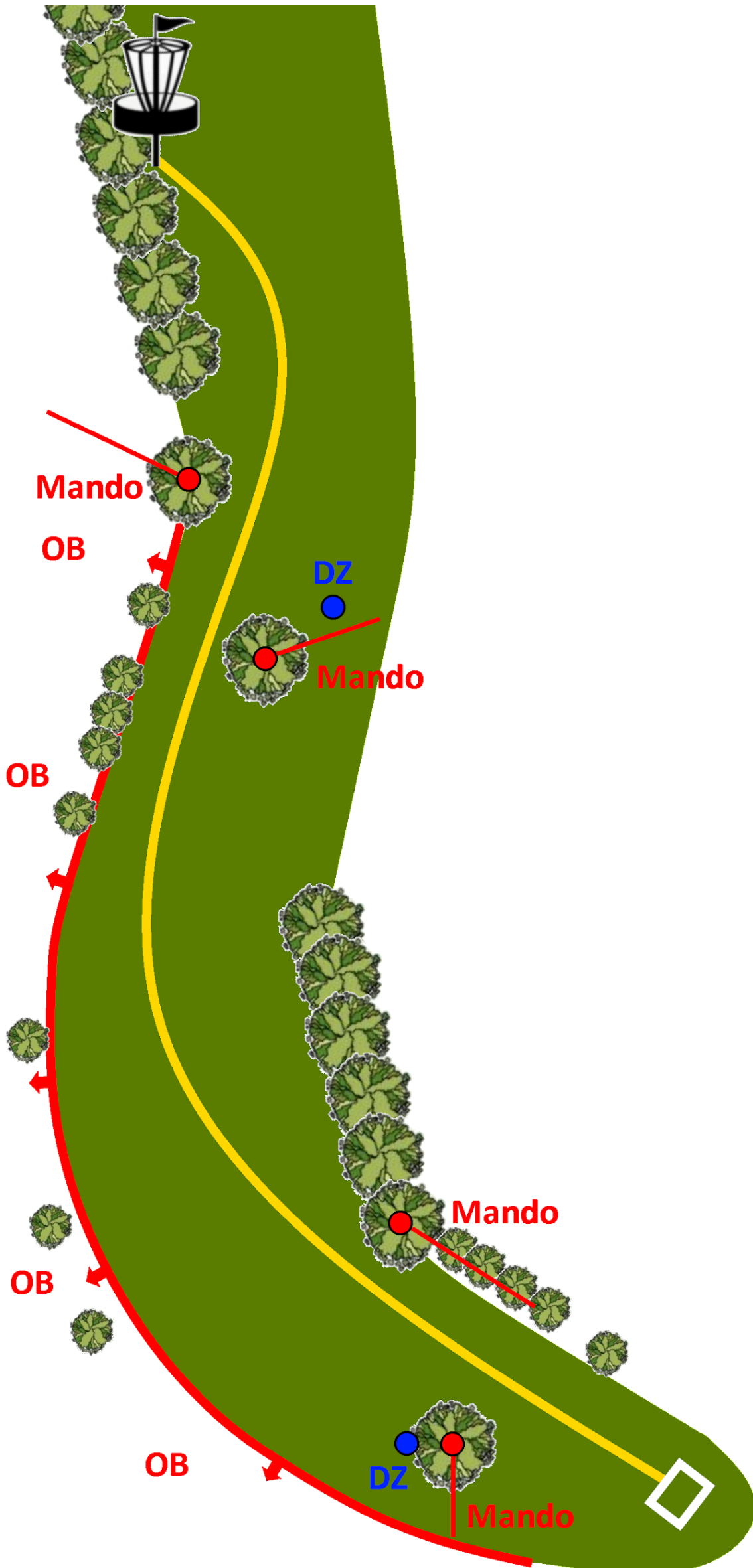
BAHN 8



PAR 3

106 m

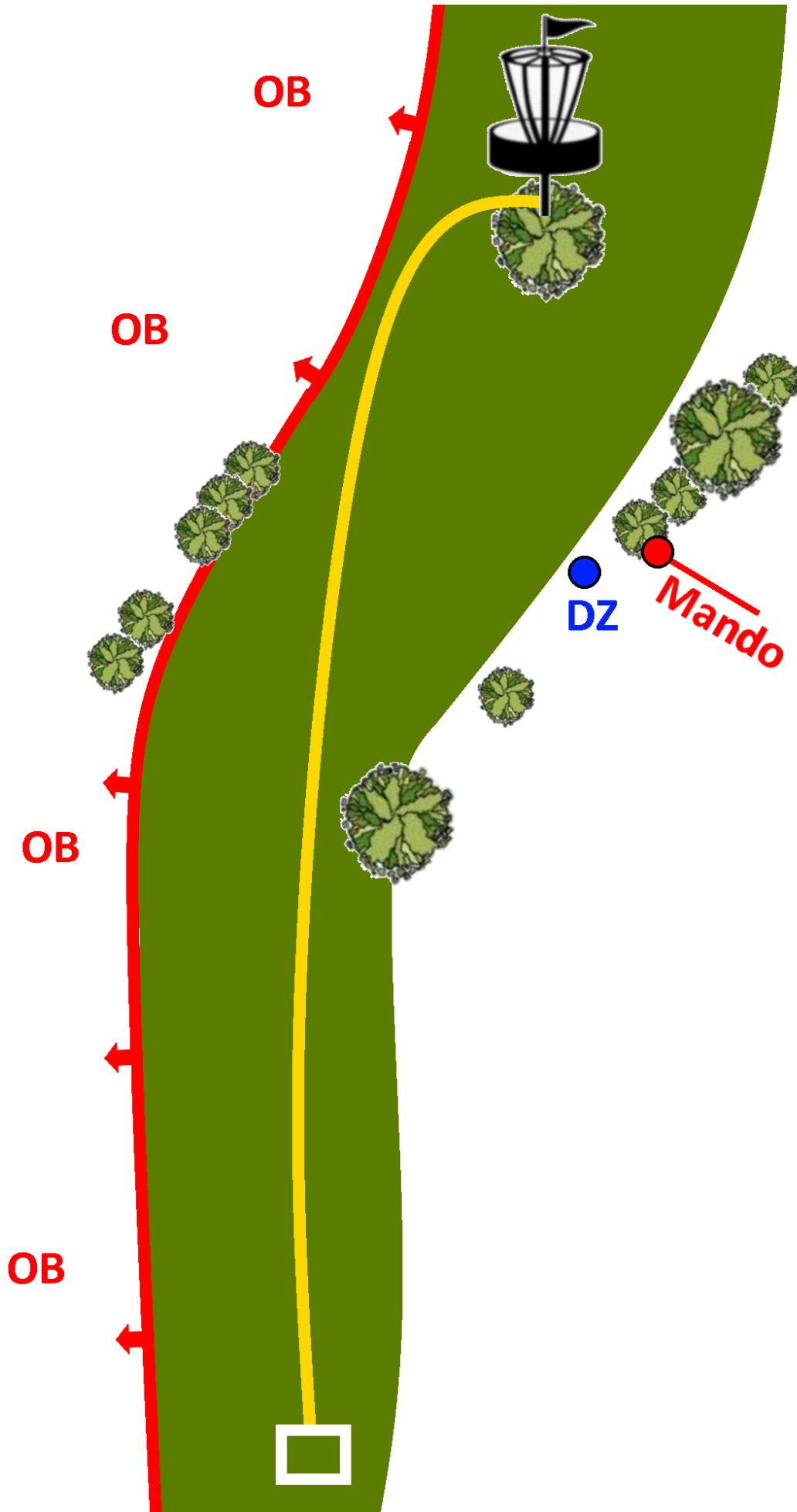
BAHN 9



PAR 4

145 m

