



**RDGA PARTNERS WITH THE RHS
RADIANT ROYALS TO BRING YOU
THE 2ND ANNUAL
BATTLE OF THE BEASTS**



A 2-ROUND TEAM TRIPLES BEST DISC EVENT

TOURNAMENT DIRECTOR

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BATTLE OF THE BEASTS



COURSE LOCATION

RHS TRICKY TRAIL IS LOCATED ON THE GROUNDS OF RIVERVIEW HIGH SCHOOL AT 400 WHITEPINE RD. WHEN YOU ENTER THE MAIN ENTRANCE FROM WHITEPINE RD. YOU CAN PARK IN EITHER THE FIRST PARKING LOT TO THE RIGHT OR THE NEXT PARKING LOT ON THE LEFT. THE COURSE ENTRANCE IS IN THE BACK OF THE FIRST PARKING LOT.

AMENITIES

- THE WASHROOMS INSIDE THE SCHOOL WILL BE AVAILABLE DURING THE TOURNAMENT***
- THERE WILL BE PRACTICE BASKETS AND PRACTICE NETS SET UP TO WARM UP BEFORE YOUR ROUNDS***
- THERE WILL BE A FREE BBQ BETWEEN ROUNDS FOR THE TOURNAMENT PLAYERS AND VOLUNTEERS***

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FORMAT & TEE TIMES

THE FORMAT FOR BOTH ROUNDS WILL BE TRIPLES BEST DISC. EACH TEAM MEMBER WILL THROW THEIR DISC AND WILL SELECT WHICH OF THE 3 SHOTS IS THE BEST POSITION FOR THEIR NEXT SHOT. YOU WILL CONTINUE TO DO THIS ON EVERY SHOT UNTIL THE DISC IS THROWN INTO THE BASKET. AT WHICH POINT YOU WILL RECORD YOUR SCORE FOR THE HOLE.

BOTH ROUNDS WILL BE SHOTGUN START. ROUND 1 TEE TIME WILL BE AT 9:00 AM AND THE ROUND 2 TEE TIME WILL BE AT 12:30 PM. PLEASE ARRIVE AND REGISTER AT LEAST 20 MINUTES BEFORE THE POSTED TEE OFF TIME.

LAYOUT AND ADDITIONAL RULES

REC DIVISION = REGAL RED 18

ADV & COMP = ROYAL BLUE 18

YOU MUST USE A MINIMUM OF 4 "TEE SHOTS" FROM EACH TEAM MEMBER PER ROUND.

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SCORING

SCORING WILL BE DONE THROUGH UDISC WITH ONE PLAYER ON EACH CARD LOGGING THE SCORES. PLEASE MAKE SURE YOU DOWNLOAD THE UDISC APP AND CREATE A FREE ACCOUNT SO YOU CAN BE SHOWN ON YOUR TEAM. THE TOURNAMENT WILL BE SHOWN IN THE EVENTS TAB OF THE APP UNDER "BATTLE OF THE BEASTS". TEAMS AND STARTING HOLES WILL BE LOADED AND POSTED INTO THE EVENT PRIOR TO THE DAY OF THE TOURNAMENT WHERE THEY CAN BE VIEWED.



PLEASE MAKE SURE TO CHARGE YOUR PHONES

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TIE BREAKER

IN THE EVENT OF A TIE FOR 1ST PLACE. THERE WILL BE A MAX 5 HOLE SUDDEN DEATH PLAYOFF (ROYAL BLUE HOLES 1-3 & 5-6). IF THE TEAMS ARE STILL TIED AFTER THESE 5 HOLES THE TIE BREAKER WILL BE A CTP ON HOLE 10.

TOURNAMENT PRIZES

THERE WILL BE A PRIZE PACKAGE AWARDED TO THE WINNING TEAM OF EACH DIVISION.

CLOSEST-TO-THE-PIN (CTP)

THERE WILL BE 2 CTP PRIZES FOR EACH ROUND OF THE TOURNAMENT.

