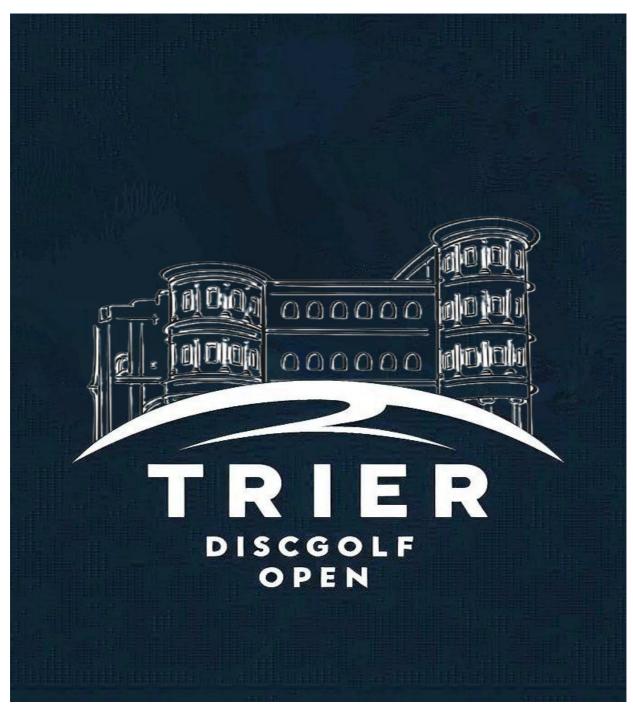
CADDY BOOK



Vol. III

14.09.2024

WELCOME TO THE 3. Trierer Disc Golf Open powered by Disc Wolf!

Although disc golf has only been played in Trier for two years, we are already organising the fourth tournament in the Weißhauswald.

Each time with a different layout. This time, too, 13 easy to challenging holes are waiting to be mastered by you. Regular players in Trier will recognise some of the holes. But there are also three completely new holes. Players who play the first time in Trier, can get impressions in our <u>photogallery</u>.

We always endeavour to organise a tournament in a fair and friendly atmosphere. Together while playing disc golf, so that it is a beautiful day for everyone. And also in co-operation with the other forest users, so that we can hold many more tournaments in this beautiful forest.

This caddy book should contain all the necessary information about the tournament. Please read it carefully in advance so that we can keep the Players Meeting short.

We are looking forward to three great rounds of disc golf with you!

Your TD, Ingo





TIME SCHEDULE

07:30 - 8:40Free practise + Registration 08:40 - 9:00Players Meeting 09:15 - 11:15Tee-Off 1. Round 11:15 - 13:15 Tee-Off 2. Round 13:15 - 14:15**Lunch Break** 14:30 - 16:30Tee-Off 3. Round 16:40 - 17:00**Award Ceremony** 17:00 - 17:30**Putt-Contest**

Changes at short notice possible.

CONTACT

Tournament Director Ingo Langner 0049 17672968669

selehesha@posteo.de

www.discgolf-trier.de

TOURNAMENT MODE

We will play 3x13 holes in the Trierer Weißhauswald. In addition there will be three Side-Events.

The tournament belongs to the Disc Golf Serie south and the scores will be taken into account for the german ranking.

As we have some foreign players, the tournament will also be a PDGA C-Tier.



SCORING

All players are obliged to score. There will only be one digital scoring system, that ist the one from discgolf.de.

Please make sure that you are logged in on the tournament day and that your Smartphone has enough Power.

You also have the option to score on paper scorecards instead, these will be available at the tournament office.

There shoul be one person in each flight to score on paper, as there might be connection problems from time to time.

No matter if you score digitally or on paper, everybody has to sign the results digitally on discgolf.de. Please remind yourself in your Flights. Scores that haven't been signed 30 min after the round, will be punished with 2 strokes.

FLIGHTS

The Flights for the first round will be set up randomly. The first two round will be played in one piece, so the Flights stay the same during the first two rounds. The Flights for the third round will be set together by division and socre. The third round will be published during the lunch break.



TIE FOR 1st PLACE

If there is a tie for 1st place after three rounds in one of the divisions, there will be a sudden death shoot out: Holes 1,2,3,4,5,13 are played in a loop to decide the overall winner.

SIDE EVENTS

ACE RUN

The first tournament Ace will be rewarded with a Disc. Please note the time on the scorecard and cheer loudly.

