

# Rules for Disc Golf

## Courtesy

Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone present. Players should watch the other members of their group throw in order to aid in locating errant throws and to ensure compliance with the rules.

**B.** Players should take care not to produce any distracting noises or any potential visual distractions for other players who are throwing. Examples of discourteous actions are: shouting, cursing, freestyling, slapping course equipment, throwing out of turn, throwing or kicking golf bags, throwing minis, and advancing on the fairway beyond the away player. Shouting at an appropriate time to warn someone in danger of being struck by a disc is not a violation of courtesy.

**C.** Refusal to perform an action expected by the rules, such as assisting in the search for a lost disc, moving discs or equipment, or keeping score properly, etc., is a courtesy violation.

**D.** Littering is a courtesy violation.

**E.** Courtesy dictates that players who smoke should not allow their smoke to disturb other players. Smokers should extinguish their cigarettes and carry their cigarette butts to a trash can. Disposing of cigarette butts by dropping them on the ground is littering.

**F.** A player violating a courtesy rule may be warned by any affected player, even if from another group, or by an official, with all players of the group advised of the warning. The player shall be assessed one penalty throw for each subsequent courtesy violation of any type in the same round. Repeated violations of courtesy rules may result in disqualification.

## Order of Play

**A.** Teeing order on the first teeing area is determined by the order in which the scorecards were filled out or by the order the players were listed or arranged on the scoreboard.

**B.** Teeing order on all subsequent tees is determined by the scores on the previous hole, with the lowest score throwing first, and so on. If the previous hole was a tie, the scores are to be counted back until the order is resolved.

**C.** After all the players in the group have teed off; the player farthest from the hole (the away player) throws first. To facilitate flow of play, a player who is not farthest away may play next if the away player consents.

**D.** During tournament play, no group may play through the group ahead unless the group

ahead is required to stand aside in accordance with the rules or as directed by an official.

E. Throwing out of turn shall be considered a courtesy violation.

### **Excessive Time**

A. A maximum of 30 seconds is allowed to each player to make a throw after:

- The previous player has thrown; and,
- The player has taken a reasonable time to arrive at the disc and mark the lie; and,
- The playing area is clear and free of distractions.

B. A player shall receive a warning for the first excessive time violation if observed by two or more players of the group or an official. The player shall be assessed one penalty throw for each subsequent excessive time violation in the same round if observed by two or more players of the group or an official.

### **Playing the Stipulated Course**

A. It is the responsibility of the player to play the course correctly. Before play begins, players shall attend the players 'meeting and ask about any special conditions that may exist on the course, including extra holes, alternate teeing areas, alternate hole placements, out-of-bounds areas, and mandatories.

B. Specific Types of Misplay and Penalty Procedures for Each:

1. Wrong Tee: Teeing off from the wrong teeing area. If the misplay is discovered after the player's throw from the incorrect teeing area, but before a subsequent throw, the player shall re-tee from the correct teeing area and treat the initial throw as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw, the player shall proceed to complete the hole and receive a two-throw penalty for the misplay.
2. Misplayed Mandatory: Failing to attempt to navigate a mandatory route. If the misplay is discovered after a player's throw has passed beyond the mandatory on the wrong side, but before a subsequent throw has been made, the player shall be assessed a one-throw penalty and play from the drop zone. If the misplay is discovered after a player's throw has passed beyond the mandatory on the wrong side, and a subsequent throw has been made, the player shall finish the hole without playing from the drop zone, and receive a two-throw penalty for the misplay.
3. Wrong Target: If a player holes out on the wrong target for a given hole, he or she will continue play from a lie directly beneath that target, without penalty. If the player holes out at the wrong target, and believes the hole is completed, and proceeds to play the next hole, a two-throw penalty will be added to that player's score for misplaying the course.
4. Out-Of-Bounds Play: Playing an out-of-bounds disc as if it were in-bounds. If the misplay is discovered after the throw from out-of-bounds, but before a subsequent throw has been made,

the player shall throw from the correct lie and treat the throw from out-of-bounds as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw, the player shall proceed to complete the hole and receive a two-throw penalty for the misplay.

