

2. Trierer Disc Golf Open



Trier Discgolf

07.10.2023



Welcome to the 2nd Trier Disc Golf Open!

We are looking forward to present you a varied and challenging forest course. Discgolf Trier is still in its infancy, but is currently growing at a rapid pace. We would like to use the 2nd Trier Disc Golf Open to make this fantastic sport better known in the area and to promote the construction of a permanent facility in Trier. Breathtaking drives and spectacular putts from Circle 2 could make a valuable contribution here!

Please read this Caddy Book carefully before the tournament starts. All questions should be clarified here and it enables us to keep the Players Meeting short.

We are looking forward to three nice rounds of Disc Golf with you on a hopefully beautiful autumn day!

On behalf of Discgolf Trier

Ingo Langner



Discgolf Trier

[017672968669](tel:017672968669) / selehesha@posteo.de / trier-discgolf.de



SCHEDULE

08:00 - 09:00	Free practice + registration
09:00 – 09:15	Players Meeting
09:30 – 11:15	Round 1
11:30 – 13:15	Round 2
13:15 – 14:00	Lunch Break
14:15 - 16:00	Round 3
16:00 - 16:30	Putt Contest
16:30 - 17:00	Award ceremony

Changes are possible at short notice!

Contact Tournament Director:

004917672968669 // selehesha@posteo.de

PARKING

Right next to the tournament office there is a parking lot with about 50 parking spaces. At this time of day you should all find something here. Otherwise you have to go back a bit and after 100 m turn right up the hill. There are more places at the „Wildtiergehege“. Walking distance to the tournament office is about 5 min.

[Main parking lot](#) - Google Maps

[Alternative parking lot](#) - Google Maps

TOILETS

There is a Dixi toilet in the parking lot of the tournament office. We are also allowed to use the Dixi next to the yellow Dragon House (you passed it by car). Its about 200 m from the tournament office, [here](#).



RATINGS

The tournament is part of the Disc Golf Series South. There are enough Propagators in the starting field, so there will be a D-Rating. The tournament is also registered as PDGA C-Tier, so our Disc Golf friends from Luxembourg, Belgium and France will also benefit from a rating.

FLIGHTS

The first two rounds will be played in one piece. So the flights will stay the same for round 1 and 2. The flight composition will be random.

For the 3rd round, the flights will be composed according to division and result. If there are ties, it is up to the TD to decide this.

Flights can be viewed on the Metrix tournament page:

<https://discgolfmetrix.com/2740990> .

The second round can be started directly after the first round. The 15 min break between rounds in the schedule is considered a buffer. We have scheduled 1 ¾ hours per round of 13.

SCORING

The results are recorded via Discgolfmetrix by one person in the flight.

Another person records the results on a paper scorecard. These are available in the tournament office and will be distributed at the Players Meeting. The final score does not have to be signed by everyone in the flight. Please come together as a flight immediately after your last hole and check the result. 20 min after the completion of the last hole, the flight result is considered logged in.

Please watch out for full cell phones ☺ .

You will help us a lot with the tournament management if you create a free account at Discgolf Metrix. Please enter your PDGA number, if available, at DiscgolfMetrix under settings and at discgolf.de under "My account".

The tournament can be found [here](https://discgolfmetrix.com/2740990): <https://discgolfmetrix.com/2740990>.



TEE'S & BASKETS

The surface at most tees is firm forest soil or asphalt. At 5 holes there is a 1.33 x 2 m artificial grass mat at the tee.

We play on 9 x T3 Prodigy baskets, 2x Discmania Tournament Baskets and 2x Dynamic Disc Recruit Baskets. All PDGA approved and approved for tournaments. At this point a huge THANK YOU to Discgolf Club Luxembourg!

SIDE EVENTS

ACE RUN

The first ace thrown in the tournament will be awarded with a disc. Please cheer loudly and enter the time on the scorecard.

CTP - CONTEST

The basket for the Closest-To-Pin Contest will be hole 9 for all 3 rounds. The winner will receive a disc.

PUTT - CONTEST

The Putt Contest will take place immediately after the 3rd round. Please go to the tournament office, there you will find more information. The winner will win a disc. Participation is of course voluntary.