ROUND 1 - HOLE 4 & 18

ROUND 2 - HOLE 8 & 14

*****NOTE THAT AN ACE ON THE CTP HOLE WILL NOT COUNT TOWARDS THE CTP.***

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ACE POT

THERE WILL BE AN OPTIONAL ACE POT TO BUY INTO AT THE REGISTRATION TABLE WHEN YOU CHECK IN BEFORE EACH ROUND OF THE TOURNAMENT. THE COST TO BUY INTO THE ACE POT IS \$5 PER ROUND.

****NOTE THAT IF EITHER ACE POT IS NOT CLAIMED IT WILL BE DONATED WITH THE REST OF THE FUNDS RAISED AT THE TOURNAMENT.***

50/50 DRAW

THERE WILL BE AN OPTIONAL 50/50 DRAW TO BUY INTO AT THE REGISTRATION TABLE WHEN YOU CHECK IN BEFORE THE FIRST ROUND OF THE TOURNAMENT. THE WINNER OF THE 50/50 WILL BE DRAWN AND ANNOUNCED DURING THE LUNCH BREAK.

1 TICKET = \$2

3 TICKETS = \$5

10 TICKETS = \$10

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RULES – ALCOHOL & TOBACCO

THIS TOURNAMENT IS ON SCHOOL GROUNDS AND THEREFORE THE USE OF ALCOHOL AND DRUGS IS PROHIBITED. PLEASE DO NOT SMOKE ON THE PROPERTY.

COURSE HOLE NOTES

- ***HOLE #4 – MUST PLAY “MANDO” LEFT SIGN ON THE RIGHT OF THE FAIRWAY. IF THE “MANDO” IS MISSED TAKE NEXT SHOT FROM THE DROP ZONE LOCATED ON THE LEFT SIDE OF THE FAIRWAY ACROSS FROM THE “MANDO” SIGN (MARKED WITH STAKES) AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #5 – WALKING PATH (AND BEYOND) ALONG THE LEFT SIDE OF THE HOLE IS OB AND MARKED WITH FLAGS. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #7 – WALKING PATH (AND BEYOND) ALONG THE LEFT SIDE OF THE HOLE IS OB AND MARKED WITH FLAGS. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #8 – WATER HAZARD BEHIND THE BASKET IS OB AND MARKED WITH RED STAKES. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #9 – ROAD (PAVEMENT) AND BEYOND TO THE LEFT OF THE HOLE IS OB. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***

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COURSE HOLE NOTES (CONTINUED)

- ***HOLE #10 – WALKING PATH (AND BEYOND) ALONG THE RIGHT SIDE OF THE HOLE IS OB AND MARKED WITH FLAGS. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #11 – ROAD (PAVEMENT) AND BEYOND TO THE LEFT OF THE HOLE AND BEYOND THE FENCE ALONG THE RIGHT SIDE OF THE HOLE IS OB. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #12 – BEYOND THE FENCE ALONG THE RIGHT SIDE OF THE HOLE IS OB. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #13 – BEYOND THE FENCE ALONG THE RIGHT SIDE OF THE HOLE IS OB. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #13 – CREEK BEFORE THE HOLE AND TO THE RIGHT OF THE HOLE ARE OB. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #14 – MUST PLAY DOUBLE “MANDO” MARKED BY THE SIGNS HALFWAY DOWN THE FAIRWAY. IF THE “MANDO” IS MISSED, PROCEED TO THE DROP ZONE LOCATED TO THE RIGHT OF THE BASKET (MARKED WITH STAKES) AND TAKE A 1STORKE PENALTY.***
- ***HOLE #14 – BEYOND THE FENCE ALONG THE RIGHT SIDE OF THE HOLE IS OB. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***

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COURSE HOLE NOTES (CONTINUED)

