



Welcome to the 4 Nations Cup powered by DISC WOLF!

We have once again created a Disc Golf course with some variations in the beautiful Trierer Weißhauswald. And we love to have guest who play Disc Golf with us!

Beside the normal tournament, we look with great interest to the second round of the 4 Nations Cup. Teams from Belgium, France, Luxembourg and Germany will challenge each other for points. Who will be the first champion of this new competition?

This caddy book should contain all relevant information. Please read it before the start of the tournament so that we can keep the players meeting short.

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

On behalf of Discgolf Trier

Ingo Langner



Discgolf Trier

017672968669 / selehesha@posteo.de / www.trier-discgolf.de



SCHEDULE

07:30 – 08:40	Free practice + registration
08:40 – 09:00	Players Meeting
09:15 – 11:15	Round 1
11:15 – 13:15	Round 2
13:15 – 14:15	Lunch Break
14:30 - 16:30	Round 3
16:35 – 16:50	Award Ceremony

Changes are possible at short notice!

Contact Tournament Director:
004917672968669 // Ingo
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 toilet right next to the Tournaments 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 a 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 Flights for the first two rounds will be put together randomly, with slight modifications due to flight speed and divisions.

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

You will find your Round Flights and all other important information on the tournament page:

<https://turniere.discgolf.de/index.php?p=events&sp=view&id=2120>



DIVISIONS

We play with the Divisions Junioren 18, Open, Master 40, Master 50 and Master 60.

The Divisions Damen and Damen Masters will be combined to create competition.

SCORING

The whole tournament will be run over the platform turniere.discgolf.de. Please make sure that you are logged in or have your account data on hand.

There are new scoring rules in Germany since the start of the season. All players have to score! At least one player in each Flight has to score with turniere.discgolf.de, but it is advised that each player uses this scoring app. It had some problems at the beginning of the season, but most bugs have been fixed. Alternatives are Udisc or Scoring papers which can be accessed at the tournament office. More information about scoring at the Players Meeting.

TEE'S & BASKETS

The surface at most tees is firm forest soil or asphalt. Some holes have grass Tees or an artificial grass mat.

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.

Thanks for your support 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

There will be a CTP Contest. The hole(s) for this contest will be announced at the Players Meeting.

PUTT - CONTEST

We have put the Putt Conest at the end of the tournament. Players with a long journey back are happy to gain every minute. All remaining players are welcome to join the race for the Putt-Crown in a loudly cheered atmosphere.

AWARD CEREMONY

After a long day some would like to go home as fast as possible.

We will try to have the ceremony ready 10 min after the end of the third round.

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

The 1st place Winner Discs are sponsored by Discwolf.com and can be picked directly from his mobile store.

A cool and support worthy Disc Golf Shop!

Thanks Florian!



BASIC RULES OF THE TOURNAMENT

- Everyone is responsible for his or her 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.
- This is a PDGA event. All smoking should be refrained from during play. You may use the breaks for a puff. Don` t leave your stuff on the forest ground.
- 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 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.

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. We will also have some Snacks like Brezeln and Power Bars and bottles of Water and Apfelschorle which can be taken on a donation basis.



DISC DEALING

Florian from Disc Wolf will be there with his Disc Golf Shop. Get inspired by his plastics at the tournament day or have a visit before: discwolf.com
You can also bring your boxes with used discs to sell or exchange.

SPONSORS



www.discwolf.com



www.bio-keimling.com

THANK YOU !



THE COURSE

It is a mobile course in the Trierer Weißhauswald. This obviously means that it will not have the standards of a permanent course with nice Tees of wood or stone.

Please keep this in mind to avoid frustration. Nevertheless we put greatest effort in finding the best solutions from the perspective of a Disc Golf player.

The circuit is about 2.5 kilometres long and there are no major inclines except for holes 4 and 10.

This forest is a very popular place for many people. We have designed the course in a way, that there will be least interference with others to reduce waiting times.

In case you have to wait with your throw – take a look around and enjoy being where you are!

There are some changes compared to the 2. Trierer Disc Golf Open. Players of this tournament are familiar with hole 1,2,4,6,11,12 and 13. The other holes are new. As we have shortened some holes, this layout should be easier than the previous one.

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.

Please be nice to other forest users and to the wood itself.

The local forestry is very supportive and we would love to play many more tournaments in this forest.