5. Non-Sequential Play: Skipping a hole or playing the holes in the wrong order. If the misplay is discovered after an initial throw has been made but before a subsequent throw has been made, the player shall re-tee from the correct teeing area and count the initial throw as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw has been made, the hole being played shall be completed. Immediately thereafter, the player shall proceed to play the course in its proper order from the point where the misplay began. Regardless of the number of holes skipped, or played in the wrong order, a total of two penalty throws shall be added to the player's score for the misplay infraction. The score earned from any completed hole(s) shall stand. Any completed hole(s) shall not be replayed.

**C.** In instances where the misplay rules affect players within a group differently, the group shall remain together while a hole is being completed by some of the group to verify scoring and rules compliance.

**D.** In instances where a misplay is discovered after the pertinent hole or holes have been completed (holed out), the misplay shall not be replayed and the player shall receive a two-throw penalty for the misplay.

**E.** In instances where a misplay is discovered after the player has turned in his or her scorecard, the misplay shall not be replayed and the player shall receive a two-throw penalty for the misplay.

**F.** A player who deliberately misplays the course to gain competitive advantage shall be penalized.

### **Discs Used in Play**

**A.** Discs used in play must meet all of the conditions set forth in the [Official PDGA Technical Standards Document](#).

**B.** A disc which is cracked or perforated is illegal. A disc which is cracked during a round may be carried by the player, but not used, for the balance of the tournament. The player must immediately declare his intention to carry the newly cracked or broken disc to the group or be subject to penalty.

**C.** Players may not make post-production modification of discs which alter their original flight characteristics. This rule does not forbid inevitable wear and tear from usage during play or the moderate sanding of discs to smooth molding imperfections or scrape marks. Discs excessively sanded or painted with a material of detectable thickness are illegal.

D. Discs must be specifically approved by the director if questioned by another player or an official, but in no case shall the disc be approved if it violates any of the above specifications. Any specifically non-approved disc (per the director) shall be considered illegal, and the player shall be penalized.

E. A player who carries an illegal disc during play shall receive two penalty throws, without a warning, if observed by two or more players of the group or an official. A player who repeatedly throws an illegal disc during the round may be subject to disqualification.

F. All discs used in play, except mini marker discs, must be uniquely marked in ink or pigment-based marking which has no detectable thickness. A player shall receive a warning for the first instance of throwing an unmarked disc if observed by two or more players of the group or an official. After the warning has been given, each subsequent throw by the player with an unmarked disc shall incur one penalty throw if observed by two or more players of the group or an official.

### **Mini Marker Discs**

A. Mini marker discs shall be used to mark a player's lie as required by these rules. Mini marker discs must have a diameter of between 7 and 15 centimeters and a height not exceeding 3 centimeters.

### **Artificial Devices**

A. During a round, a player shall not use any artificial device that may assist in making a throw, except those devices that reduce or control abrasion to the skin (such as gloves, tape, bandages, gauze, etc.) and medical items (such as knee and ankle braces, etc.). Items used to prevent slipping on the teeing surface are also allowed. A player is specifically prohibited from using any artificial device that changes the position of the disc in the player's hand or artificially lengthens any of the player's throwing levers (fingers, wrist, arm, shoulder, etc.). The use of devices which assist in determining distances over 10 meters, such as range finders and GPS devices are prohibited. Measuring devices such as a tape measure may be carried and used to determine distances 10 meters and less for the purpose of rules enforcement.

B. A player shall receive two penalty throws, without a warning, if, during any portion of a round, he or she is observed by two players or an official to be using or carrying an artificial device that is determined by the director.

### **General Rules**

A. Description of the Game. The game of disc golf consists of throwing a flying disc from the teeing area to a target by a throw or successive throws. Players shall play the course as they find it and play the disc where it lies unless allowed otherwise by the Rules. The competitor who plays the stipulated round or rounds in the fewest throws plus penalty throws is the

winner.

B. Practice Throws. A player who throws a practice throw or an extra throw with any disc any time after the start of his or her round and prior to his or her finishing the last hole of the round shall receive one penalty throw. The practice throw or extra throw must be observed by any two players or an official.

C. Provisional Throws. Provisional throws are extra throws that are not added to a player's score if they are not ultimately used in completion of the hole. The use of provisional throws is encouraged in all situations where there is a question regarding a thrower's lie and a provisional would speed play or when the thrower questions the group's or official's ruling. The unused throws shall not be added to the thrower's score nor treated as practice throws if the player announces that such additional throws are made as provisional throws prior to taking them. A provisional throw may not be subsequently declared to be an optional rethrow.