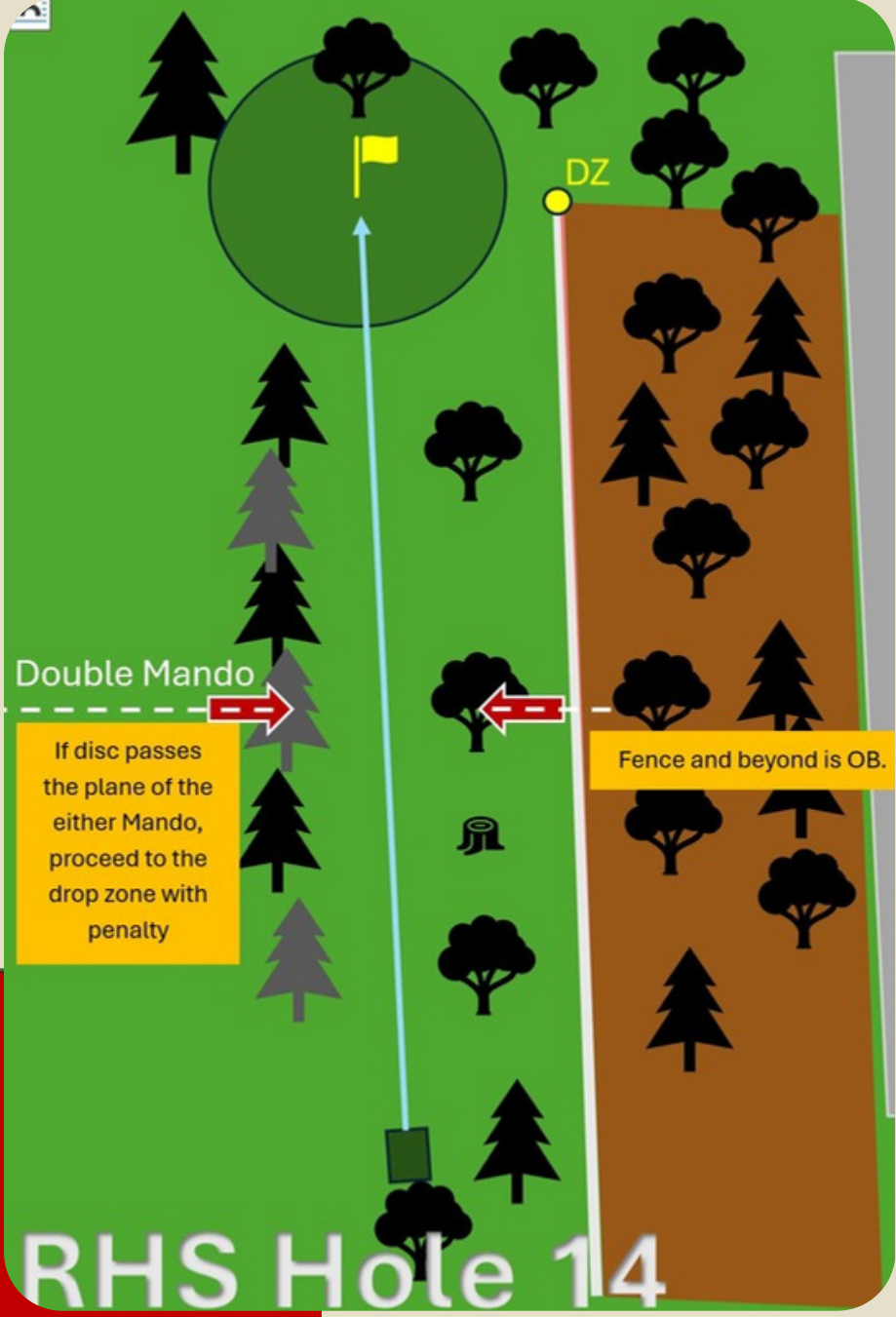
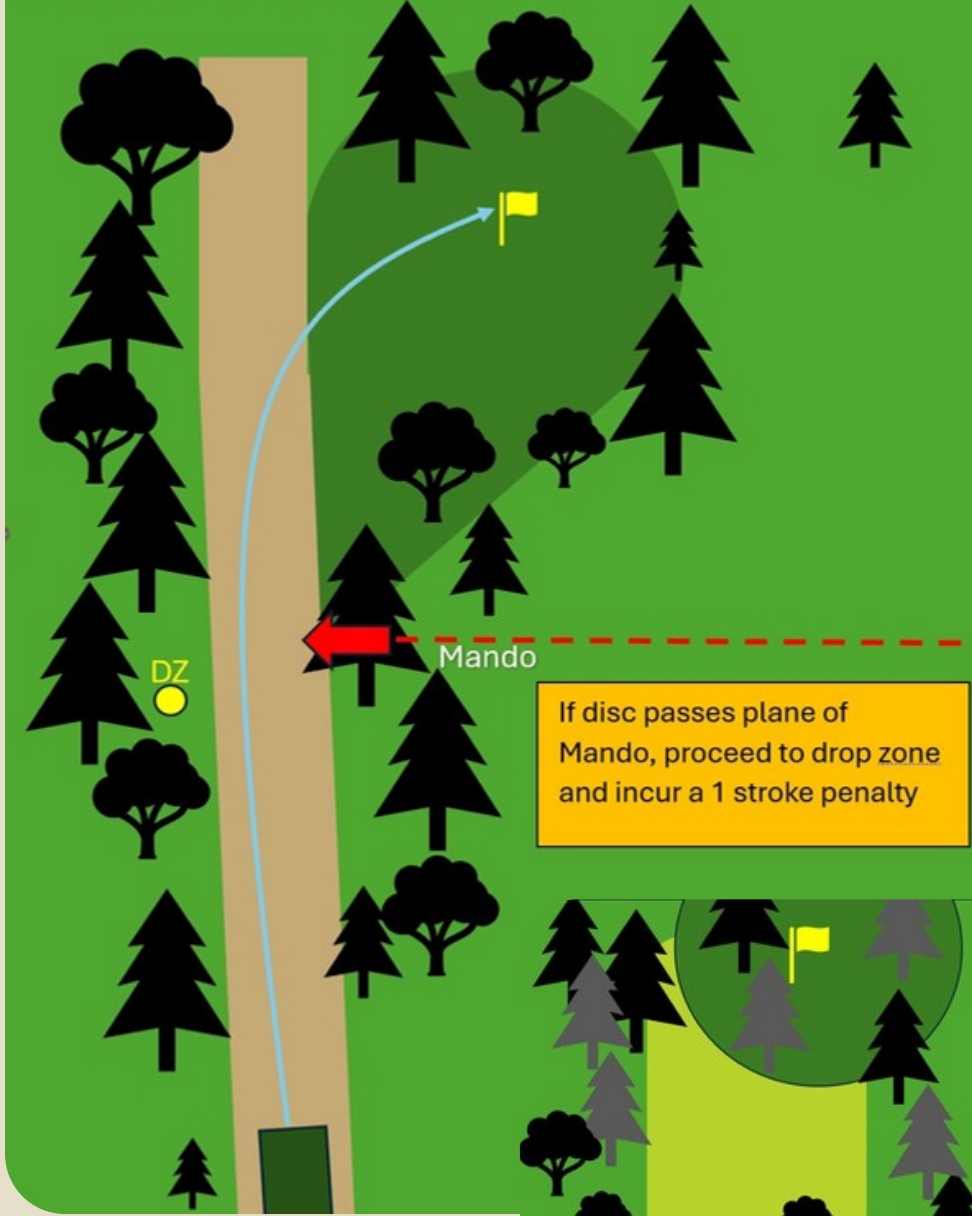
- ***HOLE #14 – NOTE THAT IF YOUR DISC CROSSES OVER THE FENCE BEFORE THE “MANDO” THEN PROCEEDS TO CROSS THE PLANE OF THE “MANDO” WHILE OB, IT IS STILL OB AND YOU MUST TAKE YOUR 1METER RELIEF FROM WHERE THE DISC CROSSED THE OB LINE (FENCE). ALSO, IF THE DISC MISSES THE “MANDO” IN BOUNDS AND THEN CROSSES THE OB LINE (FENCE) IT IS STILL CONSIDERED A MISSED “MANDO” AND YOU MUST PROCEED TO THE DROP ZONE LOCATED TO THE RIGHT OF THE BASKET (MARKED WITH STAKES) AND TAKE A 1STROKE PENALTY.***
- ***HOLE #16 – CREEK RUNNING THROUGH THE MIDDLE OF THE FAIRWAY AND TO THE LEFT OF THE HOLE ARE OB. TAKE YOUR 1 METER RELIEF FROM WHERE THE DISC ENTERED “OUT OF BOUNDS” AND TAKE A 1 STROKE PENALTY.***
- ***HOLE #17 – MUST PLAY “MANDO” LEFT SIGN AT THE START OF THE HOLE. IF THE “MANDO” IS MISSED TAKE YOUR NEXT SHOT FROM THE “RED” TEE AND TAKE A 1 STROKE PENALTY.***
- ***OB RULE – IF A DISC COMPLETELY CROSSES THE MARKED OB PLANE YOU MUST TAKE A 1 METER RELIEF FROM WHERE THE DISC CROSSED THE OB PLANE AND TAKE A 1 STROKE PENALTY OR PROCEED TO THE MARKED DROP ZONE IF THE HOLE HAS ONE LISTED IN THE NOTES ABOVE AND TAKE A 1 STROKE PENALTY.***