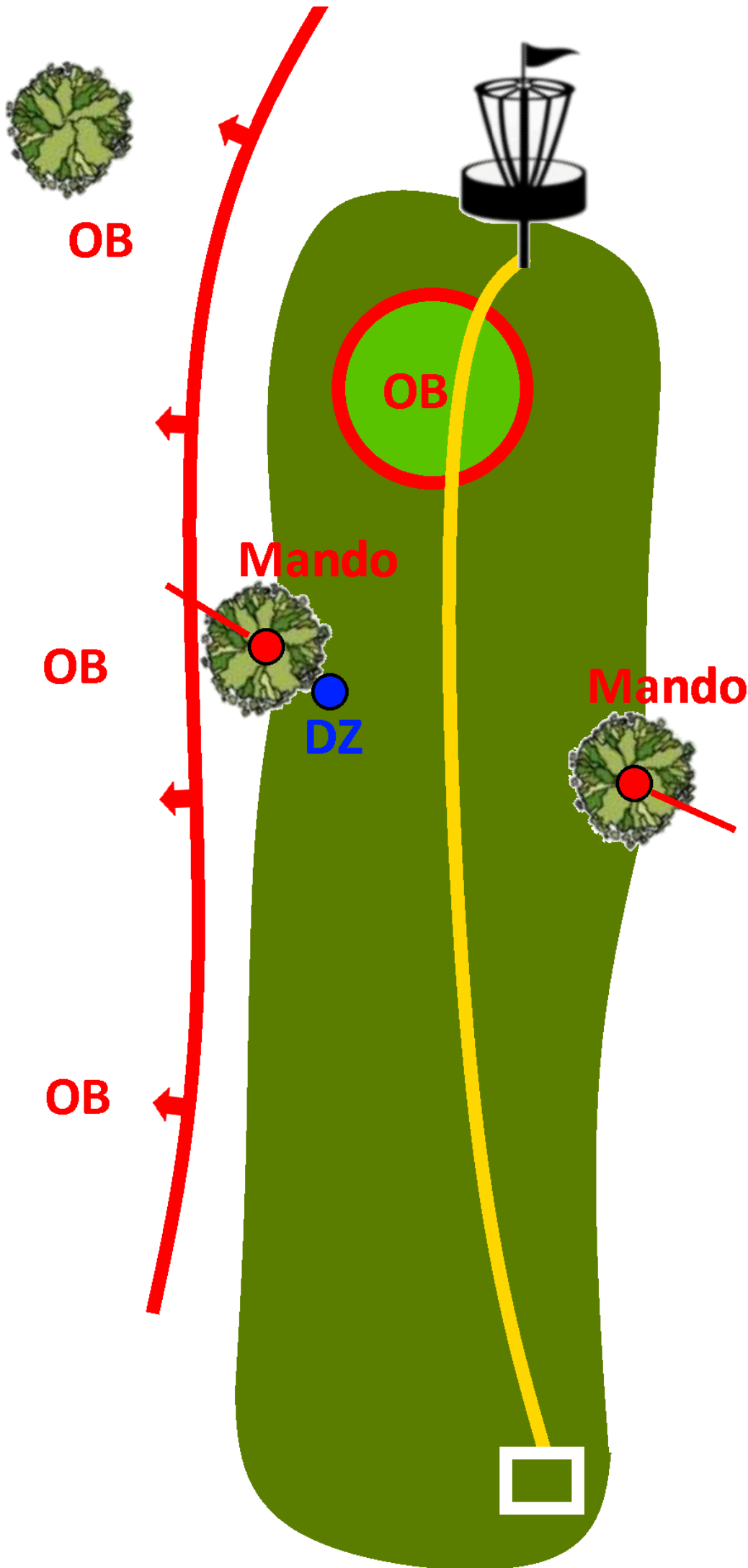
BAHN 10



PAR 3

98 m

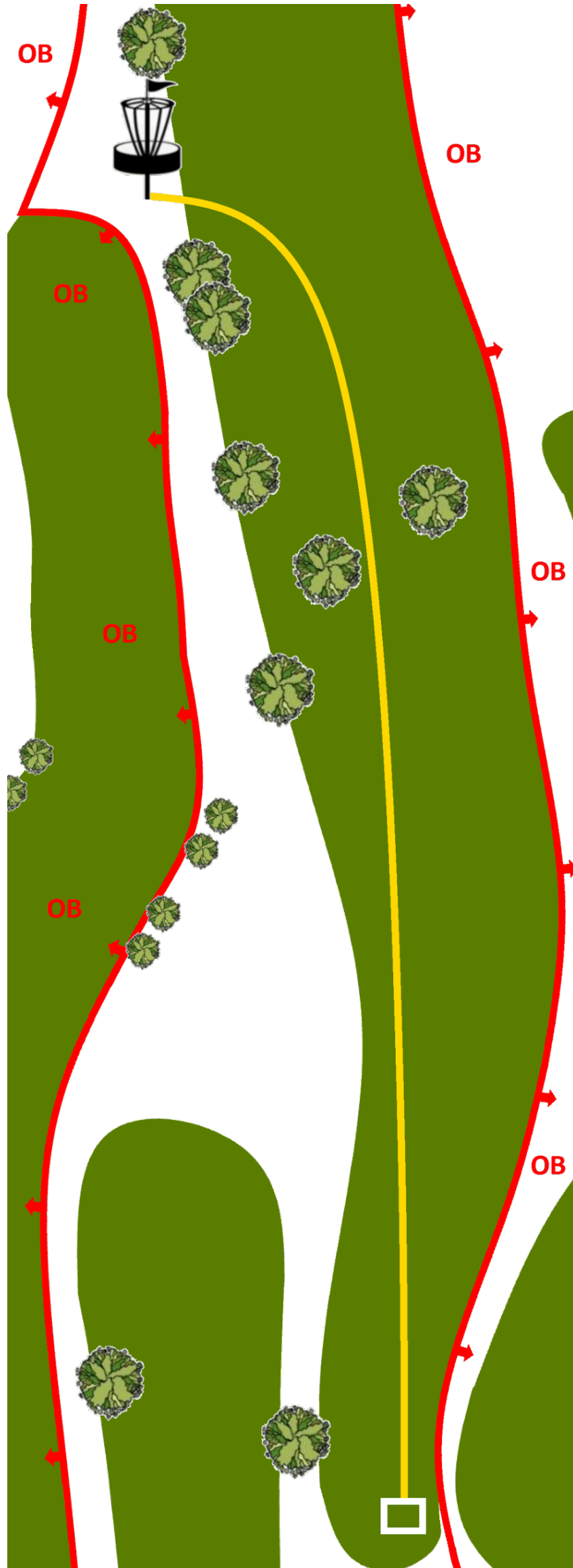
BAHN 11



PAR 3

77 m

