

CTP (Closest to the Pin) Game (During 1st and 2nd Round):

The player who's drive lands closest to the pin/basket wins a special prize: Divided by division, please only move the flag and write your name down for your division.

All Players = **Hole # 2** → **Prize** = 3 free throws for preliminary round of Accuracy Challenge Game

(MPO) - Professional division = **Hole # 11**

(MA1) - Men's Advanced = **Hole # 10**

(MA2) - Men's Intermediate = **Hole # 13**

(MA3) - Men's Beginners/Recreational = **Hole # 17**

(FA2 & FA3) - Women's Intermediate = **Hole # 12**

ACE Pot Game (During 1st and 2nd Round):

- COST = 2000 Won to be eligible for the Ace Pot money
- If you entered this contest and score a hole in one (ACE) during either round, you will win the total Ace Pot money collected – Winner take all. (*Divided winnings if more than one Ace is scored*)
- If no player earns an Ace, there will be a “ring of fire throw-off.” All players who entered this contest will all throw ONE disc at the SAME TIME toward a basket. Putting competition at further distances for all players who make the basket.

Accuracy Challenge Game (Preliminary Round, then FINAL ROUND):

Preliminary Round: Basket is placed 50 meters away and a 10 meter circle is roped off around the basket

- COST: 1 throw = 2000 Won and 3 throws = 5000 Won
- If your disc lands in the basket, you earn **three** throws for the FINALROUND
- If your disc lands within the roped off circle, you earn **one** throw for the FINALROUND
- If your disc is touching the roped off circle, you earn **one** throw for the FINALROUND
- Preliminary throws - There is **no limit** to the number of preliminary throws you can **purchase**
- FINAL round throws – There is a **no limit** to the number of FINAL round throws you can **EARN**.
- *NOTE: a player can NOT win more than TWO prizes.**

FINAL ROUND: For those players who **earned** throws during the preliminary round.

- After all players have made their final throws, the discs that are closest to the basket (or IN THE BASKET) will be the winners. The closest disc to the basket will win the top prize, the second closest disc will win the next best prize, third closest....*
- *NOTE: a player can not win more than TWO prizes**

Prizes: Top prize = Traveler Basket,

Divisions: There will be TWO different divisions (games).

- One game for the professional (MPO) , advanced (MA1) and men's intermediate (MA2) players -- (basket set about 50 meters)
- One game for men's recreational/beginner division (MA3) and the women's division (FA2&FA3)

OB Rules – Out of Bounds Rules (NOTE: there are some different rules for **YELLOW** & **RED** & **BLUE** tee positions)

- 1) All brick & concrete (including red concrete bike paths) are **OB**. In the stream or on the wrong side of stream = OB.
- 2) Paths mark boundary for OB on every hole, → **Use TEE SIGNS at each RED hole**
 - a) **YELLOW** & **RED** -- Discs **ON** the boundary **DIRT** paths are **SAFE**.
 - b) **BLUE** - All boundary dirt paths are OB for BLUE tees only. (Dirt paths *in front* of the baskets of holes 9 and 11 are **safe**)
 - c) Any disc on the wrong side of a boundary path is OB. (**Over the boundary path is OB, even if it is ON GRASS**)
 - d) If a disc is touching safe (in bounds), then the disc is considered as being safe
 - e) If a disc is close to being OB, but it is difficult to tell because of uneven grass, the group will decide. This is supposed to be a **fun day**, so please be fair and call it “safe” IF it is too close to call.
 - f) Some boundary paths have both dirt and cement, dirt is safe, but **All cement and brick are ALWAYS OB**.
- 3) **Players CAN NOT throw from any position that is out of bounds**. Players are allowed one meter of relief from any OB line. If you are either OB or close to OB, please use this one meter of relief - (**Exception for hole #8 → sidewalk above stream is okay if OB**)
- 4) A player must **continue** to throw (or Re-Tee) **until their disc lands safe**. **EACH throw earns an additional one-stroke penalty**.
- 5) **When throwing, players CAN NOT move or push down living trees or bushes**, OR damage (break) branches of trees or bushes.
- 6) **BUNKERS** – If your disc lands in one of the large sections of bushes, you can not throw from within the bushes. Draw an imaginary straight line from the basket - through your disc (in the bushes) - **TO the spot directly behind the bushes**. Then place your mini marker **BEHIND** the bushes for your next throw. There is NO “stroke” penalty for landing in the bushes.
- 7) **TWO METER RULE** - is NOT in affect if your disc lands in a tree, just mark your disc on the ground directly below.
- 8) Discs that come to rest or enter through the TOP OF Traveler Baskets are **NOT considered a basket**. A drop-in stroke is **REQUIRED**.
- 9) **SAFETY comes first**. Watch for pedestrians before making ANY and ALL throws – (Please wait a few moments for pedestrians)

