

Missed Mando Mayhem3
White Spruce
August 3, 2025

The Missed Mando Podcast is bringing the Mayhem to White Spruce.

This event is going to raise money for the ODSA's Little Hyzers Tour. This amazing series of tournaments are going on across the province to help build the sport from the ground up. The kids who play in these events pay no registration fees, but there are still costs to run them and all funds after payouts will be donated to the tour.

Apparently, the previous two events weren't hard enough for players, so we will ensure that never happens again. The Mayhem3 will be using a highly modified layout, mix of teepads, extreme and inappropriate mandos on every hole (often multiple mandos), likely added obstacles, maybe some extra temp holes, and other random absurdities. And as always, zero drop zones. There may be tears, and if so, this makes us happy. You will not be scoring a personal best at this event. The goal is to have fun, laugh at the absurdity of it, and raise some money for a worthy cause.

This will be a one round bring your own partner doubles tournament. There will be a Pro and Am division. If you're a pro playing with an am, welcome to the pro division. If we think you should be in the Pro division, we will absolutely move you.

Registration on site begins at 9:00am, closes at 9:50am (or whenever we are done) and the round starts at 10am-ish. Only \$20 per person! Online registration on UDisc is required, but payment is still cash day-of. UDisc link:

<https://udisc.com/events/missed-mando-mayhem3-Jf91bt>

We will also collect non-perishable food and items for a local food bank. Any food donation earns you a mulligan, and both team members can donate to receive. You can also buy a mulligan for \$5. You will need them.

Payouts:

\$400 is being reserved for payouts.

Pro division 1st: \$100/team

Am division 1st: \$100

Pro division 2nd: \$60

Am division 2nd: \$60

Pro division 3rd: \$40

Am division 3rd: \$40

Sean Galbraith Phone Number: 416-732-5069

Course Preview Video: https://youtu.be/iPPv-KgXy_0?si=kDRh4_zXJV3meAMb

General course/tournament rules

- 1) There are NO drop zones for any mando that is missed. If both players miss it, you must throw backwards to behind the mando and then play through it. You do not have to throw backwards through the mando in doing so. There is no extra penalty stroke applied for missing the mando (the throw back is the penalty).
- 2) Safety is more important than stupidity. No throwing down the driveway towards hole 9B (aka regular hole 9's basket), and no throwing down the road towards hole 12 (aka regular hole 11 basket). On hole 16 (aka regular hole 15), please make sure that no cars are driving by and that the players walking to the next hole are clear of the landing zone.
- 3) White Spruce league is a rare one that uses the 2 metre rule. This tournament will not be using the 2 metre rule.... HOWEVER... IN ITS PLACE WE ARE USING THE 0.2M RULE. If your disc comes to rest off the ground (in a bush, on a tree stump, on an animal, on a particularly strong mosquito) what you do is turn another disc on its side.. and if the played disc is above the height of the sideways disc, then it is a 1 stroke penalty.
- 4) If a disc lands such that it is unclear if the mando was made, the benefit is to the other team. Throw better if you don't want this to happen to you.
- 5) If a disc lands on top of a basket instead of in the chains/tray, that still counts as a made shot because let's be honest that is still pretty cool.
- 6) Chirping other players is encouraged.
- 7) No abandoned throws allowed. You must play from one of the two team member throws unless the lie is totally unplayable (like, in the swamp on hole 7). Then you can abandon it for a 2 stroke penalty... one for each player.
- 8) No wimps, no whiners.

Poorly Described Hole Mandos/Obstacles

Accurate as of July 29, 2025. Changes will be posted if needed and updated at the event.

Hole 1: Red tee. Double mando through the far trees on the right side of the fairway.

*please note, the original version included a second double mando on the left side. These have been removed.

Hole 2: White tee. There are 2 marked trees, mando left of both of them.

Hole 3: Red tee. Mando right of marked tree off the tee. Mando left of the marked broken branch on the sideways tree in front of the basket.