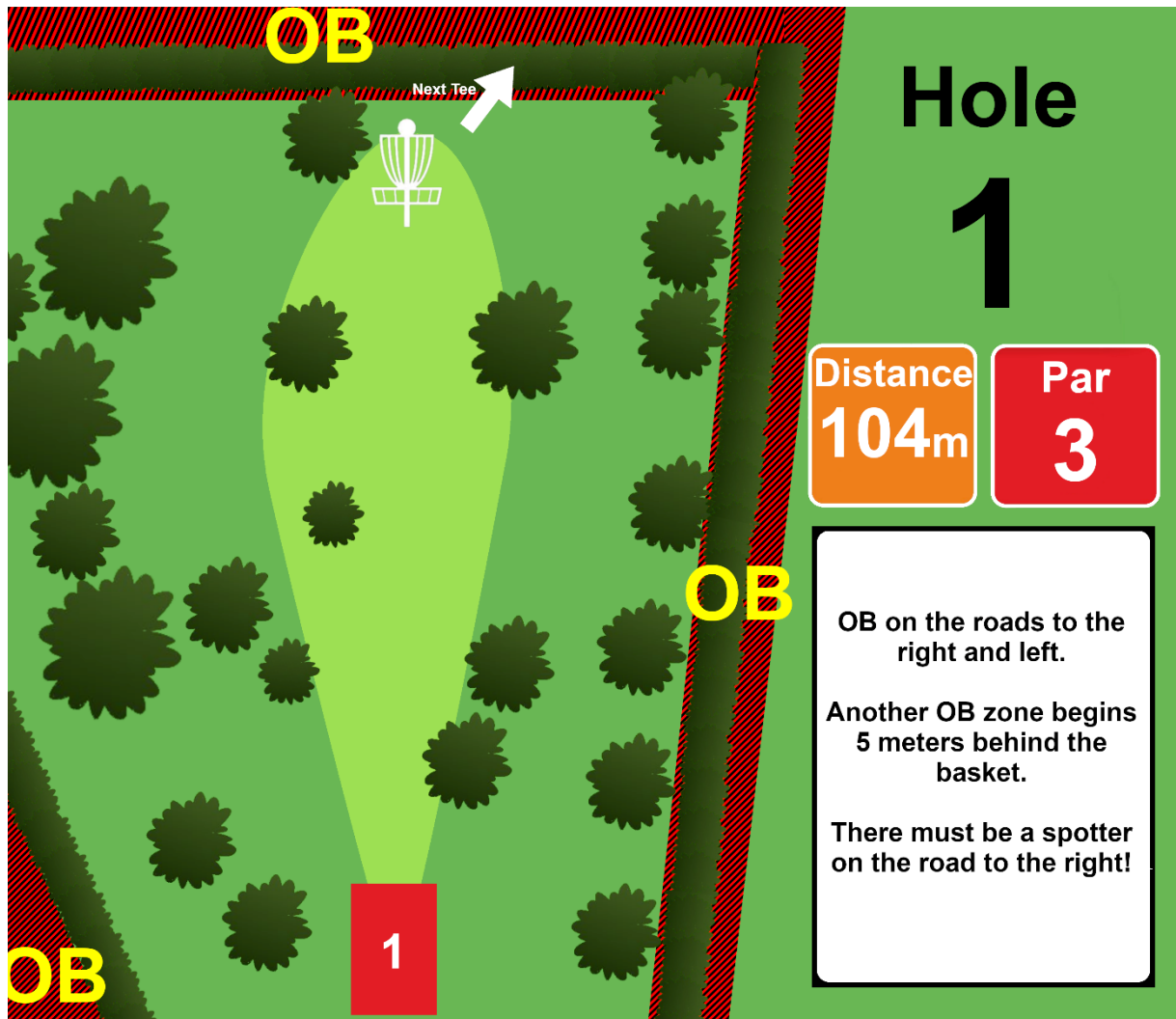
COURSE OVERVIEW



Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	Sum
Par	3	4	3	3	3	3	5	3	3	3	4	3	3	43
Length	104	152	104	54	44	69	165	60	87	55	104	86	104	1188