It is possible that the contest has to be cancelled due to time constraints. In this case the winning disc will be given to someone else.

AWARD CEREMONY

After a long day everyone would like to go home quickly. We will try to make the evaluation and the awarding of prizes as quick as possible.

For this purpose we will use the time of the putting contest.

The first 3 of each division will be honored and awarded with a disc.

The 1st place Winner Discs are sponsored by Discwolf.com.

A cool and support worthy Disc Golf Shop!

Thanks Florian!



BASIC RULES OF THE GAME

(for all tournament participants)

- Everyone is responsible for his throw. Do not throw when there is even the slightest danger to people or animals.
- Be careful with this beautiful forest. Nasty undergrowth may be tackled from time to time. Do not break branches or leave trash behind.
- Friendly interaction with other forest users is expected. Short agreements suffice who pauses briefly.
- All smoking is to be refrained from during tournament playing times, including e-cigarettes. Smoking is permitted outside of game times and should take place in the parking lot with paper cigarettes. Please no butts on the ground, ashtrays will be provided.
- A speedy game is essential to keep to the schedule. Point 6.2 of the Federal Playing Rules (Point 3.02 PDGA Tournament Manual) is expressly referred to.
- All tournament participants should be familiar with the OB, MANDO and HAZARD rules. We can recommend the blog of Alex Williamson (in the starting field) as reading material: [Disc Golf Rules Explained: Out of Bounds \(OB\)](#).
- Disc Golfers Code: 1. Play Smart / 2. Respect the Course / 3. Represent the Sport. In the starting field there are some who are playing their first rated Disc Golf tournament.
Point out mistakes to your teammates in a sympathetic manner and don't be afraid to make a call for repeated misplays.
Make the call. Accept the call. It's not personal; it's the rules !



DON'T THROW



GO FOR IT



CATERING

There is no catering on site, so we ask for self-catering.

Thanks to our sponsor Bio-Keimling, we will have apples, pears, bananas, grapes, peppers and carrots in organic quality to distribute.

0.5 bottles of water and apple spritzer can be purchased on a donation basis.

SPONSORS



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THANK YOU !



WHAT ELSE ?

Good shoes and good condition should be brought.

At this point we would like to point out that the 4th Homburg Disc Golf Open will take place the following day, 08.10. Information about the tournament on <https://www.sks-stiftung.de/>

THE COURSE

In case of doubt, the rules on the respective course signs will apply on the day of the tournament. These take precedence over the course descriptions in this Caddy Book. Should there be any changes, which is not to be expected, you will be informed.

An update to the first version of the Caddy Book: The hedges at holes 2,3 and 4 are relief areas.

The layout has been changed in some places compared to the 1st Trier Disc Golf Open. Holes 1,6,7,8,11 and 12 remain unchanged. Holes 2,3,9 and 13 are new. Hole 4,5 and 10 have been changed.

The tournament area is also used by other dogs with people. Please be considerate of each other so that we can continue to hold tournaments here in the future. In general, however, the area is not highly frequented, and no major delays are expected. Lanes 4 and 13 are often used by dogs. Here a look down now and then would be advisable.

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Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	Sum
Par	3	3	3	4	3	3	3	3	3	4	3	3	3	41
Length	95	90	104	170	58	54	69	96	101	175	104	86	104	1306

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Hole 1

Distance 95m

Par 3

OB

The path on the right is still safe. OB on the right side from the fence.

Use spotters for the path!

Do not take the discs out of the OB yourself – let TD know (at hole 3)



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Hole Description:

Tee: solid forest floor. Tunnel course with a relatively wide corridor. The maxim is: Stay nicely on the fairway! A slope of 4 m makes things a bit more complicated. Birdies should be possible for the top of the field, but par is a good result on this one.

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Hole 2

Distance **90m**

Par **3**

OB on the right side from the fence.

OB behind the basket on the street.

