

# 2008 Parkland Disc Golf League

[www.albertadiscgolf.com](http://www.albertadiscgolf.com)

League will be held every Tuesday at 6:30PM.

6:15 PM Check-in/Player's meeting

6:30 PM Tee-off

~8:15 PM Awards, all done by ~8:30 PM.

## **Format:**

18 holes from the blue tees in groups of 4. Groups and starting tee-off holes will be picked at random. Shotgun Start with 2-minute warning.

## **Cost:**

Entry fees are \$6/week (due before start of game), of which \$4 goes to the pot for the night, and \$2 goes to the championship/special awards pot. An optional \$1 progressive ace pot is available as well. Ace pots will max out at \$100 each. You can only win the ace pot if you have paid your \$1 for that week. If any ace pot money is left over at the end of the 15 weeks, it will be rolled over to the following year.

***Because Park 96 is a private community park, you will need to either be a Parkland resident or have a current 2008 Parkland Disc Golf Membership to play. For more information call the Park 96 office at 271-7516.***

## **2008 Regular Season Dates**

League will be held every Tuesday at 6:30PM on the following dates (Sunset included as a reference for random doubles time after league)

	<b>Sunset</b>
Week 1 – May 6	9:07PM
Week 2 – May 13	9:18PM
Week 3 – May 20	9:28PM
Week 4 – May 27	9:37PM
Week 5 – June 3	9:45PM
Week 6 – June 10	9:50PM
Week 7 – June 17	9:54PM
Week 8 – June 24	9:55PM
Week 9 – July 1	9:54PM
Week 10 – July 8	9:51PM
Week 11– July 15	9:45PM
Week 12 – July 22	9:36PM
Week 13 – July 29	9:26PM
Week 14 – August 5	9:15PM
Week 15 – August 12	9:02PM

## Playoffs

	<b>Sunset</b>
Week 1 – August 19	8:48PM
Week 2 – August 26	8:34PM
Week 3 – September 2	8:18PM
Week 4 – September 9	8:03PM

## Scoring

Score cards are marked by another person in your group, chosen randomly by your group. You can not score your own card. At the end of the round, count the score on the card you are marking, total it and mark it down. You can then sign the card off and return it the player. You also need to count your own scorecard and verify the total that the marker has given it by signing your card as well. It is your responsibility to hand in your scorecard at the end of the round.

## Average Scores

This year we will continue to use average scores from past league nights. This helps to even the field - any skill level can win any given week! All players compete in one division, just shoot better than you usually do, and you have a shot at winning.

## Parkland Score Averaging System The Basics

New players have to play for 3 weeks to establish their average, but will be allowed to compete for cash using a score of 100. For players that have scores from last years league, your average is the calculated from your last 10 league results. To see the list of handicaps calculated from last years league. See the website for averages. Winners on each night are determined by taking the score and dividing by the average, then multiplying by 100. For example, if your average is 58.31 and your score that night is 55;  $58.31 / 55 = 1.06018 * 100 = 106.02$ . (We are multiplying it by 100 for ease of reading.) Anything over 100 is under your average; anything under 100 is over your average. The bigger the number, the better.

	<b>Average</b>	<b>Score</b>	<b>Total</b>	<b>Placing</b>
Player A	55	50	111.11	1st
Player B	60	55	109.09	2nd
Player C	65	60	108.33	3rd
Player D	70	65	107.69	4 <sup>th</sup>

The above example shows 4 players each getting 5 strokes better than their average score. You can see that this will even things out somewhat because it

takes into account that it is harder for a seasoned player to gain 5 strokes on an average, than it is for a beginning player. The number of winners for the night and the payouts amounts depend on the number of players. Payouts are based on the attached table. Every week all the averages are recalculated and will be shown on the scorecards the next week. A full list will be available weekly on the website. Your average is based on the last 10 scores that you have submitted so that everyone has the same chance to move their average. Players with less than 10 scores will have their averages based on their currently available number of scores. The minimum of 3 scores is required to establish an average. Your average will be updated on your scorecard each week. Each scorecard has been designed to hold 5 weeks of scores and averages.

### **Basic Points System**

Points are calculated to determine the top 16 players for the end of year playoffs. If you are a new player, you will earn 100 points per night until you have recorded three scores. You are still required to pay the \$6 weekly fee. If you are a player that has an existing average score, then points will be awarded as follows.

- Nightly score is just your ratio of Average/ Score multiplied by 100
- The **BEST** 10 scores will be averaged to determine the final 16 players.
- You will need a minimum 10 scores qualify for the finals

### **End of Regular Season Awards**

This year we are adding in 4 extra awards to recognize a few areas:

- **Best increase in average over the season** – difference in average from last week played to first. A minimum of 10 weeks must be played to be eligible for this award. Players without an average on first night of play are not eligible.
- **Most weeks attended** – The person(s) with the highest weeks attendance will be awarded the prize. If more than 1 winner, the prize will be split equally.
- **Lowest under par score** – The person who gets the lowest under par score over all the weeks.
- **Most weeks beating your own average** – The person(s) who can better the previous weeks score the most times.

The awards payout will consist of the extra \$1 collected each week divided evenly between the 4 awards, as well as some cool extra items. These awards will be given at the end of the regular season.

## **Finals**

At the end of 15 weeks the players **BEST** 10 scores will be averaged to determine the top 16 players. These players will playoff in the next four weeks in an elimination style ladder to determine the overall winner. (kind of like the NHL playoffs) The final pot will consist of the extra \$1 collected each week.

**\*\*NEW\*\*** Your average will not be adjusted after the regular season. You play all the playoff games with your final average from the season.