Tournament office and parking area are at the red spot - „Haus des Waldes“





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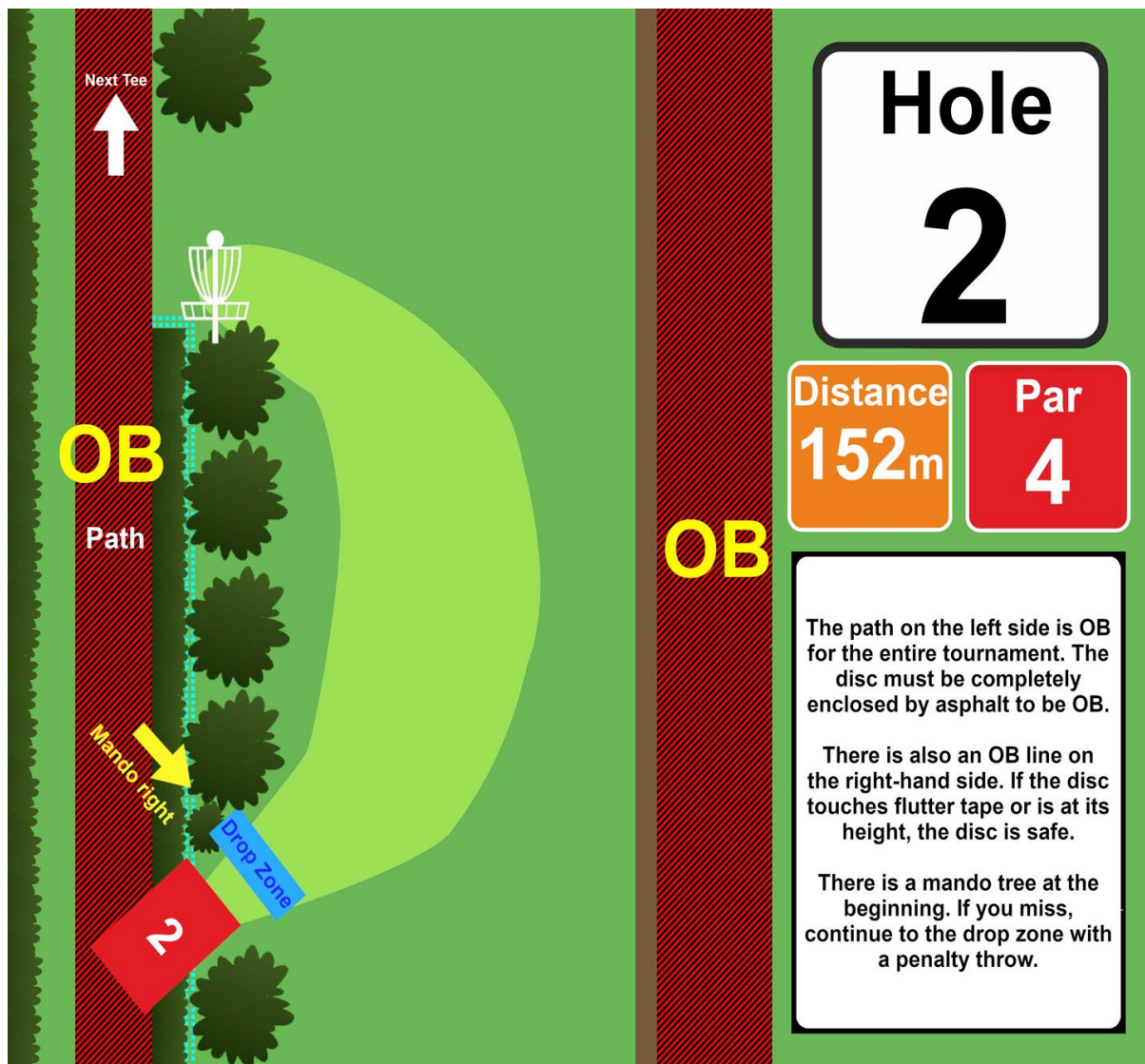


Hole Description:

Tee – Grass or Mat.

There is quite a big corridor for all kind of throws, but with some big trees in and around the fairway.