Provisional throws are appropriate in the following circumstances:

(1) To save time: A player may declare a provisional throw any time (a) the status of a disc cannot immediately be determined, and (b) the majority of the group agrees that playing a provisional throw may save time, and (c) the original throw may be out of bounds, lost, or have missed a mandatory. When proceeding under this type of provisional the thrower shall complete the hole from whichever of the two throws is deemed by the group or an official as the appropriate lie according to the rules.

(2) When the player disagrees with the majority group decision and an official is not readily available, or if the player wishes to appeal the decision of an official. The scores from both sets of throws shall be recorded. The proper ruling and score are then determined by the director at the end of the round.

D. Appeals:

(1) When a group cannot reach a majority decision regarding a ruling, the benefit of the doubt shall be given to the thrower. However, any player may seek the ruling of an official, and the official's ruling shall supersede the group's ruling. Any player desiring an appeal of the group's decision shall promptly and clearly express that desire to the group.

(2) If an official is readily available, the group shall stand aside to seek the official's ruling, allowing other groups to play through.

(3) If an official is not readily available, the group shall proceed in one of two ways. The group may reach a majority decision with the benefit of the doubt going to the thrower, and continue play. The use of provisional throws is encouraged in all situations where the thrower questions the group's or official's ruling.

(4) A player may seek an appeal of an official's ruling to the director.

If the director is readily available, the appeal shall be heard directly. The group shall stand aside

awaiting the ruling on appeal. If the director is not readily available, the group shall continue playing under the official's ruling. The appeal shall be made as soon as practical. The decision of the director shall be final.

(5) Where a group's or official's decision is overturned on appeal, the official or director may, in the interest of fairness, allow the thrower's score to remain the same or adjust the thrower's score to reflect the correct interpretation of the rules. Only in a case where a replay is the most fair solution, at the discretion of the director, shall a hole or holes be replayed.

E . Warnings. A player shall not receive a warning for a rules violation unless the rule specifically provides for a warning. Warnings do not carry over from one round to the next round or to a playoff.

F . Rule of Fairness. If any point in dispute is not covered by the rules, the decision shall be made in accordance with fairness. Often a logical extension of the closest existing rule or the principles embodied in these rules will provide guidance for determining fairness.

### **Teeing Off**

A. Play shall begin on each hole with the player throwing from within the teeing area. When the disc is released, at least one of the player's supporting points must be in contact with the surface of the teeing area, and all the player's supporting points must be within the teeing area. If a tee pad is provided, all supporting points must be on the pad at the time of release, unless the director has specified a modified teeing area for safety reasons. If no tee pad is provided, all supporting points at the time of release must be within an area encompassed by the front line of the teeing area and two lines perpendicular to and extending back three meters from each end of the front line. The front line of the teeing area includes the outside edges of the two tee markers. Running up from behind the teeing area before the disc is released is permitted. Following through in front of the teeing area is permitted provided there is no supporting point contact outside the teeing area when the disc is released.

B. Any supporting point contact outside the teeing area at the time of release constitutes a stance violation.

### **Marking the Lie (in bounds is within Patterson Park)**

A. After each throw, the thrown disc must be left where it came to rest until the lie is established by the placing of a marker. This can be done by placing a mini marker disc on the playing surface between the hole and the disc, directly in line with the hole, on the line of play, touching the thrown disc. A player may instead choose, without touching or repositioning the thrown disc, to use the thrown disc as the marker. The marker may not be moved until the throw is released. A marker inadvertently moved prior to the throw shall be returned to its correct location.

B. A player is only required to mark the lie with a mini marker disc when repositioning the lie under the rules. This includes the following rules: out-of-bounds, disc above or below the playing surface, lost disc, optional rethrow, relocated for relief, interference, or repositioning the lie within 1 meter of the out-of-bounds line.

C. If the thrown disc comes to rest in-bounds but within one meter of an out-of-bounds line, the lie may be relocated to any point on a one-meter line that extends perpendicularly from the nearest point on the out-of-bounds line, and passes through the center of the thrown disc. This holds true even if the direction takes the lie closer to the hole. See the following sections for other considerations in marking a thrown disc:

- (1) Relocated for relief.
- (2) Interference.
- (3) Above or below the playing surface.
- (4) Out-of-Bounds.
- (5) Lost Disc.