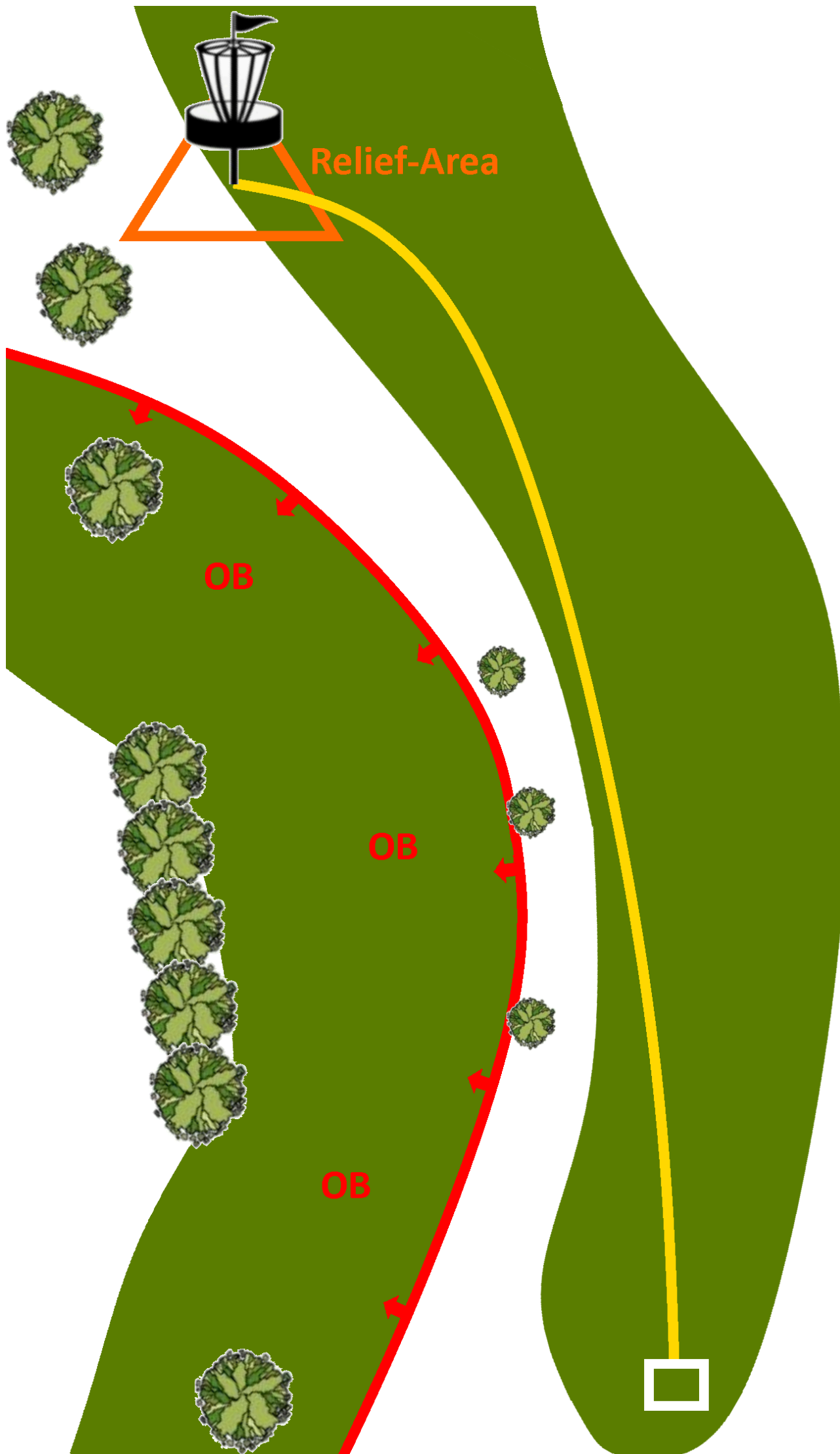
BAHN 12



PAR 4

152 m

BAHN 13



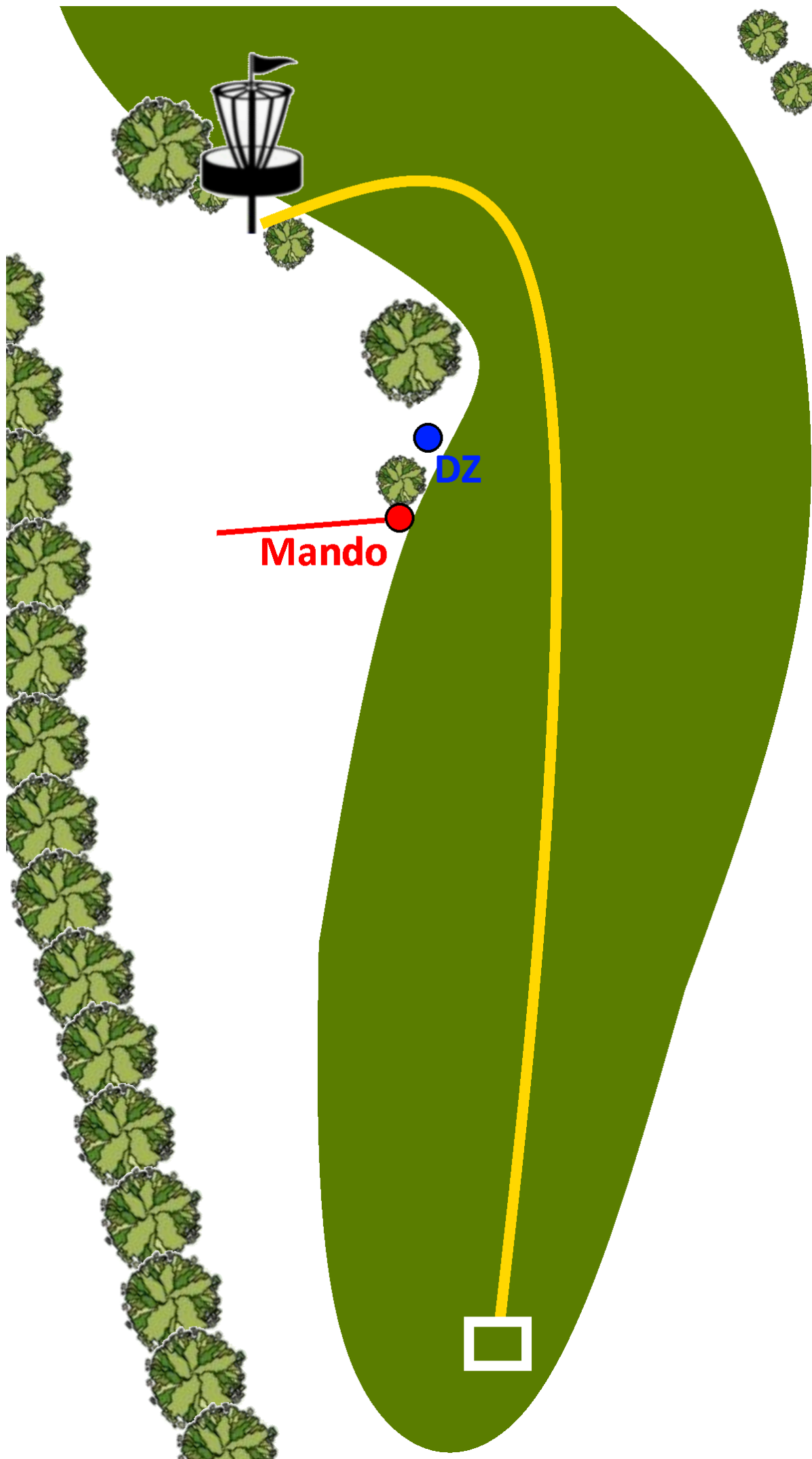
PAR 3

94 m

Relief-Area:

Liegt die Scheibe innerhalb der markierten Fläche, kann die Lage in „Line-of-Play“ nach hinten bis zur Linie verlegt werden.