Please use spotters and pay attention to forest users! Don't get the discs out of the OB yourself – let TD know (hole 3)



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Hole Description

Tee: solid forest floor. This hole is a bit easier than hole 1, but also has some pitfalls. You are somewhat limited in your options at the tee. As a right-hander, an anhyzer is most likely to be successful here. The sidearm line is complicated by a central tree. Finally, approach with precision to avoid the OB long.

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Hole 3

Distance **104m** Par **3**

OB on the streets left and right. Also OB 6 m behind the basket.

There must be a spotter on the street below!

When making approach throws, watch out for forest users on the path behind the basket!

OB

Next Tee

OB

OB

3



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Hole Description

Tee: Artificial grass mat. The OB's on the sides can be avoided well, but it is not easy to find a route from the tee to the basket. Have a Discs that stays straight for a long time.

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The diagram illustrates the layout for Hole 4. It features a red hatched 'Next Tee' area at the top left with an upward arrow. A green fairway leads to a basket icon. A red hatched 'OB Path' is on the left, and a red hatched 'OB' area is on the right, with an arrow pointing to 'Hole 13'. A 'Mando right' tree is on the left, and a 'Drop Zone' is on the right. A red square with the number '4' is at the bottom left.

Hole 4

Distance
170m

Par
4

The path to the left ist OB. The disc must be completely surrounded by asphalt to be OB.

On the right there is also an OB line (the same as hole 13).

The Mando tree must be played around on the right. If the Mando is missed, continue to the drop zone with a penalty throw.

Please pay attention to walkers on the path and the players on hole 13!



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Hole Description

Tee: Asphalt. The gap at the Tee is quite large. The trees at the beginning only limit the possibilities on the tee. The mando tree is not a big obstacle and only serves to avoid throws over the path on the left.

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Hole 5

Distance **58m** Par **3**

Hazard

Island Hole.
The hazard rules apply.
If you don't make it into the 8m circle, you continue playing from where your disc landed with a penalty throw. It is possible to receive multiple penalty throws if the disc repeatedly fails to land on the island.

5 Path

Next Tee



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Hole Description

Tee: Asphalt. Just go to the island and that's it.

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Next Tee

Hole
6

Distance
54m

Par
3

No restrictions

6

Path



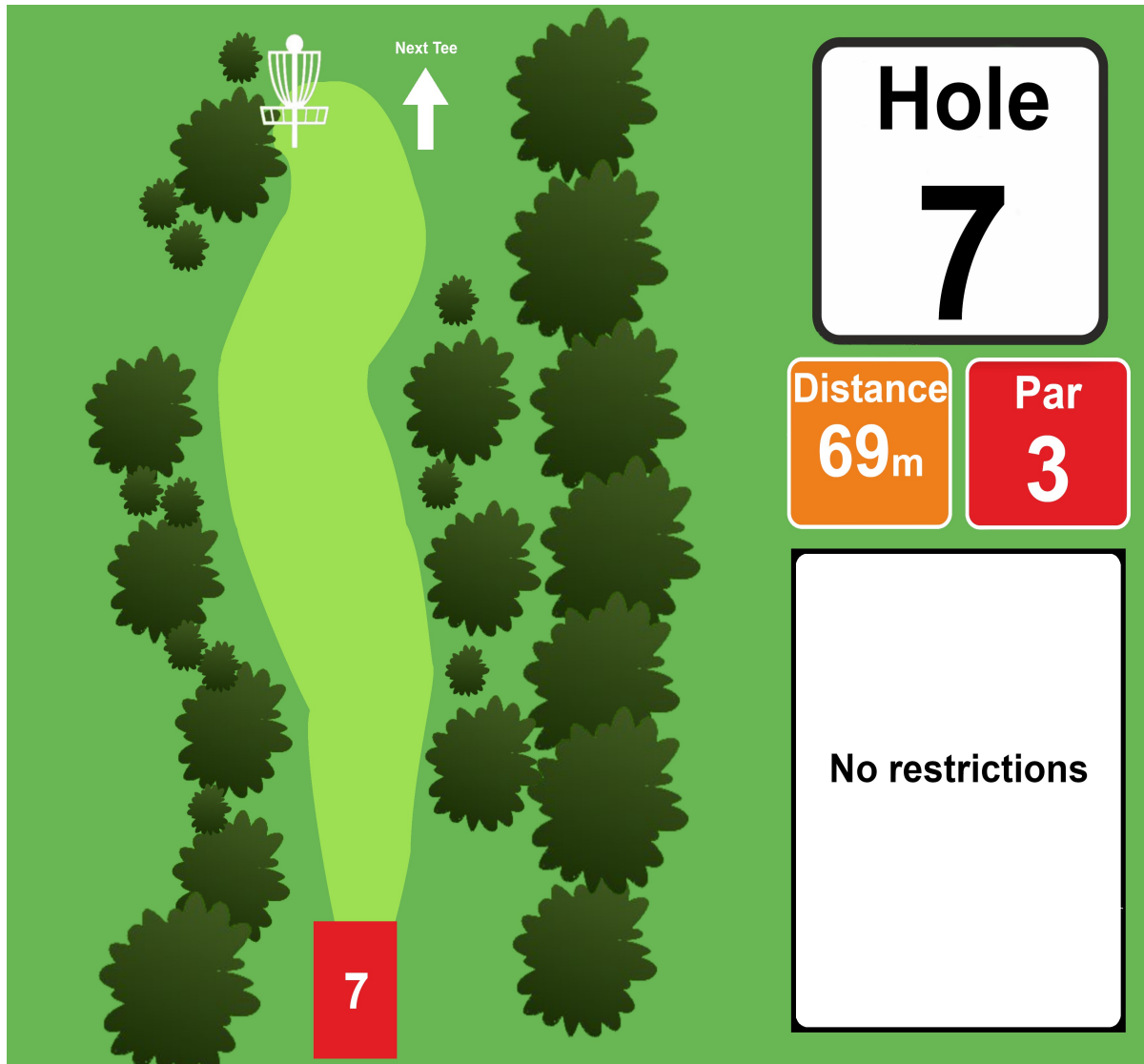
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Hole Description

