

2010 Parkland Disc Golf League

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 2010 Parkland Disc Golf Membership to play. For more information call the Park 96 office at 271-7516. See the Alberta Disc Golf message forum for links to the membership agreement.

There is a fee in effect at Park 96 in 2010 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.

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 #11 basket. We will let this pot get as big as it gets in regular season. It is starting out this year at \$49 carry over from last year.

This would make the 2010 "full meal deal" \$8/week.

2010 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)

	Sunset
Week 1 – May 4	9:03PM
Week 2 – May 11	9:14PM
Week 3 – May 18	9:25PM
Week 4 – May 25	9:34PM
Week 5 – June 1	9:42PM
Week 6 – June 8	9:49PM
Week 7 – June 15	9:53PM
Week 8 – June 22	9:55PM
Week 9 – June 29	9:55PM
Week 10 – July 6	9:52PM
Week 11 – July 13	9:47PM
Week 12 – July 20	9:40PM
Week 13 – July 27	9:30PM
Week 14 – August 3	9:19PM
Week 15 – August 10	9:07PM

Playoffs

	Sunset
Week 1 – August 18	8:51PM
Week 2 – August 25	8:37PM
Week 3 – September 1	8:22PM
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! Just shoot better than you usually do, and you have a shot at winning.

New for 2010

In an effort to make the competition tighter, and more fair, there will now be 2 league pools divided by an average score cutoff. Your average is based on your last **5** scores.

This average on week one will determine your Pool placement.

Pool A \leq 58.00 (27 existing players)
Pool B $>$ 58.00 (31 existing players)

These Pool groupings will be refreshed after weeks 5, 10 and 15 using the cut-off of 58. The week 15 reshuffle will determine playoff Pools.

Also new will be for averages that are +10 or more over par, these averages must be re-established if they have not posted a score in the past year

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 in Pool B only. For players that have scores from last years league, your average is the calculated from your last 10 league results, including playoff scores. To see the list of handicaps and Pool placements calculated from last years league scores, 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.

Pool A Average	Score	Total	Placing
Player A 53	51	103.92	1st
Player B 55	53	103.77	2nd
Player C 57	55	103.64	3rd

Pool B Average	Score	Total	Placing
Player D 62	58	106.90	1st
Player E 61	61	100.00	2nd
Player F 60	61	98.36	3rd

The above example in Pool A shows 3 players each getting 2 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 player with a better average to gain 2 strokes on their average, than it is for a player with a worse average. (or so they will tell you....) :o)

The number of winners for the night and the payouts amounts depend on the number of players in each Pool. Payouts are based on the attached table and are separate for each Pool. 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 5 scores that you have submitted so that everyone has the same chance to move their average. Players with less than 5 scores will have their averages based on their currently available number of scores. A 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 added together to determine the final 16 players.
- You will need a minimum 10 scores qualify for the finals

End of Regular Season Awards

We have 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 number of 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 their average the most times during the season.

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 8 players in each Pool. 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. 4th place gets a big goose egg.

1st Place 70% 2nd Place 20% 3rd 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 st , 2 nd and 3 rd place)

League Directors:

Alan Herring 660-3170 email: discgolf@shaw.ca

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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 throw from the drop zone at the top of the hill to the right of the mando pole.

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

Initial Pool members based on last 5 scores.

POOL CUTOFF AT 58 (+3)

POOL A		POOL B	
Mark Dakiv	52.00	Mark Dron	58.80
Chris Korner	52.60	Wayne Vopni	58.80
Eddie Braybrook	53.00	Mike Sorochan	59.00
Dave Miron	53.40	Ken Benson	59.20
Ben Gardner	53.80	Pat Hagel	59.20
Beven Payne	53.80	Kelly Morstad	59.40
Bryce Pickford	53.80	Pete Rioux	59.60
Elijah	53.80	CBJ	59.60
Ryan Powell	54.20	Don Seager	60.20
Ryan Sharpe	54.40	Jacob Ortt	60.80
Pete Verheyde	54.60	Kevin Rutt	61.00
Rudy Verheyde	54.80	Sean McInnis	61.20
Luke Morstad	55.00	Frasier Gaetz	61.40
Lukasz	55.40	Royce Welch	62.40
Jerry Rosa	55.60	Don Annett	62.80
Rob Mascarin	55.80	Neil Stuart	63.60
Royce Rosenhauch	55.80	Tim Rioux	63.60
Gary Hawke	56.00	Mike Minifie	64.20
Steve Pottier	56.20	Rick Outtrim	64.20
Bogdan	56.40	Kim Verhyde	64.75
John McCaffery	56.40		
Bernie Assen	56.60		
Rudy Falconer	56.60		
Jim Stevens	57.00		
Troy Rayner	57.00		
Jeff Sill	57.60		
Alan Herring	57.60		
Carlo Serravalle	57.80		