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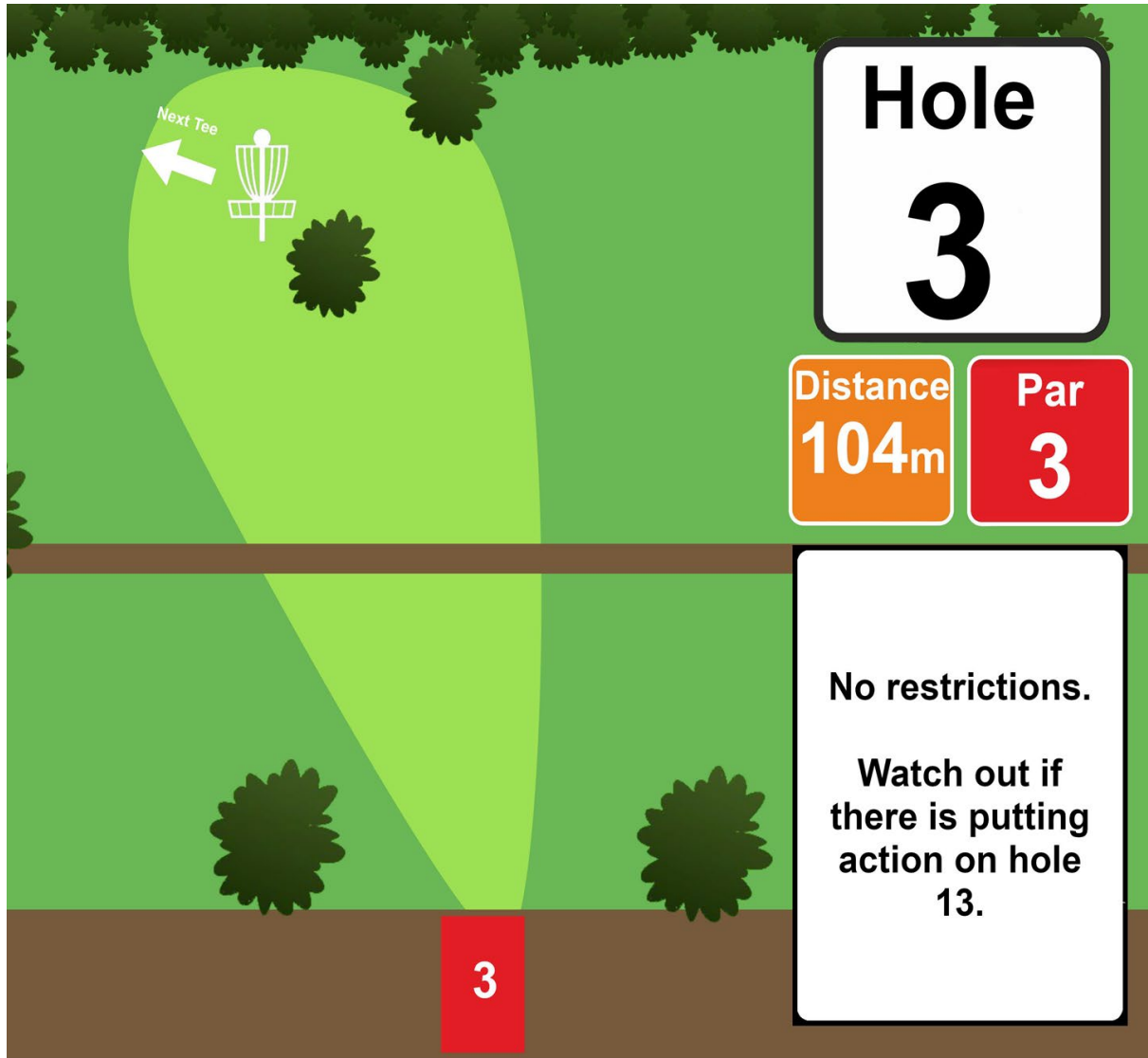


Hole Description

Tee – Asphalt.

Beware of the OB to the right. A RHBH Hyzer Throw could give a good preparation for the second throw.





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Hole Description

Tee – Asphalt. Open field.

Get your Disc just behind the tree and you have a good Putt.