CTP - CONTEST

We also have a CTP-Contest. The hole(s) for CTP will be announced at the Players Meeting.

PUTT - CONTEST

We will have Putt-Contest traditionally after the award ceremony. Everybody who wants to leave straight away can do so. The rest is invited to be part of an exiting Putt Challenge.

TOILETS

We can use the toilet at the "Haus des Waldes". There will also be a Dixie between hole 11 and 12. Both toilets have to be used mixed.



AWARD CEREMONY

After a long day, everybody wants to get home quickly. We try to have the award ceremony ready 15 min after the last round.

The first three places in each divivison will be awarded with a disc and a certificate.

Also the winners of the Side-Events will be awarded with a disc. Many thanks to our sponsor <u>discwolf.com</u>!!

TOURNAMENT ON FRIDAY

The course is available for free pracise from friday 12 noon.

We will also offer two rounds in a tournament mode.

At 3 pm we start a singles round, registration here.

At 5 pm we start a doubles round, registration here.

Please contact the TD if you want to play the doubles but dont't have a partner yet.

It is possible to practise individually at the same time as the tournament rounds.



CATERING

There are no shops or Cafés nearby. Please bring your own to stuff to get over the day.

We will provide some Brezeln, Power Bars, fruits, snacks and drinks for free.

PARKING

There is a big parking space just next to the tournament office. You find the google coordinates <u>here</u>.

PHOTOGRAPHS AND VIDEO RECORDING

We will make photos and videos for our homepage and for social media.

Please let us know if you don't want to be seen of any of these.



BASIC RULES OF THE TOURNAMENT

- Everybody is responsible for his or her throw. Please make sure that there is no danger for humans or animals.
- Everybody should be firm with the disc golf rules at tournaments.
- Some of the roads that are defined as OB areas are not extra marked with flags. Following applies: Is the disc completely surrounded by asphalt it is OB. Does the disc have some contact to grass or forest ground, it is safe.
- Friendly interactions with other forest users is expected.
- This is PDGA event. All smoking and consumption of alcohol on the course is prohibited during play. You can use the breaks to smoke. Please dispose of the stubs.
- Fairly speedy play is essential to get along with our time shedule.
- If a discs gets lost, the flight searches together for 3 minutes. If the discs stays lost, the player throws from the last position with a penalty stroke.
- There is no height OB on the course.
- Please spot for yourselfes in dangerours positions.

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 game



THE COURSE

We play on a mobile course in the Trierer Weißhauswald. Please be aware that we won't have professional Tee Pads. But you will find good throwing areas on solid forest ground or on grass.

The Tee's will be marked with two white flags and a white line. Remember that you can use the whole 2x3m as the Tee Pad Area. We will have white flags on the course for the Tee's, Drop Zones and for marking Mando areas. Red Flags will indicate OB zones. We are still a young club and not fully equipped yet. We will play on 9 Discmania and 2 Dynamic Disc tournament baskets. We will also have 2 Eurodisc baksets in play. They are C-tier approved, but the catching basket has a little less depth.

The course is about 2,5 km long with very few increases in altitude. The forest is also a popular place for other people. We have designed the course in such a way that you can expect little wating time. But if you need to pause for a moment, take a look around and enjoy the place where you are!

There are some changes compared to the 2. Trierer Disc Golf Open. Holes 5,9 and 12 are completely new. Holes 2,6,8 and 10 have been modified.

In case of doubt, the tee signs on the course apply on the day of the tournament. They take precedure over the tee signs in this caddy book. However, no further changes are to be expected and in this case you would of course be informed.



our sponsor



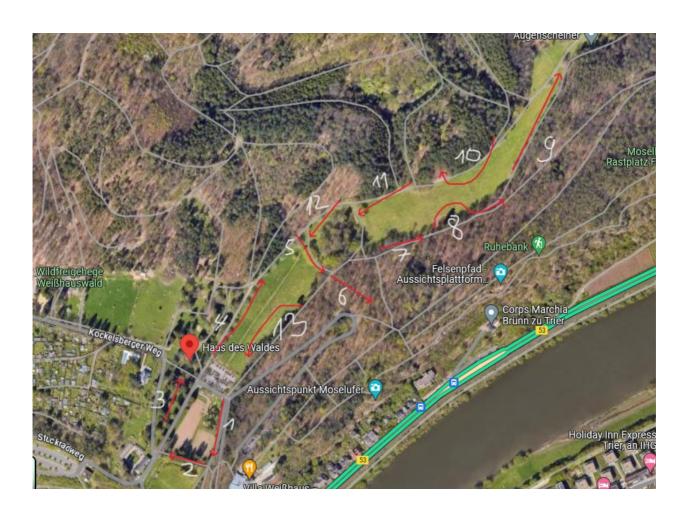
The friendly disc dealer in 1st generation from the Black Forest. Here you can get your discs covered with wolf magic if requested.