D. The Rule of Verticality: The out-of-bounds line represents a vertical plane. Where a player's lie is marked from a particular point within one meter of the out-of-bounds line pursuant to the rules, the one-meter relief may be taken from the particular point upward or downward along the vertical plane.

E. If the thrown disc breaks and comes to rest in more than one piece, the largest piece, as agreed to by a majority of the group or an official, is deemed to be the thrown disc.

F. A disc thrown in water shall be deemed to be at rest once it is floating or is moving only by the action of the water or the wind on the water.

G. A player shall receive a warning for the first violation of a marking rule if observed by two or more players of the group or an official. One penalty throw shall be assessed for each subsequent violation of any marking rule during the round if observed by two or more players of the group or an official.

### **Stance, Subsequent to Teeing Off**

A. When the disc is released, a player must:

- (1) Have at least one supporting point that is in contact with the playing surface on the line of play and within 30 centimeters directly behind the marker disc and,
- (2) have no supporting point contact with the marker disc or any object closer to the hole than the rear edge of the marker disc; and,
- (3) have all of his or her supporting points in-bounds.

B. Stepping past the marker disc is permitted after the disc is released, except when putting within 10 meters.

C. Any throw from within 10 meters or less, as measured from the rear of the marker disc to the base of the hole, is considered a putt. A follow-through after a putt that causes the thrower to make any supporting point contact closer to the hole than the rear edge of the marker disc constitutes a falling putt and is considered a stance violation. The player must demonstrate full control of balance before advancing toward the hole.

D. A player must choose the stance that will result in the least movement of any part of any obstacle that is a permanent or integral part of the course.

E. If a large solid obstacle prevents a player from taking a legal stance within 30 centimeters directly behind the marker disc, the player shall take his or her stance immediately behind that obstacle on the line of play. The player must comply with all the provisions of other than being within 30 centimeters directly behind the marker disc.

F. A stance violation must be clearly called within three seconds after the infraction to be valid. The call may be made by any member of the group or an official. When the call is made by a member of the group, it must subsequently be confirmed by another member of the group. A player shall receive a warning for the first violation of a stance rule in the round. Subsequent violations of a stance rule in the same round shall incur a one-throw penalty.

G. Any throw that involves a validly called and seconded stance violation may not be used by the thrower. Re-throws must be taken from the original lie, prior to subsequent play by others in the group.

H. The player may not retrieve the originally thrown disc prior to the re-throw, except in the case of a putt from within 10 meters. Where a disc is retrieved in violation of this rule, a one throw penalty shall be imposed without a warning.

### **Obstacles & Relief**

A. Obstacles to a Stance or Throwing Motion: With the exception of casual obstacles to a stance, a player is not allowed to move any obstacle on the course. No relief is granted from park equipment (such as signs, trash cans, picnic tables, etc), which is considered part of the course. A player is allowed to request that other people remove themselves and/or their belongings from the player's stance or line of play. A player must choose the stance which results in the least movement of any obstacle. Once a legal stance is taken, the player may not move an obstacle in any way in order to make room for a throwing motion. It is legal for a player's throwing motion to cause incidental movement of an obstacle.

B. Casual Obstacles to a Stance: A player may obtain relief only from the following obstacles that are in the stance or run-up area: casual water, loose leaves or debris, broken branches no longer connected to a tree, motor vehicles, harmful insects or animals, players' equipment, people, or any item or area specifically designated by the director before the round. The player

must first attempt to remove the obstacle. If it is impractical to move the obstacle, the player's lie may be relocated to the nearest lie which is no closer to the hole, is on the line of play, and is not more than five meters from the original lie, as agreed to by a majority of the group or an official (unless greater casual relief is announced by the director).

C. Optional Relief: A player may declare that he or she is taking optional relief. The lie may then be relocated to a new lie that is no closer to the hole, and on the line of play. The original throw plus one penalty throw are counted in the player's score.

D. In situations where it is unclear if an object may be moved or other relief obtained, it shall be determined by a majority of the group or an official.