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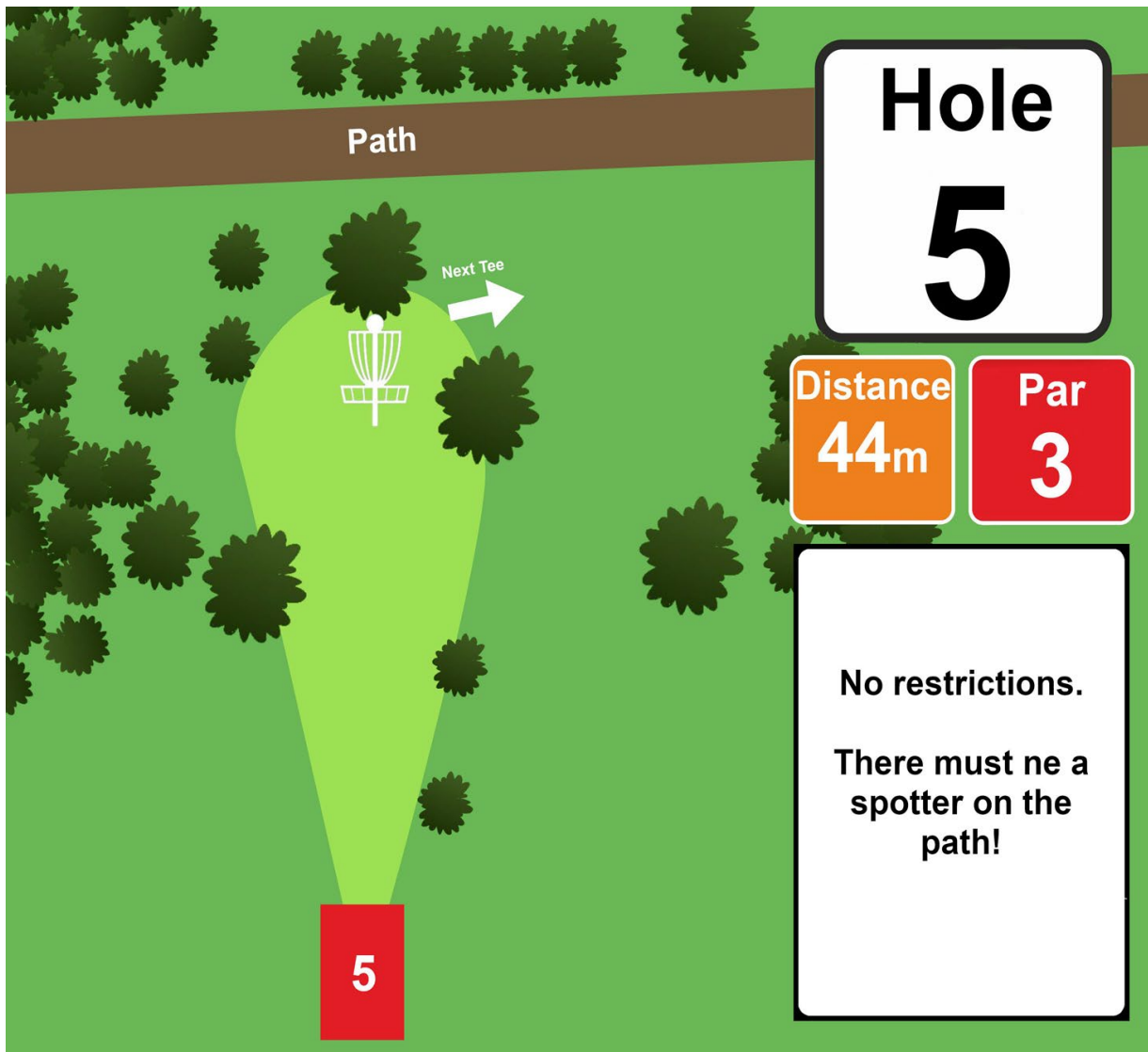


Hole Description

Tee – Solid forest ground.

This one goes steep up. Try to avoid to get right of the fairway as it makes the approach shot much harder.





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Hole Description

Tee – Solid forest ground or Mat.

This one goes steep down. Of course you try to get a Birdie on this one, but don` t get to keen on it. A roller that goes all the way down makes a bogey more likely. Jump Putts have had the best results so far.





