

1st Annual
Greer “Soul Glo” Space Race
Caddy Book

Basic Information.....	3
Tournament Schedule.....	3
All Players - MANDATORY INFORMATION!	3
Rules of Play	4
Hole Breakdown	5
Hole 1 (140ft)	5
Hole 2 (133ft)	6
Hole 3 (106ft)	7
Hole 4 (110ft)	8
Hole 5 (123ft)	9
Hole 6 (90ft)	10
Hole 7 (116ft)	11
Hole 8 (85ft)	12
Hole 9 (108ft)	13
Contact Information.....	14

Basic Information

Tournament Schedule

4:45pm - 5:30pm	Player check-in and player's pack pickup
5:30pm - 5:45pm	Player's meeting
6:00pm - 7:00pm	Round 1
7:00pm - 7:30pm	Mid-Tournament Break
7:30pm - 8:30pm	Round 2
8:30pm - 9:00pm	Prizes!

All Players - MANDATORY INFORMATION!

- Every player must have a fully charged mobile device with them (exceptions for junior participants apply). You may be asked to keep score, and this event relies on UDisc scoring ONLY.
- The only discs a player is permitted to use, are the player's pack discs they received during sign-in. These discs are;
 - Axiom Total Eclipse Envy (3/3/0/2)
 - Axiom Total Eclipse Paradox (5/4/-4/0)
- As this is a glow golf event, **a UV flashlight is HIGHLY recommended**. At some point your discs might lose their glow, and it's best to be prepared. I am going to try to charge up all 90 discs before the event, but no guarantees. See link for a wide range of UV flashlights –
 - https://www.amazon.com/s?k=mvp+uv+flashlight&crd=10LHQ8BUL8F18&sprefix=MVP+UV+flas%2Caps%2C95&ref=nb_sb_ss_ts-doa-p_1_11

Rules of Play

Scoring

- All scoring will be done through Disc.
- A MINIMUM of 2 players from each card must keep score.
- Each player will throw both discs when it is their turn on the tee box.
 - The order in which they throw them is entirely at their discretion, but both should be thrown.

Due to how Space Race scoring differs from normal play, a creative method to track this through UDisc was required. Below is the best option available as lowest score still wins, while allowing us to track holes for a player where metal hits and/or aces did not occur.

Hits	Score
2 Aces	1
1 Ace, 1 Basket Hit	2
1 Ace	3
2 Basket Hits	4
1 Basket Hit	5
0 Aces, 0 Basket Hits	6

Completing The Round

- Before submitting a scorecard at the end of the round, the following must be done:
 1. All players on the card should return to tournament central.
 2. Once at tournament central, scorekeepers ensure that scorecards match.
 3. All players on the card must view, and verbally accept the finalized scorecard.