E. A player shall receive one penalty throw, without a warning, for violation of an obstacle or relief rule.

F. A player who purposely damages anything on the course shall receive two penalty throws, without a warning, if observed by two or more players of the group or an official. The player may also be disqualified from the tournament.

### **Optional Rethrow**

At any time, a player may elect to rethrow from the previous lie as evidenced by the marker disc or, if the marker disc has been moved, from an approximate lie as agreed to by the majority of the group or an official. The original throw plus one penalty throw are counted in the player's score.

### **Interference**

A. A thrown disc that hits another player, spectator, or animal shall be played where it comes to rest. A thrown disc that is intentionally deflected or was caught and moved shall be marked as close as possible to the point of contact, as determined by a majority of the group or an official. Alternatively, for intentional interference only, the thrower has the option of taking a re-throw. Players shall not stand or leave their equipment where interference with the flight or path of a disc could easily occur. The away player may require other players to mark their lies or move their equipment before making a throw if the player believes that either could interfere with his or her throw.

B. If a disc at rest on the playing surface or supported by the target is moved, the disc shall be replaced as close as possible to its original location, as determined by a majority of the group or an official. If a marker disc is moved, the marker disc shall be replaced as close as possible to its original location, as determined by a majority of the group or an official.

C. Any player who consciously alters the course of a thrown disc, or consciously moves or obscures another player's thrown disc at rest or a marker disc, other than by the action of a

competitively thrown disc or in the process of identification, shall receive two penalty throws, without a warning, if observed by any two players or an official.

### **Disc Above or Below Playing Surface**

A. If a disc comes to rest above the playing surface in a tree or other object on the course, its lie shall be marked on the playing surface directly below it. If the point directly below the disc above the playing surface is an out-of-bounds area, the disc shall be declared out-of-bounds and marked and penalized. If the playing surface directly below the disc is inside a tree or other solid obstacle, the lie shall be marked on the line of play immediately behind the tree or other solid obstacle. The director may designate a one throw penalty for discs that come to rest two meters or higher above the playing surface. The director may declare the two meter rule to be in effect for the entire course, or just for individual objects.

B. If a disc comes to rest below the playing surface, its lie shall be marked on the playing surface directly above it. If the point directly above the disc is an out-of-bounds area, the disc shall be declared out-of-bounds and marked and penalized. If the playing surface directly above the disc is inside a solid obstacle, the lie shall be marked on the line of play immediately behind the solid obstacle.

C. If a disc has come to rest above two meters, as measured from the lowest point of the disc to the playing surface directly below it, the player shall be assessed a one-throw penalty. This penalty applies only if the disc is above in-bounds.

D. No penalty shall be incurred if the disc falls, unassisted by a player or spectator, to a position less than two meters above the playing surface before the thrower arrives at the disc. The thrower may not delay in order to allow the position of the disc to improve.

### **Out-of-Bounds**

A. A disc shall be considered out-of-bounds only when it comes to rest and it is clearly and completely surrounded by the out-of-bounds area. A disc thrown in water shall be deemed to be at rest once it is floating or is moving only by the action of the water or the wind on the water. The out-of-bounds line itself is considered out-of-bounds. In order to consider the disc as out-of-bounds, there must be reasonable evidence that the disc came to rest within the out-of-bounds area. In the absence of such evidence, the disc will be considered lost.

B. A player whose disc is considered out-of-bounds shall receive one penalty throw. The player may elect to play the next shot from:

(1) The previous lie as evidenced by the marker disc or, if the marker disc has been moved from an approximate lie, as agreed to by the majority of the group or an official; or (2) A lie that is up to one meter away from and perpendicular to the point where the disc last crossed into out-of-bounds, as determined by a majority of the group or an official. This holds true even if the direction takes the lie closer to the hole; or (3) Within the designated Drop Zone, if provided.

C. The Rule of Verticality. The out-of-bounds line represents a vertical plane. Where a player's lie is marked from a particular point within one meter of the out-of-bounds line pursuant to the rules, the one-meter relief may be taken from the particular point upward or downward along the vertical plane.