NOTE: You must have a minimum of 10 scores to qualify for the finals. There will still be \$6/week fee and the ace pot will still be in effect during playoffs. The total Championship Final amount will be divided between the final two players 1st Place 75% / 2nd Place 25%)

## **Championship Sudden Death Elimination Playoffs**

### **Playoff Dates**

1st Round	16 Players	August 19
2nd Round	8 Players	August 26
3rd Round	4 Players	Sept 2
Finals	2 Players	Sept 9

### **League Directors:**

**Alan Herring** 660-3170 email: [discgolf@shaw.ca](mailto:discgolf@shaw.ca)  
**Kevin Rutt** 660-7076 email: [kevinrutt@yahoo.com](mailto:kevinrutt@yahoo.com)

## **Course Rules**

All holes (except #7 and #11) have rubber tee-off pads. All tee-offs must be taken from the rubber tee-off surface. There are two mando's on the course. The first is on hole #1, you must be to the RIGHT of the stump of the huge spruce tree marked with tape, otherwise take a stroke and the drop zone is to the right of the tree. If there is any issue of whether your throw made the mando, your group must decide. Note: We are hoping to get a better defined mando in place for this hole in the near future. The second is on hole #4, you must keep RIGHT of the light post with the yellow flagging tape. If you go past this post to the left, you must unwind back around to the right of it before continuing to the basket at the bottom of the hill.

## **Out of Bounds**

There is a one stroke penalty if your disc comes to rest as follows:

All Holes - Completely beyond the fence bordering the park  
- Completely surrounded by any paved pathway

Hole 1 – Completely on or beyond the paved path to the left

Hole 2 - Completely inside the tennis court

Hole 3 - Completely on or beyond the paved path to the left

Holes 5, 7, 8, 9 - Completely beyond the 'light post' line on the ridge

NOTE: There will be NO 2 metre Out-of Bounds rule. If you disc comes to rest in a tree, take your next shot directly under where the disc was in the tree. You do NOT take a stroke.

## **SAFETY**

REMEMBER - Park users always have the right of way! Do NOT throw if there is any chance of an errant disc hitting someone. Wait until it is clear, or send out a spotter.

Please pick up any trash you may come across and deposit into the garbage bins.

Park 96 management has asked us to not climb the fences to retrieve OB discs. There are many places on the fence line where grease has been added to the fence to discourage outsiders jumping the fence to get into the park, this makes it dangerous to climb and we don't want any accidents to occur. Also there has been significant damage to the plantings around the perimeter of the fence by climbing over. The best bet is to suck it up and get your disc later from the outside.

# PARK 96 LEAGUE WEEKLY PAYOUTS

#PLYRS	\$ TOT \$	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	Final Champ & Special Awards	Payout	Tot w/ Ace
5	30	\$14	\$6									\$10	\$20	\$35
6	36	\$16	\$8									\$12	\$24	\$42
7	42	\$18	\$10									\$14	\$28	\$49
8	48	\$16	\$10	\$6								\$16	\$32	\$56
9	54	\$18	\$11	\$7								\$18	\$36	\$63
10	60	\$20	\$9	\$6	\$5							\$20	\$40	\$70
11	66	\$22	\$10	\$7	\$5							\$22	\$44	\$77
12	72	\$24	\$11	\$7	\$6							\$24	\$48	\$84
13	78	\$26	\$13	\$7	\$6							\$26	\$52	\$91
14	84	\$28	\$14	\$8	\$6							\$28	\$56	\$98
15	90	\$24	\$14	\$9	\$7	\$6						\$30	\$60	\$105
16	96	\$25	\$16	\$10	\$7	\$6						\$32	\$64	\$112
17	102	\$26	\$17	\$11	\$8	\$6						\$34	\$68	\$119
18	108	\$27	\$18	\$12	\$8	\$7						\$36	\$72	\$126
19	114	\$28	\$17	\$12	\$8	\$6	\$5					\$38	\$76	\$133
20	120	\$29	\$18	\$13	\$9	\$6	\$5					\$40	\$80	\$140
21	126	\$30	\$19	\$14	\$9	\$7	\$5					\$42	\$84	\$147
22	132	\$31	\$21	\$13	\$9	\$8	\$6					\$44	\$88	\$154
23	138	\$32	\$22	\$14	\$10	\$8	\$6					\$46	\$92	\$161
24	144	\$33	\$23	\$14	\$11	\$9	\$6					\$48	\$96	\$168
25	150	\$34	\$20	\$13	\$11	\$9	\$7	\$6				\$50	\$100	\$175
26	156	\$35	\$21	\$14	\$12	\$9	\$7	\$6				\$52	\$104	\$182
27	162	\$36	\$22	\$15	\$13	\$9	\$7	\$6				\$54	\$108	\$189
28	168	\$37	\$23	\$16	\$14	\$9	\$7	\$6				\$56	\$112	\$196
29	174	\$38	\$24	\$17	\$15	\$9	\$7	\$6				\$58	\$116	\$203
30	180	\$39	\$25	\$18	\$15	\$9	\$8	\$6				\$60	\$120	\$210
31	186	\$40	\$26	\$19	\$16	\$9	\$8	\$6				\$62	\$124	\$217
32	192	\$41	\$27	\$20	\$17	\$9	\$8	\$6				\$64	\$128	\$224
33	198	\$42	\$28	\$21	\$18	\$9	\$8	\$6				\$66	\$132	\$231
34	204	\$43	\$29	\$22	\$18	\$10	\$8	\$6				\$68	\$136	\$238
35	210	\$44	\$30	\$23	\$19	\$10	\$8	\$6				\$70	\$140	\$245