

Queenstown Classic player handbook/rule book

HOUSEKEEPING

- Please be aware of other gardens users. If there are people on disc golf holes, please be patient with them. Do not yell out at them. Politely let them know what is happening in regard to the tournament. They have every right to be in the gardens. If there is potential that someone may be hit, please guard them.
- There are two sets of toilet blocks located in the gardens, very close to the tournament headquarters. One is down the hill towards town, and the other is by the tennis/bowling club. If you are in the vicinity, please use it. If you find yourself a reasonable distance from the toilet, please be extremely discreet out on the course.
- There will be a first aid kit located at tourney HQ.
- Please do not litter. There are multiple bins located around the gardens. Please use them or carry your rubbish with you until you're close to a rubbish bin.
- Lunch on Saturday and Sunday will be ready not long after we finish round one and three. Please be patient for this.
- Parking. Please do not park inside the bowling club carparking area. The car parks beside the skatepark and further down by the bowling club are only 4-hour parking. The parking in Park St is free all-day parking.
- Saturday night we will be enjoying some beverages and food at Smiths craft beer house.

COURSE RULES

- Normal PDGA rules apply for this "C" tier event. There are also local course rules.
- 2 metre rule is in play. If it's too close to call, benefit of the doubt goes to the player.
- The top path that runs parallel to holes 1, 2, 3, 4, 5, 6, and adjacent to hole 8 is Out of bounds (OB). If you are 100% surrounded by the gravel path including the line of paving stones, you are out. (ie touching grass is safe). Play from where the disc went OB, for a 1 stroke penalty.
- All raised gardens beds are OB. This includes the garden of Rhododendrons/Magnolias above hole 4. And the garden bed beside tee 18.
- The road/driveway running parallel with hole 18 (regular holes 17 and 18) is OB. Discs on the road but leaning against the stones is OB. Play from where the disc went OB, for a 1 stroke penalty.
- The marked area surrounded by holes 11, 12, and 14 is OB. Play from where your disc went OB, for a 1 stroke penalty.

** 1 metre free relief is given from all OB. You cannot take your stance from OB.

All points of the player must be in bounds when releasing your disc. If you are unsure of the exact point the disc went OB, come to a collective agreement with your group.

- There are three mandos on the course. Hole 4 - You must pass on the right side of the large Douglas fir tree. If you miss the mando, move to the designated drop zone for a 1 stroke penalty. Hole 6 - You must pass between one of the 4 gaps/ break the plain, between the 5 Douglas fir trees. Unwinding not required. Hole 14 you must pass on the left side of the first silver birch tree. If you miss this mando, go directly to the drop zone for a 1 stroke penalty.

- There are 2 holes that require spotters. Holes 8 and 15. Please spot from the spotter signage.
- If you find your disc in the pond or lake, you may play your disc from the water for no penalty, or if you don't want to get wet, then play from point of entry, for a 1 stroke penalty. In the event of rain, puddles do develop around the gardens. If you find your disc in a puddle, play it as casual water. Keeping your disc (in the puddle) and the basket in line, move to the first point of relief.
- Hole 9 has a new tee location. Please make yourself familiar with this prior to commencement of the tournament.
- Hole 11 is an island green. Outside of the island is a hazard. If you fail to make the island from the tee, play the disc as it lies, for a one stroke penalty. If you are on the island and throw outside the island border, play it as it lies for a one stroke penalty. If you are touching the string that defines the island border, you are safe. There is no 1 metre relief as it is hazard, not OB.
- There is a new temporary hole that has been added. This hole is clearly marked after regular hole 12.
- Regular holes 13 and 16 tees (for tournament will be played as 14 and 17), have been swapped to make them slightly longer. Throwing in the regular direction but from longer tees. The group on the tee first, plays first.
- All points of contact must be inside the tee off area, at time of release. Being outside the area before or after is Ok.
- Markers – you can use your thrown disc as a marker (although you can't touch it with this option) or use your mini marker. When throwing, your point of contact must be within 30cms by 20cm box directly behind the marker.
- There are no 10 metre circles on the holes. Please ask your group for confirmation regarding whether you are inside the 10 metre circle or not.
- No falling putts inside the 10 metre circle. If a falling putt occurs, play on with the hole, but add a 1 stroke penalty.
- You only have 30 seconds to make your throw. The clock starts when you get to your disc, not when you mark it. Warning for first infringement. Penalty shot for violation after that in the round. Please keep the pace of play.
- Foot faults - when throwing your disc, a player must have no supporting point closer to the target, than the rear edge of the marking disc. Stance violations result in a 1 stroke penalty.
- Obstacles in your stance. You can only move obstacles if they interfere with your stance or throwing motion. Branches can only be removed if they are dead AND detached. 1 shot Penalty WITHOUT warning for violations.
- Be aware of where you are. Please be courteous to other players on the course. Especially talking and moving when people are throwing.
- Please check your scorecards before handing them in after each round. Handing in an incorrect scorecard receives a two-stroke penalty.