D. If the in-bounds status of a disc is uncertain, either a majority of the group or an official shall make the determination. If the thrower moves the disc before a determination has been made, the disc shall be considered out-of-bounds, and he or she shall proceed in accordance with counting all throws made prior to the determination of the in-bounds status of the original lie. If a player other than the thrower moves the disc before a determination has been made, the disc shall be considered in-bounds, and play for the thrower and the mover of the disc shall proceed under the rules of interference.

### **Throwing from another Player's Lie**

A. A player who has thrown from another player's lie shall receive two penalty throws, without a warning. The offending player shall complete the hole as if the other player's lie were his or her own. No throws shall be replayed.

B. The player whose lie was played by the offending player shall be given an approximate lie as close to the original lie as possible, as determined by the offending player, a majority of his or her group, or an official.

### **Lost Disc**

A. A disc shall be declared lost if the player cannot locate it within three minutes after arriving at the spot where it was last seen by the group or an official. Two players or an official must note when the timing of three minutes begins. All players of the group must, upon request, assist in searching for the disc for the full three minutes before the disc is declared lost. The disc is considered lost immediately upon the expiration of the three minute time limit.

B. A player whose disc is declared lost shall receive one penalty throw. If the throw was made from the tee, the player will re-tee for the next shot. If not made from the tee, the group will determine the approximate lie from which the throw was made, and the player will throw again from that lie. The director may designate a drop zone for lost discs on a particular hole. If a drop zone is provided, the player may throw from there instead of the previous lie or the tee. In all cases the original throw plus one penalty throw shall be counted in the player's score.

C. If it is discovered, prior to the completion of the tournament, that a player's disc that was declared lost had been removed or taken, then the player shall have two throws removed from his or her score.

D. A marker disc that is lost shall be replaced in its approximate lie as agreed to by a majority of the group or an official with no penalty.

## **Mandatories**

A. A mandatory restricts the path the disc may take to the target. A disc must pass to the correct side of the mandatory before the hole is completed. Once the disc has completely passed the mandatory line on the correct side (even if it subsequently re-crosses the line), the mandatory is to be ignored for the remainder of play on that hole.

(1) The mandatory line is the line marked by the director or course designer to indicate when a disc has passed or missed the mandatory.

(2) If no line is marked, the mandatory line is defined as a straight line through the mandatory, perpendicular to the line from the tee to the mandatory.

(3) In the case of a double mandatory when no line is marked, the mandatory line is the straight line connecting the two mandatories, and extends beyond them in both directions.

B. A throw is considered to have missed the mandatory if it passes the incorrect side of the mandatory line from the direction of the tee, and comes to rest lying completely beyond that line.

C. A disc that has missed the mandatory results in a one-throw penalty and the next throw shall be made from the drop zone, as designated for that mandatory. In cases where the drop zone is not designated, the lie is marked within five meters of the mandatory object and one meter behind the mandatory line which extends from the correct side of the mandatory.

D. When marking the lie, if the line of play does not pass to the correct side of the mandatory, then the mandatory it shall be considered the hole for the application of all rules regarding stance, markers, obstacles, and relief. For the purposes of taking a legal stance, the mandatory object which has not yet been passed, and is nearest the tee, will be considered to be the hole.

E. A throw that misses a mandatory shall be penalized and the lie marked according to the mandatory rule. It will not be further penalized for any other reason, such as out-of-bounds or above two meters.

## **Holing Out**

A. A player who fails to play any hole or fails to hole out on any hole during the round may be disqualified, at the discretion of the director, using the following guidelines:

(1) Holes missed due to late arrival may be scored and penalized.

(2) Inadvertently failing to hole out (as determined by a majority of the group or an official) shall result in 2 penalty throws being added to the number of throws plus penalty throws already taken on the hole. The hole shall then be considered completed.

(3) Intentionally failing to hole out (emergency, injury, plane flight, etc.) constitutes withdrawal from competition. The player shall be withdrawn from competition and officially listed as "Did Not Finish" on the scorecard and in the event results.

B. Disc Entrapment Devices: In order to hole out, the thrower must release the disc and it must come to rest supported by the chains and/or the inner cylinder (bottom and inside wall) of the tray. It may be additionally supported by the pole. A disc observed by two or more players of the group or an official to have entered the target below the top of the tray or above the bottom of the chain support is not holed out.

C. Object Targets: In order to hole out, the thrower must release the disc and it must strike the marked target area on the object as specified by the director.