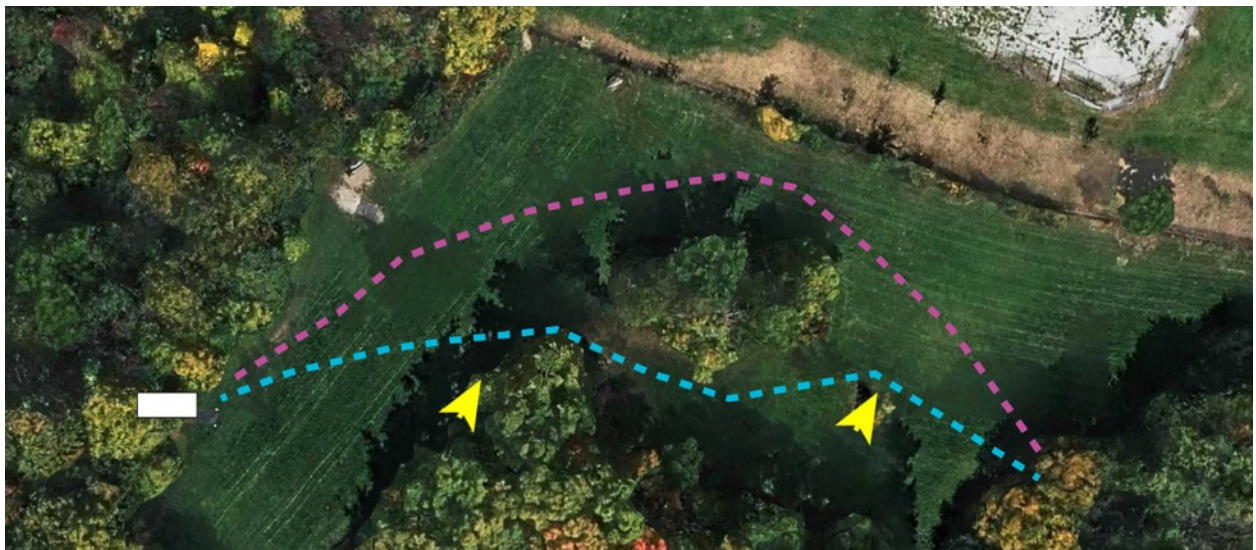
Hole 4: White tee. Playing to hanging basket. Mando left of marked big tree in the fairway. Teams are encouraged to swing the basket prior to the other team putting. Don't go crazy doing so, a little goes a long way.

Hole 5: White tee. Mando right of marked tree, sending you down the red tee fairway. Mando left of the big tree at the bottom near the basket.

Hole 6: Red tee. Hula hoop mando in the fairway, must throw through the hula hoop before proceeding to the basket. Mando right of marked tree near basket. Be glorious!

Hole 7: Red tee. Discs must land uphill (left) of the rope line to be in-bounds. The swamp side of the string (right) is hazard. You are allowed to take the risk of throwing the hole normally (i.e. throwing through the hazard area), however, as there are no mandos on this hole. The hazard rope line will be... aggressive.

Hole 8: White tee. Mando left of marked tree off the tee. Players can choose to throw down the red fairway (blue dashed line, below), and then left of the clump of bushes at the end of it. Or you can go far left up (purple dashed line, below) and around all of the trees (i.e. up by the bench/towards the fence line). If you go this longer route, you are already past the clump of bushes mando so can head straight to the basket. This map should help.



*please note, the original version required players who took the purple line to go right of the second mando... this is no longer the case.

Normal hole 9 is not in play.

Hole 9: Red tee playing to Practice Basket. Teams first decide if they are playing to the short or long basket. If they play to the long basket, they can take 1 stroke off their score. Once the basket is chosen, spin the Wheel of Mayhem to determine how you must throw the tee shot. Both players on a team spin the wheel and could have a different required throw. If your spin lands on Throw the Zephyr that player can only use that disc for the duration of hole 9A (please return it to the table after you're done). If Other Team Chooses Disc is spun, the chosen disc (from any players bag or the Zephyr) is the only disc that can be used by the thrower on this hole. If "Blindfolded and throw" is spun, the player puts on the blindfold, spins around in a circle 3x and then removes the blindfold and must throw within 5 seconds (longer than that is a 1 stroke penalty). You should probably do the spinning and throwing from off the tee pad to avoid injury. Other players are encouraged to loudly count down

from 5. If a specific kind of throw is spun (thumber, roller, grenade, etc.) that throw is only required for the tee shot.

Hole 10: Mando right of marked tree in front of tee pad, then mando left of far marked tree on edge of field. Don't throw over the rocks along the driveway.

All following holes are +1 hole number from their typical number

Hole 11: Red tee. Mando left of the marked tee far left. THE FLOOR IS LAVA rule in effect. Any shot that does not cross the wood wall in front of the basket is hazard +1 stroke penalty.

Hole 12: Red tee. Mando right of the marked tree past the opening gap. Do not throw down the road.

Hole 13: White tee. Mando right of the marked right side tree in front of basket.

Hole 14: White tee. Mando underneath the curved fallen tree. Triple mando through the bushes below the basket left side.

Hole 15: BLUE tee. Mando left of the tallest tree in front/left of the basket.

Hole 16: White tee. Mando right of the bush on the right of the teepad (basically throwing towards the tee sign). Mando right of the first tree on other side of the road. Playing down the side path to Original 16. See map below. Make sure road and path is clear before teeing off.



Hole 17: Red tee. Double mando long left side, trees marked. Mando left of tree closest to basket.

Hole 18: Red tee. Mando far left on marked tree. Putts within C1 MUST BE BIDS. Layups within circle 1 are a 1 stroke penalty. Maddie says run it.

Hole 19: Red tee. Rollers only off the tee.

Hole 20: Red tee. Mando left of two far trees on left side, as marked.

Hole 21: Red tee. Double Mando through GG's Gap on right side. Mando left of left most bush in front of basket.