BAHN 14

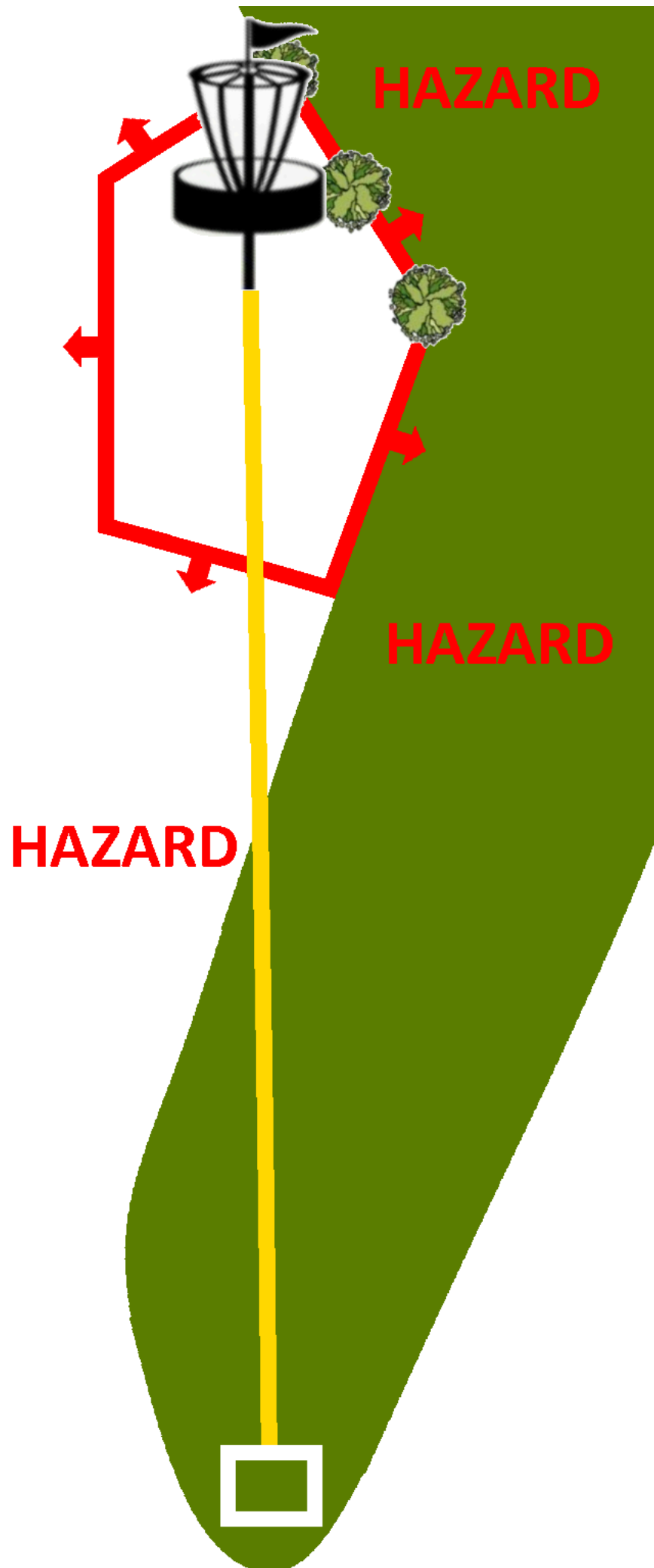


PAR 3

100 m

**Spotter
empfohlen!**