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RHS Hole 4



RHS Hole 14



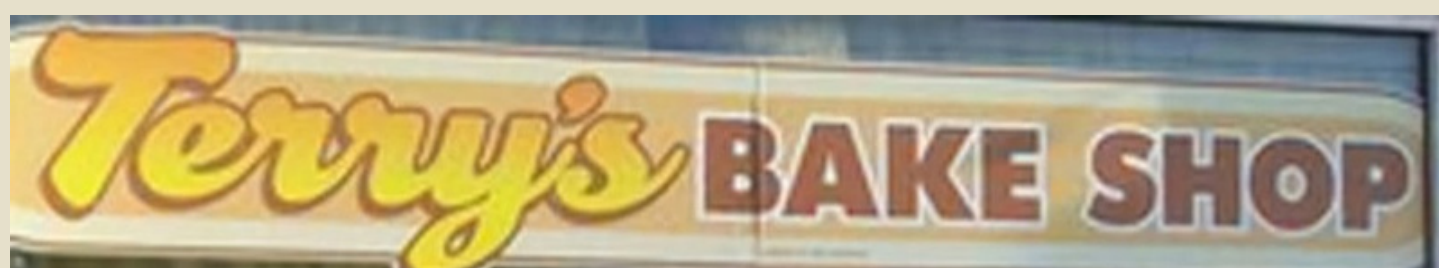
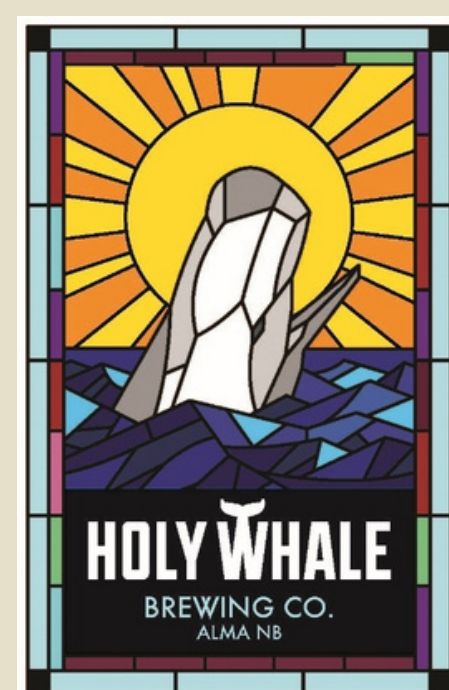
RHS Hole 17



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THANK YOU TO OUR SPONSORS



CADDY BOOK CREATED BY
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