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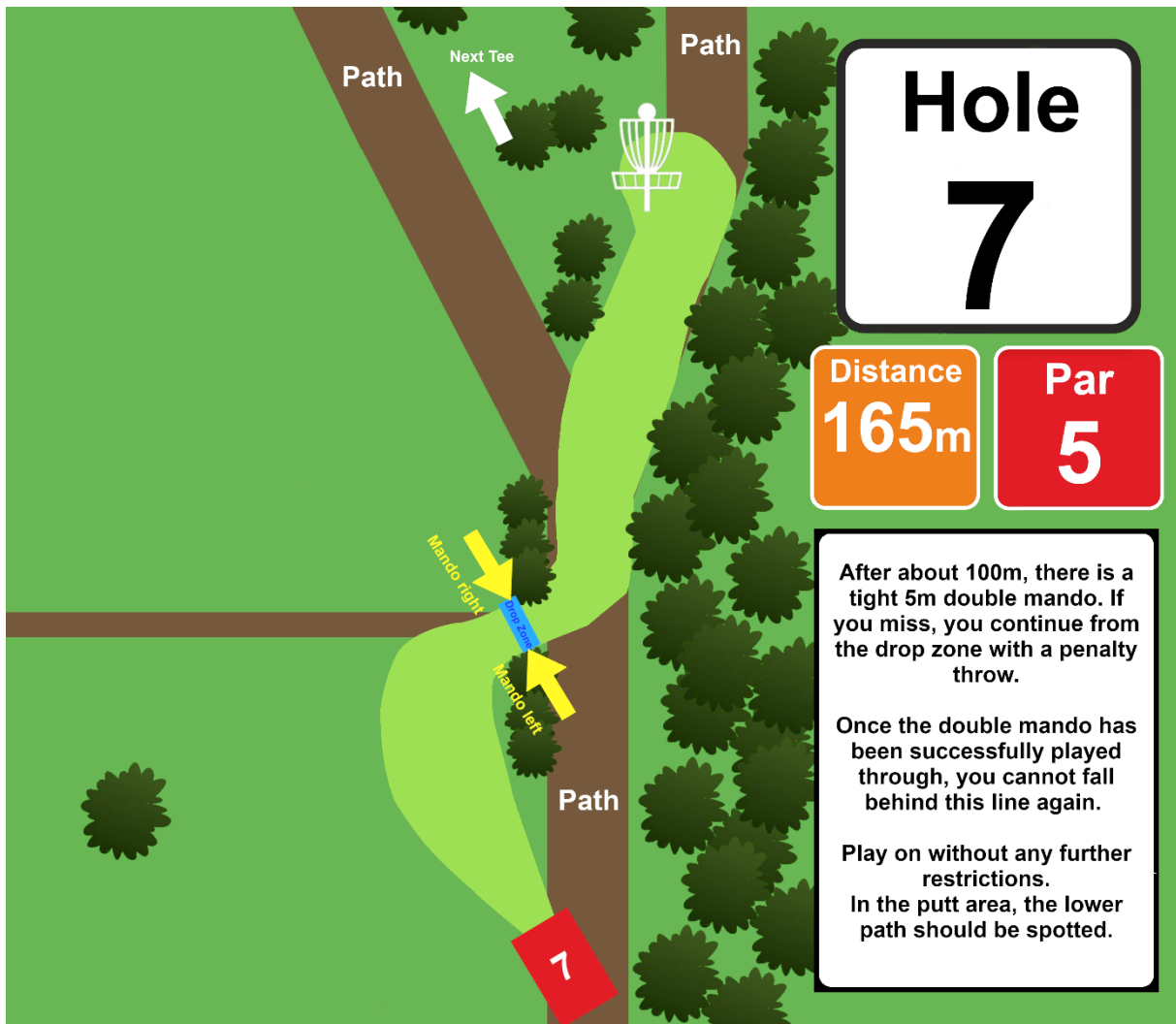


Hole Description

Tee – Solid forest ground.

There is not much room for curvy lines. Also height is an issue. A low and straight shot with a little skip at the end will lead to a birdie.





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Hole Description

Tee – solid forest ground.

Ambitious players will spin their Discs just in front of the Double Mando. An Eagle is possible but needs three perfect shots. The elevated basket just in front of a steep slope makes each putt from 5 m to a Psycho Putt!



Hole 8

Distance **60m** Par **3**

Hazard

Island-Hole.
Anything outside the island is HAZARD. If your discs comes to rest in the hazard zone, you play on from this position with a penalty throw.

8

Path

Next Tee

10m



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Hole Description

Tee – Grass / Mat.

Just get on that island!