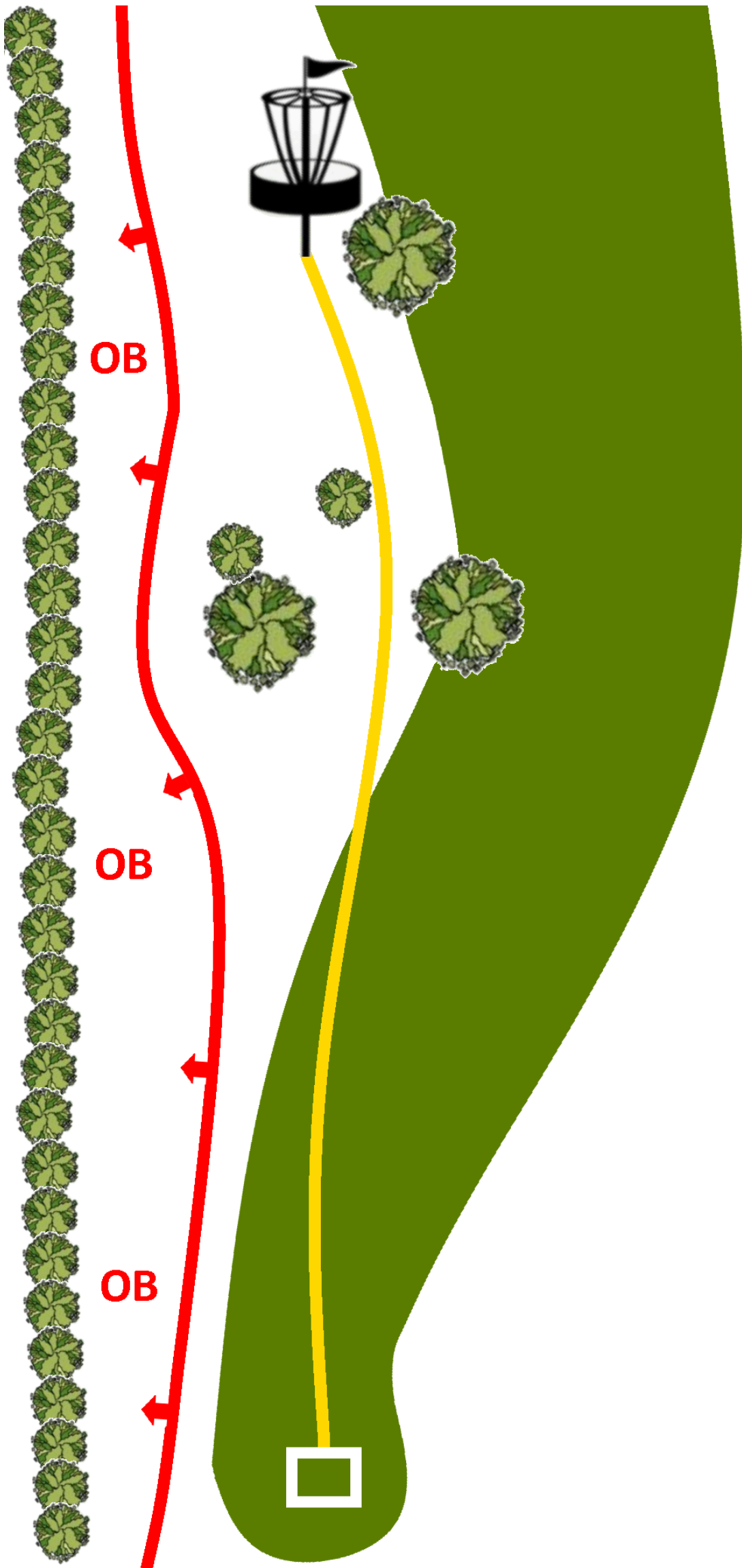
BAHN 15



PAR 3

60 m

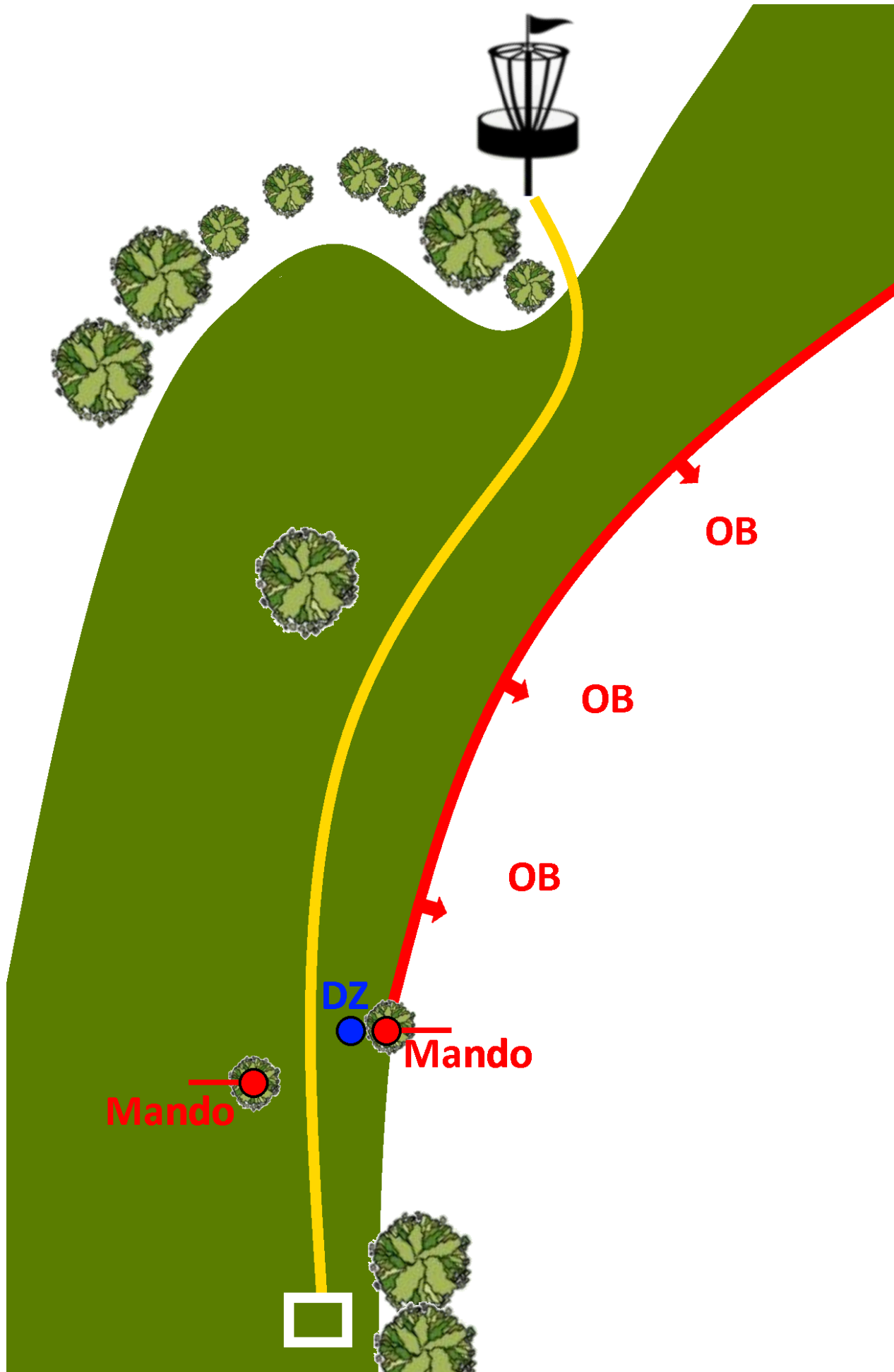