www.discwolf.com

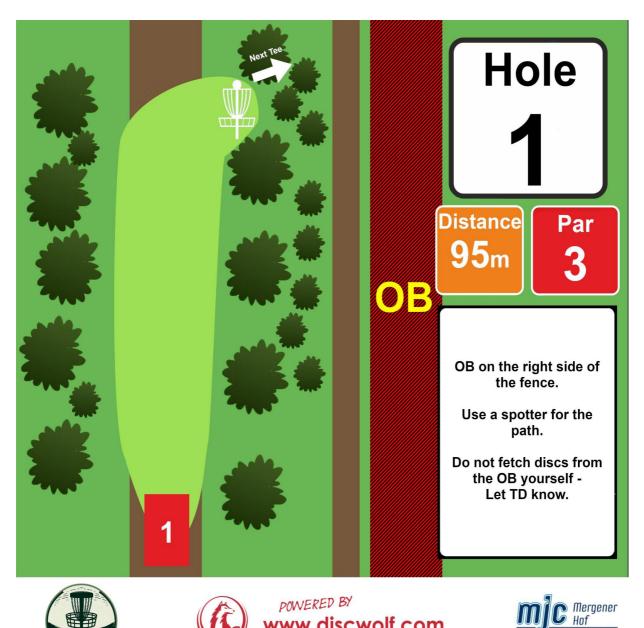


COURSE OVERVIEW



Hole	1	2,	3	4	5	6	7	8	9	10	11	12	13	SUM
	-	_		7			•		7	10			-3	301.1
Par	3	3	3	4	3	3	3	5	4	4	3	3	3	44
Meter	95	84	104	156	71	65	69	165	175	152	89	86	104	1412





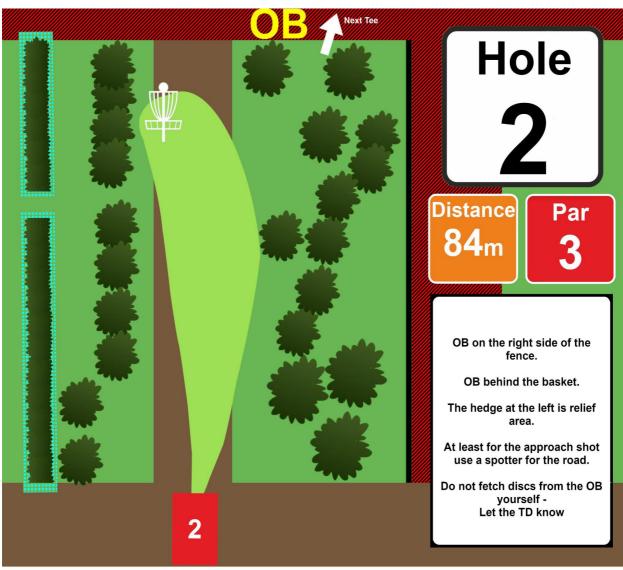


An uphill track. The corridor is relatively narrow, so the disc has to be kept fairly straight the entire way. If the fairway can't be hit, it is better to land on the left side instead of the right.

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DISC GOLF











The basket position has changed compared to the 2nd Trier Open, where it was on the top right corner. The corridor is of medium size. Too much curvy play will be punished with bushes.











Our signature hole. Simply a beautiful Disc Golf hole.





