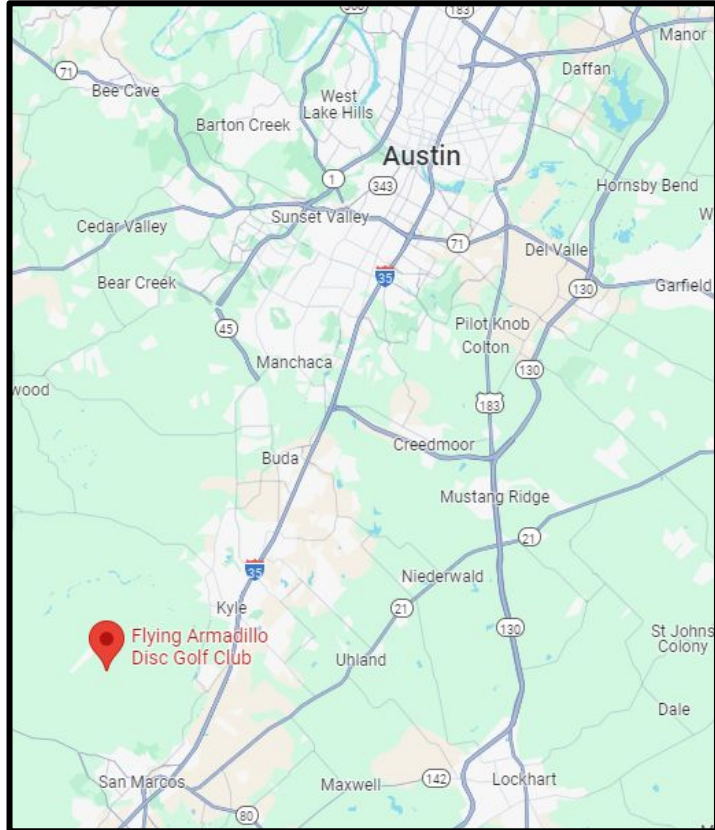


**4th Annual Church of Christ Open
May 4th, 2024
Flying Armadillo
San Marcos, Texas**

LOCATION



Flying Armadillo Disc Golf Club

3115 Hilliard Rd, San Marcos, Texas



COURSE MAP

Flying Armadillo Disc Golf Club

Home of the 18 Hole **Gold Mini Course** and the 18 Hole **Big Course**



Hole Pairs and Distances

#	Gold		Blue		White		Red			
	Dist	Par	Dist	Par	Dist	Par	Dist	Par		
1	130	3	805	10	0	250	8	1	250	8
2	117	3	830	13	0	280	18	1	250	11
3	135	3	775	20	0	255	20	1	275	17
4	106	3	880	20	0	250	21	1	220	17
5	125	3	860	8	0	315	5	1	315	5
6	130	3	130	15	0	190	5	1	200	5
7	105	3	860	22	0	245	22	1	200	18
8	111	4	435	20	4	380	19	4	350	18
9	86	3	905	12	0	305	11	1	270	8
10	100	3	825	12	0	240	1	1	240	1
11	79	3	280	5	0	280	5	1	300	5
12	108	3	815	12	0	240	3	1	190	3
13	18	3	250	22	0	275	18	1	300	18
14	83	3	225	18	0	225	18	1	315	17
15	75	3	150	8	0	150	8	1	300	7
16	124	4	330	12	1	430	10	4	300	10
17	100	4	300	8	4	400	8	4	300	8
18	100	3	200	11	0	200	7	1	200	7

Safety First!

- Be careful! There are stumps, rocks, mesquite thorns, cactus, stinging insects, and an occasional snake on the course.
- Always County to usually dry and frequently under a fire ban.
- Please dispose of your cigarette butts responsibly.
- Be aware of players on adjacent holes when teeing off.

Big Course Rules

- Hole #18 is a mandatory island. If you miss the island, take a penalty stroke and putt from behind the designated drop zone.
- The 2 meter rule is in effect on the Big Course. If your disc lands 0.5 ft or higher in a tree, mark your lie beneath the disc, take a penalty stroke and throw again from behind your mark.
- Allow faster groups behind you to play through (it's good karma).

Mini Course Rules

- Hole #6 is a mandatory island. If you miss the island, take a penalty stroke and putt from the Perennial of Shame.
- Hole #17 has an out-of-bounds pond. If you land in the pond, take a penalty stroke and throw from the Perennial of Shame.
- Hole #7 is a best effort triple through the tunnel.
- All holes are par 2 for experienced players and par 3 for new players. Or don't keep score. The main goal is to have fun!

Mini Course Hazards

1-3	Alamo	10-11	Bells
1-13	Big Bird	10-12	Olivero
1-16	Clay Tree	11-12	Hanging Basket
1-18	Island	11-16	Lighthouse
1-17	Mankins	11-17	Pond
1-15	Sign	11-18	Sunkin Basket
1-18	Tank	12-13	Ult. Grimack

GENERAL INFORMATION

FORMAT:

- 1 Day
- 2 Rounds
- Shotgun Start
- Advanced/Intermediate and Novice Divisions
- We will be arranging cards to mix with different congregations for round 1, then arrange by score for round 2.
- There will be an Ace Pot and CTP
- This course is a private (reserved just for our group for the day), well-shaded, should drain well (in case it's a month of torrential downpour leading up to tourney day), and has a central seating/eating/gathering location where we will be providing lunch (CFA) so we can all eat together and fellowship!