BAHN 16



PAR 3

80 m

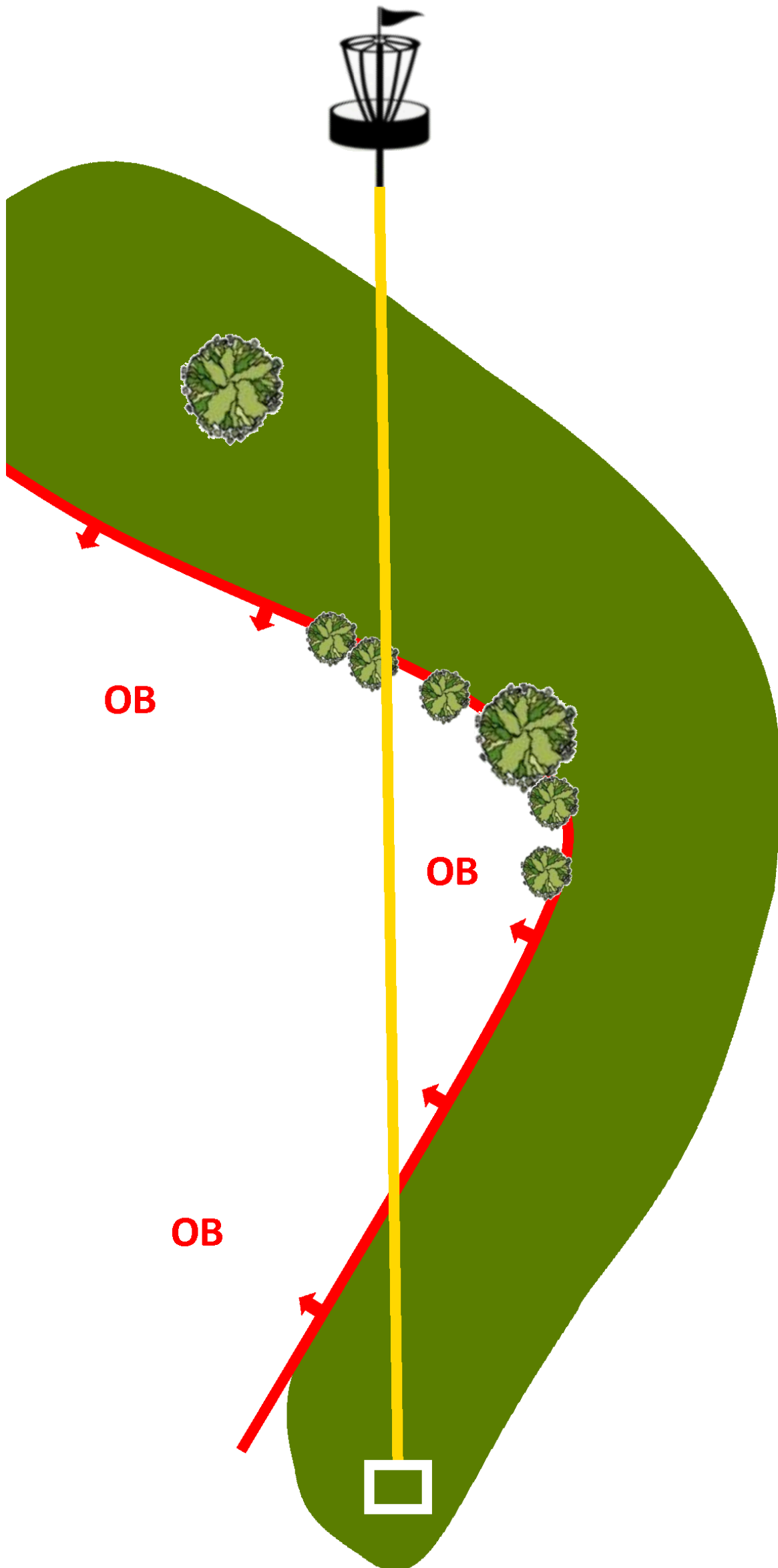
BAHN 16a



PAR 3