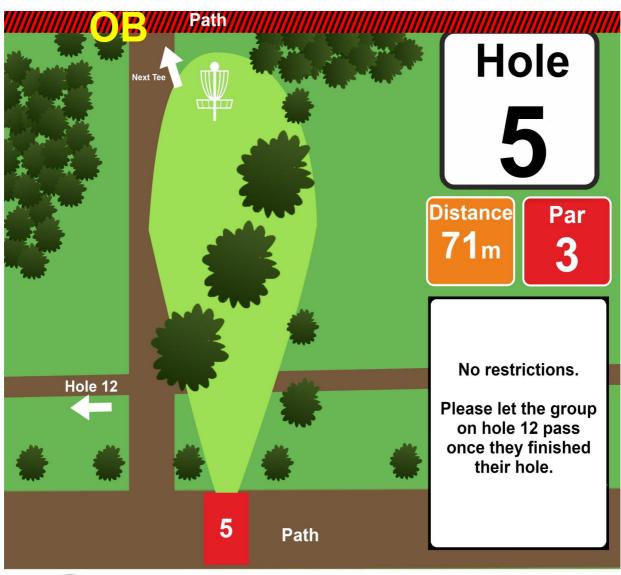






The mando at the beginning should nt be a problem. It is just there to avoid throws over the road. The OB on the right can best be avoided with a big hyzer.











A new hole. The tee pad is slightly elevated on the road. In the centre are a few thick trees with overhanging branches. However, there are different routes that lead to the destination.











Our well known uphill track. It's quite steep uphill and there are a few nasty trees in the way. But it is possible to get up the whole way.





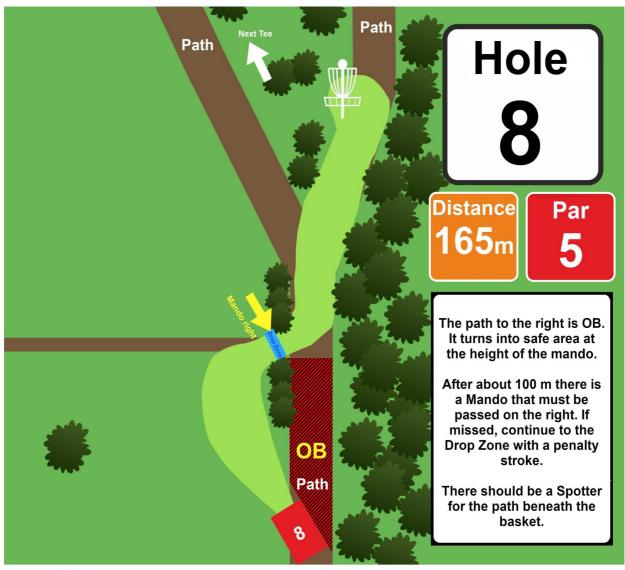






Our classic hole over the forest path. The throw should remain fairly straight up to the basket. If the disc hits the meadow on the left, there is no direct line to the basket.











One of our highlight holes because it is exiting. Anything is possible, from an eagle to multiple bogeys. The first or rather the first two throws serve as preparation to pass the mando At the end, a psycho putt awaits you in front of a steep slope.











The longest hole on the course. The first throw can be hurled as far as possible without any obstacles. On the second and third throw, the increasingly narrowing OB comes into play.







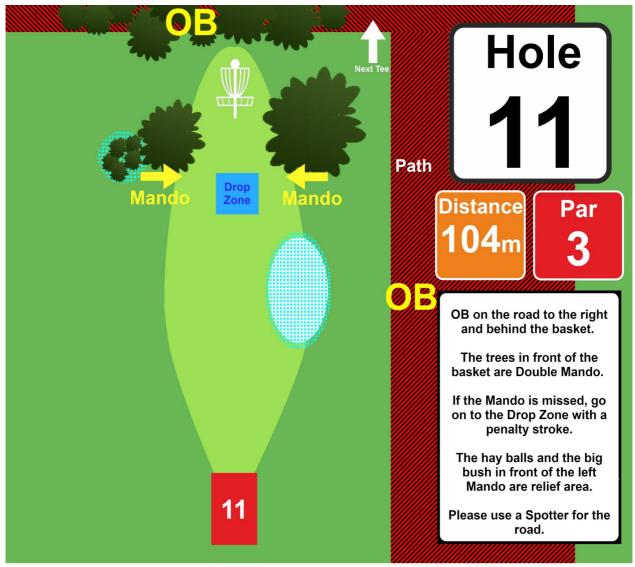




Bahnbeschreibung

The position of the basket has changed on this hole compared to the 2nd Trier Open. It is now elevated on a tree stump on the other side of the road. The road in front of the basket is safe.











The big bush in front of the left Mando tree is relief area. Does the disc rests there, you might have your next throw from just in front of that bush without a penalty stroke. You have to take the next possible stance, it is not allowed to get further away for a bewetter angle.











A new hole. Again, too curvy play will be punished with bushes or OB. You don't want to land too much to the left in thick bushes.











Nothing much you can do wrong here. Just avoid the OB to the right.