

# 2009 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/previous weeks \$ distributed

(Meet near the cookhouse at the #1 basket)

6:30 PM Tee-off

All done by ~8:30 PM.

(Random doubles till park closes)

***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.***

There is now a fee in effect at Park 96 in 2009 for booking/using the cookhouse. If you intend to use the BBQ in the cookhouse, you must pre-arrange and book the cookhouse with the Park 96 office. The cost is \$15/hour + GST. There is also an alternative to use a portable gas BBQ close to the main building at no cost. Call the Park 96 office to arrange access.

## **Format:**

18 holes, from the blue tees, in groups of 4 or 5. Groups and starting tee-off holes will be picked at random. Shotgun Start

## **Cost:**

**\$6/week** for entry fees of which \$4 goes to the pot for the night and \$2 goes to the finals/special awards pot. (due before start of game),

**Optional \$1 progressive ace pot** is available as well. This ace pot will max out at \$100, and a new one will be started. 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, half will go to the playoff prize and half will be rolled over to the following year. This year we are carrying over \$150, so we have a \$100 pot and a partial \$50 pot to start with on night 1.

**New for 2009 – Additional Ace Pot** for the “Five Dollar Holler”. \$1/week for a chance to get the Ace from #12 basket to the #7 basket, like a mini Ace Race with cash! To be played after you complete hole #12 and when there is no interference with the players on hole #7. There will be a marked line on the ground below the #12 basket. We will let this pot get as big as it gets in regular season.

***This would make the 2009 “full meal deal” \$8/week.***

## **2009 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 5	9:05PM
Week 2 – May 12	9:16PM
Week 3 – May 19	9:26PM
Week 4 – May 26	9:36PM
Week 5 – June 2	9:43PM
Week 6 – June 9	9:50PM
Week 7 – June 16	9:54PM
Week 8 – June 23	9:55PM
Week 9 – June 30	9:55PM
Week 10 – July 7	9:51PM
Week 11 – July 14	9:46PM
Week 12 – July 21	9:38PM
Week 13 – July 28	9:28PM
Week 14 – August 4	9:17PM
Week 15 – August 11	9:05PM

## **Playoffs**

	<b>Sunset</b>
Week 1 – August 18	8:51PM
Week 2 – August 25	8:36PM
Week 3 – September 1	8:21PM
Week 4 – September 8	8:06PM

## **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 last page of this document. 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. 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.

Any remaining Ace Pot \$ from the Ace Pots will be divided in half and one half will be rolled over to the next year, and the other half will be added to the finals money.

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 are **no** weekly fees and both of the ace pots will **not** be in effect during playoffs. The total Championship Final amount will be divided between the top three players. 4<sup>th</sup> place gets a big goose egg.

**1st Place 70%    2nd Place 20%    3<sup>rd</sup> Place 10%**

## 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	4 Players	Sept 9 (to determine 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> place)

## League Directors:

**Alan Herring** 660-3170 email: [discgolf@shaw.ca](mailto:discgolf@shaw.ca)

**Don Seager** 863-9367 email: [dseager@shaw.ca](mailto:dseager@shaw.ca)

## **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.

# Players	\$ TOT \$	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	Special Awards (2)	Payout (4)	Total with 2 aces
5	30	\$10	\$6	\$4								\$10	\$20	\$40
6	36	\$11	\$8	\$5								\$12	\$24	\$48
7	42	\$12	\$9	\$7								\$14	\$28	\$56
8	48	\$13	\$10	\$9								\$16	\$32	\$64
9	54	\$15	\$11	\$10								\$18	\$36	\$72
10	60	\$15	\$12	\$7	\$6							\$20	\$40	\$80
11	66	\$16	\$13	\$8	\$7							\$22	\$44	\$88
12	72	\$17	\$14	\$9	\$8							\$24	\$48	\$96
13	78	\$18	\$15	\$10	\$9							\$26	\$52	\$104
14	84	\$19	\$15	\$12	\$10							\$28	\$56	\$112
15	90	\$20	\$15	\$11	\$10	\$4						\$30	\$60	\$120
16	96	\$21	\$16	\$12	\$10	\$5						\$32	\$64	\$128
17	102	\$22	\$17	\$13	\$11	\$5						\$34	\$68	\$136
18	108	\$23	\$18	\$14	\$11	\$6						\$36	\$72	\$144
19	114	\$24	\$19	\$15	\$11	\$7						\$38	\$76	\$152
20	120	\$25	\$19	\$15	\$12	\$5	\$4					\$40	\$80	\$160
21	126	\$26	\$20	\$16	\$12	\$6	\$4					\$42	\$84	\$168
22	132	\$27	\$21	\$17	\$12	\$6	\$5					\$44	\$88	\$176
23	138	\$28	\$22	\$17	\$13	\$7	\$5					\$46	\$92	\$184
24	144	\$29	\$23	\$18	\$13	\$8	\$5					\$48	\$96	\$192
25	150	\$30	\$24	\$18	\$13	\$6	\$5	\$4				\$50	\$100	\$200
26	156	\$31	\$25	\$19	\$14	\$6	\$5	\$4				\$52	\$104	\$208
27	162	\$32	\$26	\$19	\$14	\$7	\$6	\$4				\$54	\$108	\$216
28	168	\$33	\$27	\$20	\$15	\$7	\$6	\$4				\$56	\$112	\$224
29	174	\$34	\$28	\$20	\$15	\$8	\$7	\$4				\$58	\$116	\$232
30	180	\$35	\$29	\$21	\$15	\$8	\$7	\$5				\$60	\$120	\$240
31	186	\$36	\$30	\$21	\$16	\$9	\$7	\$5				\$62	\$124	\$248
32	192	\$37	\$31	\$22	\$16	\$9	\$7	\$6				\$64	\$128	\$256
33	198	\$38	\$32	\$22	\$17	\$10	\$7	\$6				\$66	\$132	\$264
34	204	\$39	\$33	\$23	\$18	\$10	\$7	\$6				\$68	\$136	\$272
35	210	\$40	\$34	\$23	\$17	\$11	\$8	\$7				\$70	\$140	\$280