- Hole #1 – All **brick/cement path is OB**. **RED** & **BLUE** = Right side of dirt path is OB. Circular grass island = OB
- Hole #2 – **ISLAND Hole** only the grass island is safe (touching or *inside* of white rope boundary line) - If your disc is never safe, you must **RE-TEE** (with penalty stroke). (*One stroke penalty for EACH re-tee required*)
- Hole #3 – **MANDO** between the two trees. If **MANDO** is missed, use **DROP ZONE** located between trees. Disc must land on grass on far side of brick paths, if disc is short OB – use “line of flight” where disc was last safe. (one stroke penalty for either missing MANDO or short OB → *No double penalty if mando missed and OB*)
- Hole #4 & #5 – Metal fence and beyond (on right side) is OB, over dirt path on left is OB.
- **Hole #5 **BLUE alternate hole**- grassy hillside is safe, concrete & stream = OB. Left side of dirt path & all brick = OB
- Hole #6** – Left side of dirt path & all brick is OB. Players must **RE-TEE** (with a penalty stroke) if their disc is never safe.
- **Hole #6 **BLUE alternate hole**- concrete, stream & right side of stream = OB. (Grass above tunnel is **safe**, right = OB).
- Hole #7 – On drive, disc must land **ON** or **OVER** the dirt path (on top of the hill) to be considered safe. Left side of dirt path is OB. If disc is never safe, players must **RE-TEE** (with a penalty stroke)
- **Hole #7 **BLUE alternate hole**- concrete & stream = OB. Sidewalk & over road = OB (watch for **cars** before throwing).
- Hole #8** – Stream and concrete on the right is all OB. On drive, if your disc flies out over the stream and never flies back over the grass, then use the **DROP ZONE** (marked with a red flag on the sidewalk above stone steps)
****NOTE: if your disc is OB on the stones, it is okay to drive from the flat sidewalk above the stone steps (Hole #8 is the only exception to throwing from OB)**. If disc is safe (within the plants), you must throw from within the plants – **you can NOT damage plants**.
- Hole #9 – On drive, disc must land **ON** or **OVER** the dirt path to be considered safe. If your disc is never safe, use **DROP ZONE** from **YELLOW** tee (with penalty stroke). **BLUE** If your disc is never safe, **RE-TEE** from **RED** tees, dirt path in front of basket is **safe**.
- Hole #10 – Grass before the path is **safe**. Only concrete path and sidewalk on the top of the hill are OB.
- Hole #11 – **MANDO**, disc must fly **under the rope** and between the two poles. Use **DROP ZONE** of **YELLOW** tee if you miss the MANDO. NOTE: The dirt path in front of basket (target) is **safe**.
- Hole #12 – Brick/concrete is OB, dirt path is safe, over the path to the left is OB.
- Hole #13 – Dirt path “Boundary” surrounds the basket, dirt path is safe, over the path is OB.
- Hole #14, 15, 16, & BLUE #17** – On drive, Disc must land **ON** or **OVER** the path to be considered safe. Players must **re-tee** (with a penalty stroke) if their disc is never safe. NOTE: pin for #15 is very close to OB line.
- Hole #17 – OB on both sides. Note close OB line on right (shared boundary path with hole #13)
- Hole #18 – On drive, Disc must land **OVER** the brick path. **BLUE #18** Grass before the brick path is **safe**.

PDGA rules require all players to mark their disc for all throws (except from the tee box). One foot must be within 30 centimeters directly BEHIND the marker to be considered safe. “First” **Foot Fault = warning. “Additional” **Foot Faults** = one **penalty stroke** EACH time.