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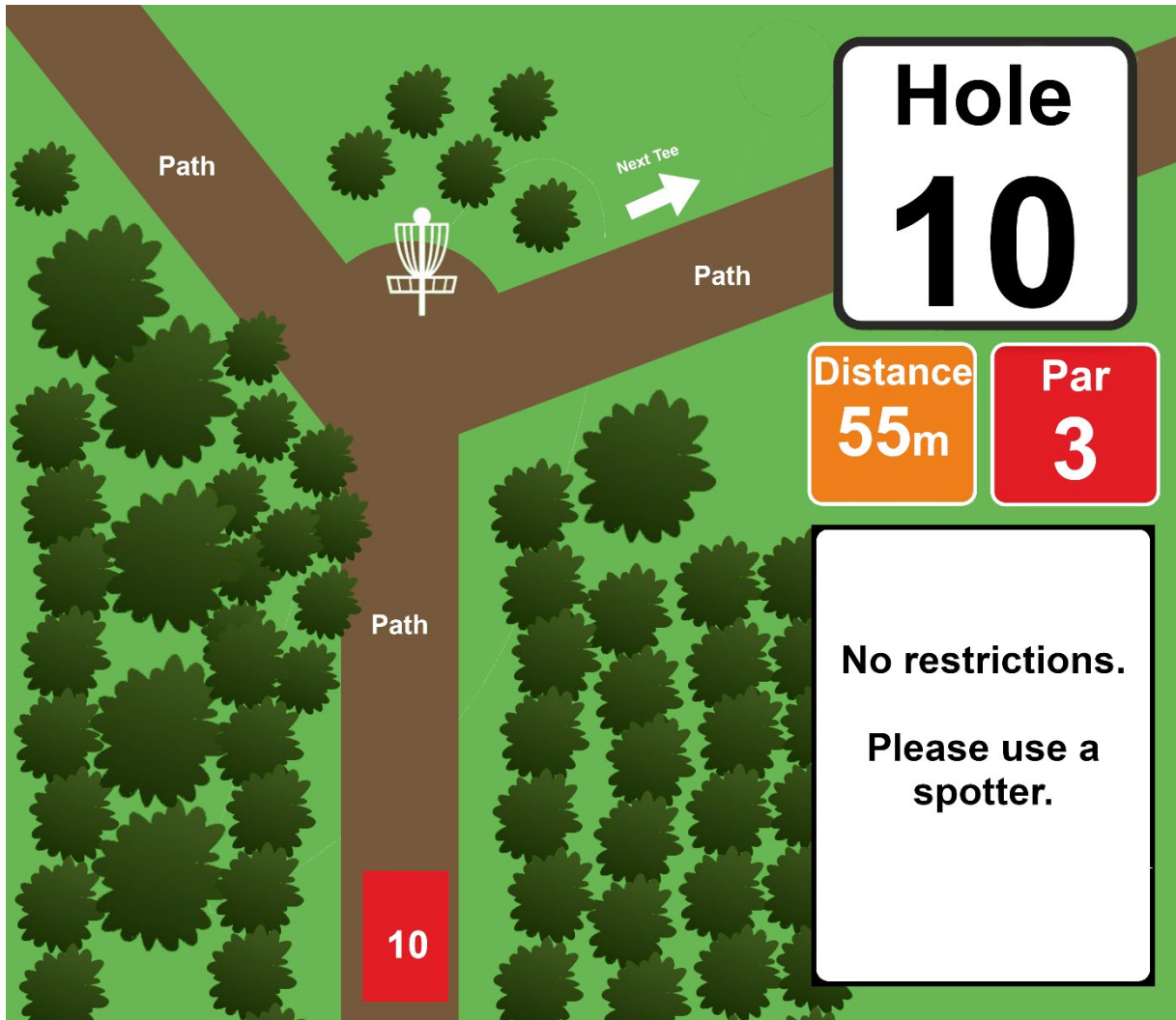


Hole Description

Tee - Forest path.

An open field for all kind of throws. Watch your Disc speed to prevent OB long.





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Hole Description

Tee - Solid forest ground.

A short downhill hole. A fairly straight throw with a Putter or Midrange should do the trick. Go for Ace, but prepare for a difficult Putt if you go long.





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Hole Description

Tee - Solid forest ground.

Two big trees near the Tee can spread a little fear, but shouldn't really be a problem. Ambitious players will throw a big Anhyzer or Sidearm to go for Birdie. A more safe gameplay would be a throw just on the fairway to prepare for the second shot.





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Hole Description

Tee - Grass or Mat.

The chance of getting into OB shouldn't be underestimated. Getting through the double Mando with the first throw is possible but risky.





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Hole Description

Tee - solid forest floor.

To the right is OB and to the left there is some vegetation.

You still have a big corridor for all kind of throws. If you get behind the three guardian trees, you will have a fair chance for a putt.