Tee: solid forest floor. t goes steeply up into the forest. It is only 54m to the basket, however, there is a 15m height difference to overcome. There is also no lack of trees. But there are some forehand and backhand lines that make it possible to get a birdie.

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Next Tee

Hole
7

Distance
69m

Par
3

No restrictions

7



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Hole Description

Tee: solid forest floor. Relatively narrow corridor and the height can also not be exhausted. A relatively straight shot or S-line will keep the disc on the fairway.

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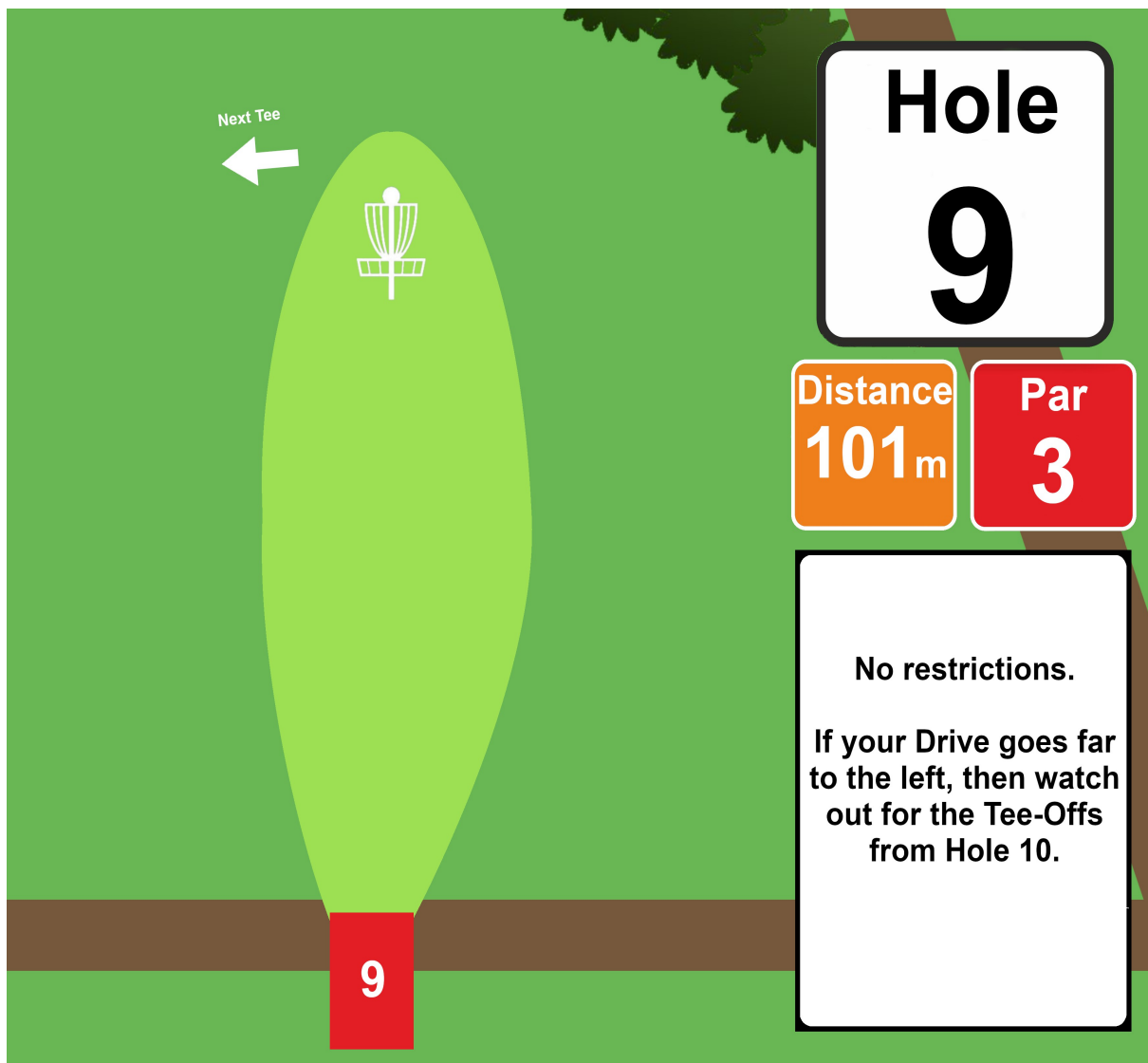
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Hole Description

Tee: solid forest floor. Sidearm or Anhyzer hole. The bushes along the way are uncomfortable!

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Hole Description

Tee: Artificial grass mat. There is absolutely nothing here that could restrict you. If you have the appropriate length, you should not miss the Birdie.

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The diagram illustrates the layout of Hole 10. On the left, a green tee area is marked with a white disc golf basket icon and an arrow pointing to the 'Next Tee'. A path leads from the tee towards the right. A red hatched area labeled 'OB' (Out of Bounds) is situated to the right of the path. A red sign with the number '10' is placed on the path. A white box on the right contains the hole's details: Hole 10, Distance 175m, and Par 4. A larger white box below it provides specific instructions regarding the OB area and tournament spotting.

Hole 10

Distance 175m

Par 4

OB

Path

10

From the end of the path the path to the right is OB.

If there is no tournament spotter, someone from the flight is spotting so that both directions can be overlooked.



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Hole Description

Tee: Artificial grass mat. It is about 30 m to the beginning of the path. For ambitious players, the goal is to place the disc as far as possible on the fairway to get to the basket with the 2nd throw. Otherwise, the main thing is to avoid this stupid OB.

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Hole Description

Tee: Artificial grass mat. Up to the Mando trees there is nothing that could limit you. Except of course the OB on the right.
The gap between the trees is about 5m wide.

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Hole Description

Tee: solid forest floor. The hole has a slight slope. With the appropriate length, it is quite possible to get directly to the basket. However, three large guardian trees will still intercept one or the other disc. Between 20 and 60 m it is very uncomfortable on the left side. Better leave overstable discs in the bag.

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Hole Description

Tee: solid forest floor. There is a tree directly left of the tee, which should rule out sidearm throws for right-handers. Try to get to the middle of the fairway. To the right is OB and to the left very dense brush.