

# The Holiday Hellraiser: Powered by Innova



## General Info

- Unsanctioned best shot quads event for charity at County Home on 12/15/2024
- AM and PM Events: AM round starts at 9:00, PM round starts at 1:00
- Players are asked to bring a canned good donation for our local Baltimore County food pantry, all event proceeds will also be donated to them
- All player will receive a disc at check in and division winners get a trophy
- Day of CTPs for each division, including a women's only hole for mixed
- Mulligans available for purchase at check in: \$5 for 2, \$10 for 5. Limit 5 per person, individual use only. No carry over from AM to PM if not used.

## **Scoring**

We will be using UDisc for the event, at check in we will partner to get your team into the digital event and ensure your card is setup. We will have some paper scorecards available if needed but please use UDisc if possible. If there is a discrepancy, please discuss with a tournament official afterwards for a ruling. **Play a provisional on the course and we can resolve any concerns easily with that in place.**

## **Check-In**

Starts at 8:00 AM and ends at 8:45 for the AM round. Begins at 12:00 PM and ends at 12:45 for the PM round. We will have a players meeting 15 minutes before tee time.

## **Players Pack**

Includes an Innova tournament stamped disc for all players!

## **Playoffs**

We will use a loop of holes 1, 2, and 5 until a winner is determined by sudden death.

## **Trophies**

Will be awarded to the winning team of each division for AM and PM sessions. Lowest team in each division across the day will be immortalized on the board from hole 4.

## **CTPs**

Each division will have their own CTP hole, there will be a disc prize for each winner each session. Women will have their own hole for mixed.

## **Caddy Guide: Hole Details**

**Layout - Yellow Baskets.** Parking lots, roads, water, and fenced areas are all out of bounds. OB and mandatories will be clearly marked by hole when going beyond this standard, drop zones will be provided and marked where needed.

**Hole 1: Par 3, 267 ft.** - Playing to B pin. Double mando through the V tree immediately to the right off the teepad.

**Hole 2: Par 4, 343 ft.** - Playing to B pin. Must go around the tree at the top of the hill next to the A position. You may U-turn around that tree in either direction.

**Hole 3: Par 3, 259 ft.** - Playing to A pin. Inverse island around basket, anything inside the 20 ft painted circle around basket will be OB. Play with an optional meter from where it was last in bounds. Mandatory trees are clearly marked, drop zone marked with bricks in the gap.

**Hole 4: Par 3, 300 ft.** - Playing to A pin. Circular Mando in Holiday Hellraiser themed 4 x 8 approximately 15 ft off teepad. Re-tee with a penalty if the entire team misses, would be throwing 3.

**Hole 5: Par 3, 305 ft.** - Playing to A pin. Island hole as marked at 33 ft. Drop zone will be a downhill putt from 45 ft behind the basket.

**Hole 6: Par 3, 327 ft.** - Playing to B pin. Dodge the inflatable snowman! Fenced area off the tee to the left and marked water areas to the left of the basket are OB.

**Hole 7: Par 3, 326 ft.** - Playing to A pin. Mando left of the tree in front of the hole. Pond and stream are OB as marked. Drop zone marked between A and B pins.

**Hole 8: Par 4, 362 ft.** - Playing to A pin. Field beyond marked line matching the wires plays as hazard (where it lies +1), double mando through marked trees on approach.

**Hole 9: Par 3, 433 ft.** - Playing to B pin. Forced carry across the field, plays as hazard if you are not inside the marked present shaped area. Mando through the front of the power line tower on the way to the basket.

**Hole 10: Par 3, 236 ft.** - Playing to A pin. Island hole as marked at 25 ft. Must retee with penalty if your team does not make the island, after 3rd full team attempt OB plays as hazard.

**Hole 11: Par 3, 337 ft.** - Playing to B pin. Mando right of the tree that is in front of the A pin, there will also be OB marked for the pond and drainage area. Drop zone for missed mando is the A pin plug.

**Hole 12: Par 3, 414 ft.** - Playing to A pin. Elevated marksman basket, double mando through the two trees front left of the hole. Drop zone for missed mando will be marked by the left tree.

**Hole 13: Par 3, 281 ft.** - Playing to A pin. Mando through the front of the power line tower on the way to the basket. Must pass through regardless of when...turn around and go back. Mandatory pole clearly marked on the right off the tee, you must retee with penalty if missed. Parking lot area and ball field long/right are OB.

**Hole 14: Par 3, 239 ft.** - Playing to A pin. Mando under the banner across the gap in front of the basket at about 2ft high, must pass between the trees it is tied to. There will be a skateboard ramp in front of the basket for rollers and skips to go in!

**Hole 15: Par 3, 225 ft.** - Playing to A pin. Mando left of the two primary gaps on the hole, tree will be marked. No drop zone, retee if missed as a team.

**Hole 16: Par 3, 232 ft.** - Playing to A pin. Mando between the second and third trees in direct line to the basket. Drop zone is a putt with one foot on the stump short of the pin.

**Hole 17: Par 4, 358 ft.** - Playing to B pin. Army golf hole, forcing an early left side path and late right side with Mandos. Drop zones are a meter from the mando trees on the forced path side.

**Hole 18: Par 3, 310 ft.** - Playing to B pin. Mando to the right of the tree immediately to the left of the A pin. Road and across is OB with a drop zone marked behind the mando tree.

## **Parking Details**



- The main course parking lot will be open as will parking in the county spaces at the bottom of the hill near 18s tee as highlighted above as area 1 and 2.
- We are working with the county to help ensure their vehicles are not there to maximize the number of spaces available.
- Overflow parking will be at the library as highlighted above. Please follow the blue path to get to the course and avoid walking through the course. Later times may want to arrive early in case they need to make this walk.
- Please be courteous to our neighbors and the county, do not park on the grass or in front of people's homes. The county has been towing people recently.
- **Thank you in advance for following these guidelines, we want to make sure our relationship with the county stays strong and this will go a long way.**