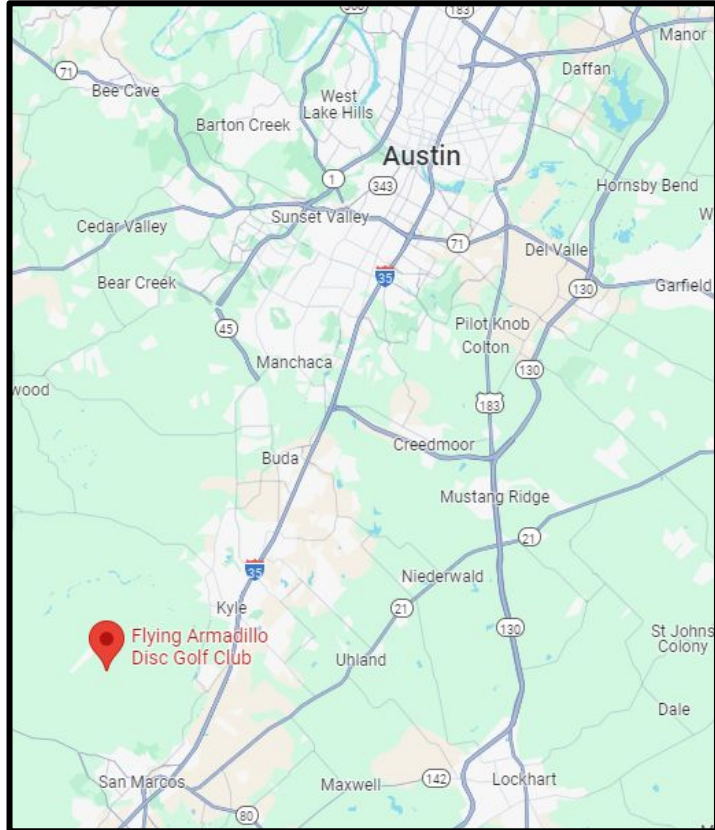




CHURCH OF CHRIST OPEN
5TH ANNUAL

May 3rd, 2025
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	10	0	255	10	1	275	11
4	106	3	880	12	0	250	21	1	220	11
5	125	3	860	8	0	315	5	1	315	5
6	130	3	130	15	0	190	5	1	190	5
7	105	3	860	12	0	245	22	1	200	18
8	111	4	435	2	0	380	19	1	350	18
9	86	3	955	11	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	12	0	275	18	1	190	18
14	83	3	225	18	0	225	18	1	175	17
15	75	3	150	8	0	150	8	1	100	7
16	124	4	330	12	0	430	10	1	300	10
17	100	4	300	8	0	400	5	1	300	8
18	100	3	200	11	0	200	7	1	100	8

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
4-5	Big Bird	12-13	Olivero
6-8	Clay Tree	14-15	Hanging Basket
9	Island	16-17	Lighthouse
12	Mankies	18	Pond
13	Sign	19-20	Sunken Basket
14-15	Tank	21-22	Ult. Grimack

GENERAL INFORMATION

FORMAT:

- 1 Day
- 2 Rounds
- Shotgun Start
- Advanced, Intermediate, Recreational, 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 will play from the blue tees, Intermediate and Recreational will play from the white tees, and Novice will play from the red tees.
- Rocks are painted (red, white, or blue) 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 Advanced/Intermediate/Recreational, 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)
 - Recreational/Novice : Hole 2 (R1) and Hole 7 (R2)

HOLE INFORMATION - ADVANCED

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 DIVISION (BLUE TEEPADS)		
HOLE #	PAR	DISTANCE (IN FT)
1	3	305
2	3	310
3	3	250
4	3	340
5	3	360
6	3	190
7	3	360
8	4	435
9	3	395
10	3	325
11	3	280
12	3	315
13	3	250
14	3	225
15	3	150
16	4	530
17	4	590
18	3	205

HOLE INFORMATION - INTERMEDIATE/RECREATIONAL

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****

INTERMEDIATE/RECREATIONAL DIVISION (WHITE TEEPADS)		
HOLE #	PAR	DISTANCE (IN FT)
1	3	250
2	3	280
3	3	250
4	3	250
5	3	315
6	3	190
7	3	245
8	4	380
9	4	395
10	3	240
11	3	280
12	3	230
13	3	225
14	3	225
15	3	150
16	4	430
17	4	495
18	3	200

HOLE INFORMATION - ADV. / INT. / REC.



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 #	PAR	DISTANCE (IN FT)
1	3	250
2	3	195
3	3	190
4	3	210
5	4	315
6	3	190
7	3	205
8	4	355
9	4	300
10	3	240
11	3	185
12	3	190
13	3	190
14	3	175
15	3	125
16	4	360
17	4	360
18	3	150

HOLE INFORMATION - NOVICE - NO PENALTY STROKE



HOLE 6



HOLE 14



HOLE 18

THANK YOU!



5S Service Company, LLC.