108 m

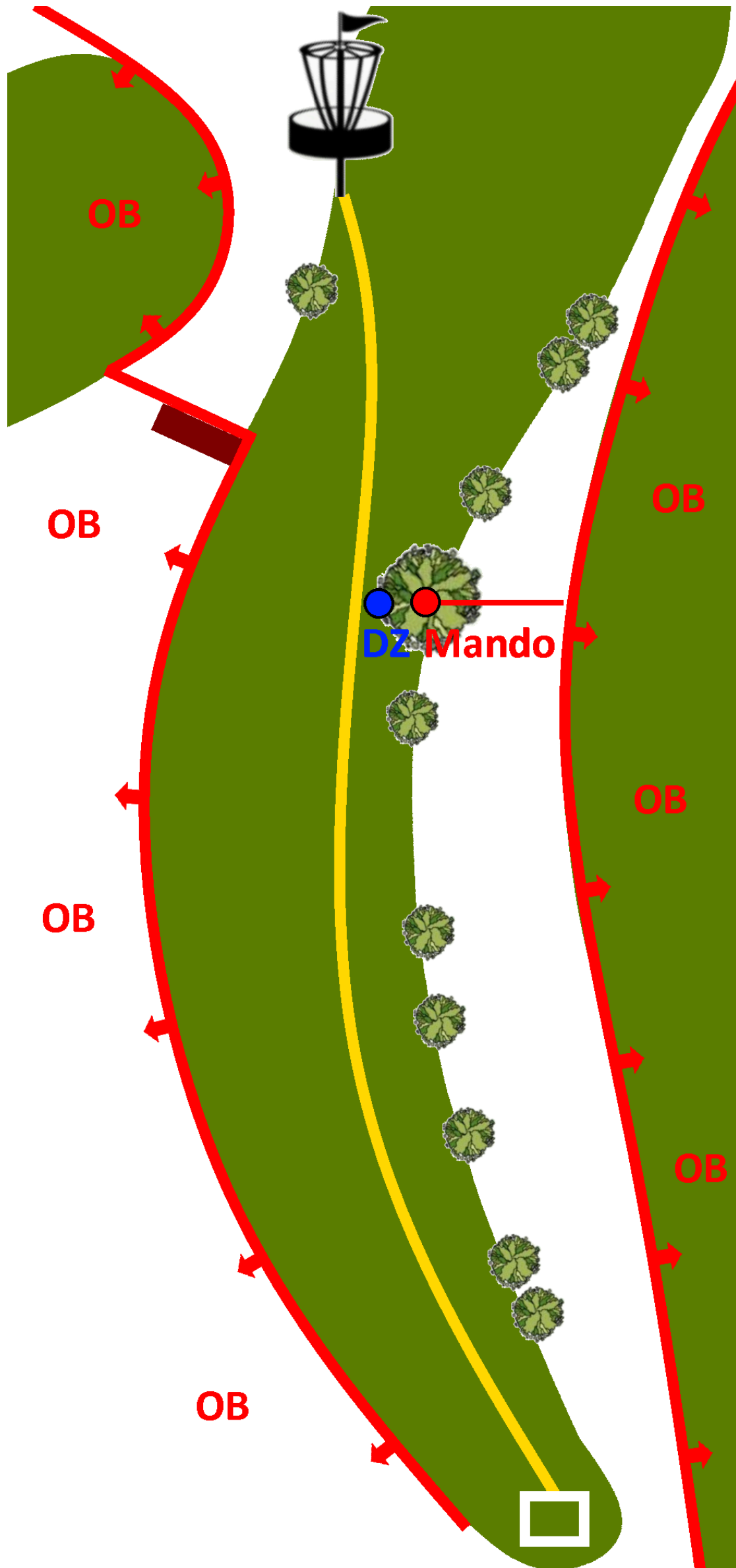
BAHN 17



PAR 3

101 m

BAHN 18



PAR 3

102 m