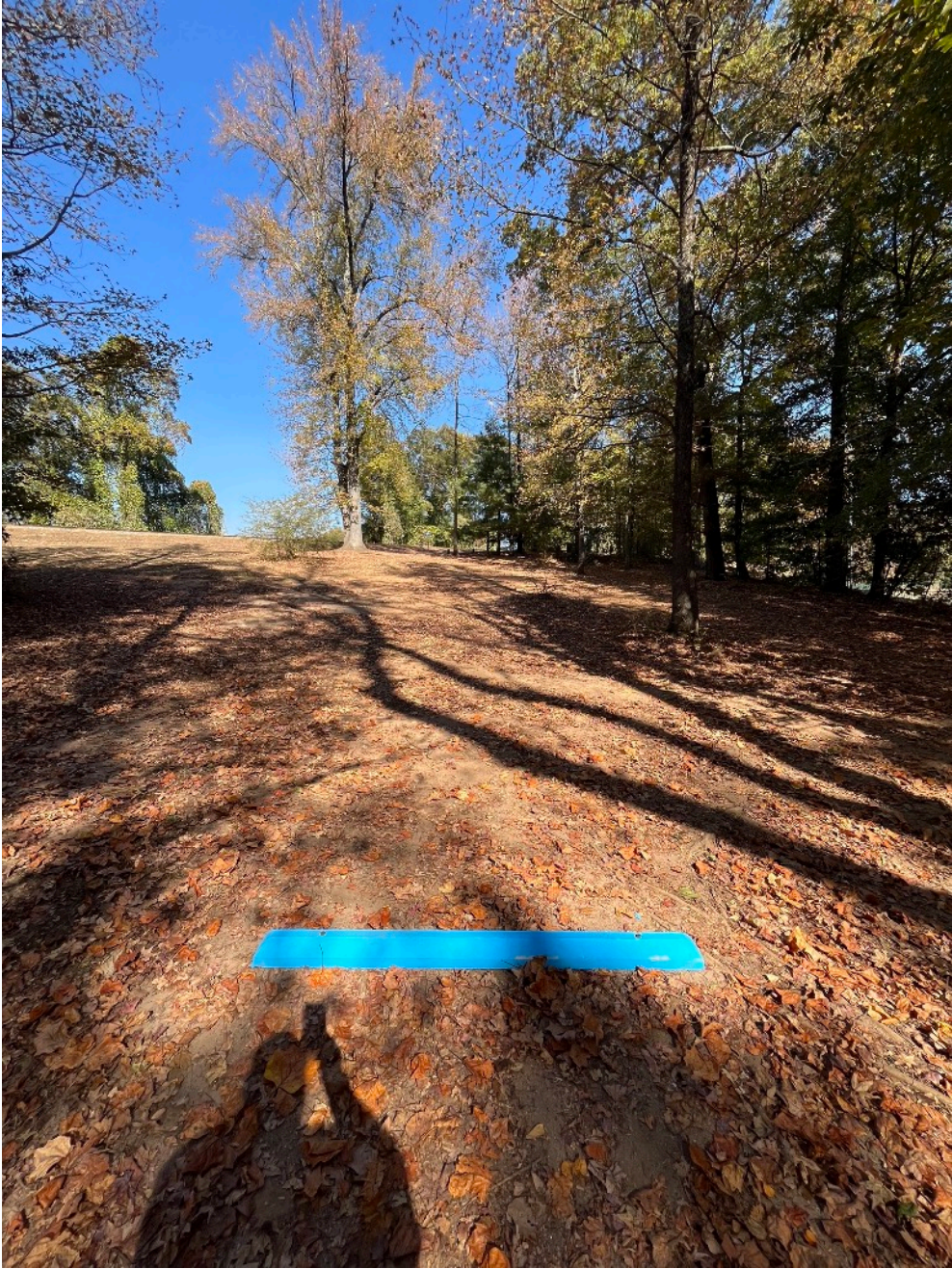
Hole Breakdown

Hole 1 (140ft)



Tee	Halfway down original hole 10 fairway, facing original hole 10 basket.
Basket	10

Hole 2 (133ft)



Tee	Left side of original hole 11 fairway, just past the ditch.
Basket	11

Hole 3 (106ft)



Tee	In between original hole 11 and hole 4 baskets. Left side of train tracks.
Basket	4

Hole 4 (110ft)



Tee	After bridge/ditch on original hole 5.
Basket	5

Hole 5 (123ft)



Tee	Original hole 6 tee box.
Basket	2

Hole 6 (90ft)



Tee	Middle of original hole 6 fairway.
Basket	6

Hole 7 (116ft)



Tee	Middle of original hole 7 fairway, just before ditch, close to 6 basket.
Basket	7

Hole 8 (85ft)



Tee	Middle of original hole 8 fairway.
Basket	8

Hole 9 (108ft)



Tee	Middle of original hole 9 fairway, just before creek, between 2 trees.
Basket	9

Contact Information

City of Greer Parks, Recreation & Tourism	https://www.cityofgreer.org/154/Parks-Recreation-Tourism