

2nd Annual
Greer “Fall Brawl” Circuit Challenge
Caddy Book

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Basic Information

Tournament Schedule

8:00am - 9:00am	Player check-in and player's pack pickup
9:00am - 9:15am	Player's meeting
9:30am - TBD	Round 1
TBD (1.5hrs)	Lunch Round 1 CTP Awards
TBD (3hrs)	Round 2
TBD (30m-45m)	Round 2 CTP Awards Tournament Awards

All Players - MANDATORY INFORMATION!

- Every player must have a fully charged mobile device with them (exceptions for junior participants do apply). You may be asked to keep score, and this event is using UDisc scoring ONLY.
- Make sure you have a mini, or some other acceptable marker. If not a mini, ask your cardmates first if they have any issues with your alternate choice to mark your lie.

Keeping Score

- All scoring will be done through UDisc.
- A MINIMUM of 2 players from each card must keep score.
- 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.

Standard Rules of Play

- When a disc goes OB, the player receives a 1-stroke penalty, and must take their next throw from where the disc was last in-bounds during its flight and/or roll. If the player is unsure where that may have been, the card must come to a majority agreement on where the disc was last seen in-bounds.
- When a disc misses a mandatory, the player takes a 1-stroke penalty, and must take their next throw from a drop zone (if available), or from the last place the disc was at before it missed the mandatory path.
- Penalty strokes are cumulative. If your first shot goes OB, or misses a mandatory, your next shot is considered your 3rd shot due to the assessed stroke penalty.
- All players must use a mini, or marker of some kind.

CTP Hole Assignments

Division	Round 1	Round 2
RAD	Hole 10	Hole 1
RAE	Hole 9	Hole 2
RAF	Hole 8	Hole 4
RAG	Hole 7	Hole 5

CTP Discs and Sponsors

	Fission Wave Joe & Rob Discs		Neutron Reactor DFX Discs
	Proto-Plasma Crave Joe & Rob Discs		Fission Crave DFX Discs
	Neutron Echo Joe & Rob Discs		C. Neutron Photon DFX Discs
	Fission Crave DFX Discs		Eclipse Envy DFX Discs

Hole Breakdown

Hole 1



OB	Left side: Fence and beyond.
MANDATORY	Mandatory right side of 1st tree on left. Re-tee if missed.

Hole 2



OB	Left side: Fence and beyond.

Hole 3



OB	Left side: Fence and beyond.

Hole 4



OB	Left side: in the gravel lining train tracks and beyond.

Hole 5



OB	N/A

Hole 6



OB	N/A

Hole 7



OB	N/A

Hole 8



OB	Behind basket: Fence and beyond.

Hole 9



OB	Right side: walking path and beyond.
HAZARD	Creek crossing fairway is hazard. Take relief on tee box side fairway, with a 1 stroke penalty.

Hole 10



OB	Right side: Fence and beyond.

Hole 11



OB	Right side: Fence and beyond.

Hole 12



OB	Right side: Fence and beyond. Left side: in the gravel lining train tracks and beyond.
MANDATORY	Mandatory left side of metal light post.

Hole 13



OB	Right side: Fence and beyond. Left side: Creek and beyond.

Hole 14



OB	Left side: Creek and beyond.
MANDATORY	Double mandatory, left and right side of fairway forcing tunnel shot. Drop Zone between 2 mandatory trees.

Hole 15



OB	Left side: Fence and beyond. Right side: Creek and beyond.
MANDATORY	Left of tree halfway down the fairway. Drop zone if missed.

Hole 16



OB	Creek and beyond

Hole 17



OB	Creek that curves through the fairway is OB when disc is completely surrounded by water. Runoff behind basket is casual.

Hole 18



OB	Left side: Fence and beyond. Right side: Fence and beyond. Behind basket: Fence and beyond.

Contact Information

City of Greer Parks, Recreation & Tourism	https://www.cityofgreer.org/154/Parks-Recreation-Tourism
DFX Discs	https://dfxdiscs.com/
Joe and Rob Disc Golf	https://joerobdiscs.com/