SCHEDULE:

- 8:15am - 8:45am : Check in & Players Pack Pick up
- 8:45am : Players Meeting
- 9:00am : Round 1 Start
- 11:30am - 12:30pm : Estimated Lunch
- 12:45pm : Round 2 Start
- 3:00pm : Awards and Prizes

SCORING:

- One member on your card will need to keep score on UDisc.

LUNCH:

- We will be providing Chick-fil-A sandwiches and chips for lunch! Please bring your own drink and anything else you would like.

GENERAL COURSE RULES

[Check out a drone video of the course](#)

- Advanced/Intermediate will play from the white tees, while Novice will play from the red tees
- There are so few Advanced players, instead of competing in their own division, will receive a handicap each round
 - handicaps help level the playing field and allow players of different skill levels to compete fairly against one another
- Rocks are painted (red or white) to indicate tees.
- The rock wall/barbed wire fence that runs along the Southeast property line is OB, it only comes into play behind #7's green and along the right side of #8's fairway.
- Discs landing OB may be played either from where the disc was last in bounds, or from the original lie, with one penalty stroke.
- Your "lie" is a 1 foot square where your disc landed. You can either play from behind your disc, flip your disc over to get an extra foot, or place a mini marker to mark your lie if you need to throw the same disc again. Novice division players don't worry about being super strict on this, but Intermediate/Advanced, please stand in your lie correctly.
- CTP : If you are the closest to the basket, measure distance and mark the spot with the marker flag; write name and distance on the attached paper. Closest at the end of the round wins a prize!
 - Advanced/Intermediate : Hole 1 (R1), Hole 10 (R2)
 - Novice : Hole 2 (R1) and Hole 7 (R2)

HOLE INFORMATION - ADVANCED/INTERMEDIATE

HOLE 6 - triple mando (arched metal bar attached to two trees); if missed re-tee and give yourself a penalty stroke.

HOLE 7 - OB past the property boundary beyond the basket (NOT PICTURED IN NEXT SLIDE)

HOLE 8 - OB past the property boundary on right (NOT PICTURED IN NEXT SLIDE)

HOLE 14 - triple mando (arched metal bar attached to two trees); if missed re-tee and give yourself a penalty stroke.

HOLE 15 - triple mando (arched metal bar attached to two trees); if missed re-tee and give yourself a penalty stroke. (NOT PICTURED IN NEXT SLIDE - it is right off the tee)

HOLE 18 - plays as an island and is loosely defined by a rock border; if missed, proceed to the drop zone (two pink flags) and give yourself a penalty stroke. You throw is considered safe if it is inside the island; leaning on the inside of the rocks is ok.

****Check next slide for pictures showing the descriptions from above****

ADVANCED/INTERMEDIATE DIVISION (WHITE TEEPADS)

Hole	Distance	Par
1	250 FT	3
2	280 FT	3
3	250 FT	3
4	250 FT	3
5	315 FT	3
6	190 FT	3
7	245 FT	3
8	380 FT	4
9	395 FT	4
10	240 FT	3
11	280 FT	3
12	230 FT	3
13	225 FT	3
14	225 FT	3
15	150 FT	3
16	430 FT	4
17	495 FT	4
18	200 FT	3

HOLE INFORMATION - ADVANCED/INTERMEDIATE



HOLE 6



HOLE 14



HOLE 18

HOLE INFORMATION - NOVICE

HOLE 6 - triple mando (arched metal bar attached to two trees); if missed re-tee - **DO NOT** give yourself a penalty stroke.

HOLE 7 - OB past the property boundary beyond the basket (NOT PICTURED IN NEXT SLIDE)

HOLE 8 - OB past the property boundary on right (NOT PICTURED IN NEXT SLIDE)

HOLE 14 - triple mando (arched metal bar attached to two trees); if missed re-tee - **DO NOT** give yourself a penalty stroke.

HOLE 15 - triple mando (arched metal bar attached to two trees); if missed re-tee - **DO NOT** give yourself a penalty stroke. (NOT PICTURED IN NEXT SLIDE - it is right off the tee)

HOLE 18 - play as a normal hole and not as an island

****Check next slide for pictures showing the descriptions from above****

NOVICE DIVISION (RED TEEPADS)

Hole	Distance	Par
1	250 FT	3
2	195 FT	3
3	190 FT	3
4	210 FT	3
5	315 FT	4
6	190 FT	3
7	205 FT	3
8	355 FT	4
9	300 FT	4
10	240 FT	3
11	185 FT	3
12	190 FT	3
13	190 FT	3
14	175 FT	3
15	125 FT	3
16	360 FT	4
17	360 FT	4
18	150 FT	3

HOLE INFORMATION - NOVICE - NO PENALTY STROKE



HOLE 6



HOLE 14



HOLE 18

THANK YOU!



5S Service Company, LLC.



MCKENNA PUTNAM
PHOTOGRAPHY