

RPM Discs Presents



This event wouldn't be possible without the support of our sponsors:



And our contributors:

Udisc	Huski NZ	Cruise Milford	Chia Sisters
Farrahs	SIT	Generation Disc Golf	New Day Adventures
Heartland Chips	Small Planet Disc Sports	Diacks	Disc in the Dark

Event Schedule

Friday 20th February

- 12pm Course open for play

Saturday 21st February

- 8.30am Check-in and amateur players pack collection
- 9.30am Round 1 - Shotgun Start (TD Draw) - Please be at your tee ready to start on time
- 12:30pm - Lunch - Sausage Sizzle provided for players
- 2pm - Round 2 - Shotgun Start (Seeded by Division)
- 5pm - Hole in 1 Challenge (Nibbles Provided) - Grip Travel Bag up for grabs

Sunday 22nd February

- 9am Final Round Tee Times
- 3pm Prize Giving (or as soon as possible after last card)

While we will attempt to run as close to these times as possible, we reserve the right to alter as necessary.

General Information

DGS wishes to extend hospitality to you all by providing lunch kindly prepared by the awesome Otautau Golf Club Crew. We will also be providing some nibbles after Round 2 reminiscent of the 2025 Smash nibbles if you were there. Please hang around and join us for the Hole In One challenge and other games. We ask that you purchase your drinks from the bar as this really helps to support the Otautau Golf Club who would love to put a permanent disc golf course in.

CASH ONLY AT BAR

This is a **SmokeFree/VapeFree** event so please no smoking or vaping during play.

We are not intending on having a live players meeting, all the information you need will be included in this handbook.

Course

The course is viewable on UDisc (Otautau Golf Club). Map and tee signs are included below.

Playing Groups/Layouts:

Gold Tees - MPO/MP40/MA1

Maroon Tees - All other divisions

Tee signs will be blue for shared holes and gold or maroon respectively for holes that have a different tee on each layout.

Scoring

Please come prepared to Score, downloading the PDGA app is the easiest way to keep score. You can also digitally score at www.pdga.com/score. **Everyone on the card should be scoring.** Access Code for the weekend is **SS26** Paper scorecards will be available to use for those not able to digitally score.

First Aid

Nicola Stout (non playing co-tournament director) is your first port of call for any qualified first aid help.

Fire Evacuation Plan

In the event of a fire, please make your way calmly to the Golf Club car park meeting point.

Transport

We have managed to secure a van. If you would like to get a ride from Invercargill to Otautau, please email us on discgolfsouth@gmail.com or send Robbie Gill a message via messenger. We highly recommend carpooling where possible, particularly on Saturday.

Self Contained Vehicles

The Golf Club has kindly allowed vehicles to park for the night with a charge of \$10/night payable to their bank account. The bathrooms will be open for the duration of the weekend.

Parking

Parking is very tight so please park considerately, there is extra parking outside the gate, and also at the bottom of the hill prior to the golf course. Please be aware that there is a Car Show at Holt Park on Saturday, so there may be many cars around on Slaughterhouse Road. Please make sure that the road is kept clear for through traffic.

Bathrooms

There are bathrooms located at the clubrooms, there is opportunity to use these on holes 1, 5, and 18.

Water

There will be water containers at two stations on the course. Station 1 by Hole 7&9's tee; Station 2 by 15's tee.

Closest to the Pin

This will be held during the 2 Saturday rounds and will be grouped:

MPO, MP40, MA1 - Hole 3

FPO, FA1, FA40, FA3 - Hole 14

MJ18, FJ18, MJ15 - Hole 7

MA40, MA50, MA2, MA3 - Hole 1

Prizes kindly provided by DiscoFever.

Play Off

In the event of a tie for first place after 3 rounds of disc golf, holes 5 and 18 will be used as playoff holes (in Sudden Death format) on repeat until we have a winner.

Prize Giving

This will take place as soon as possible after the finish of the final card. Please try and stay for this and enjoy watching the later cards finishing. If you really can't stay and you have won your division please let Andrew or Nicola know so they can distribute any prizes you may have won.

Saturday Evening Hole in One Challenge, Nibbles, Games and Bar Open

Please hang around for a while at the completion of your second round on Saturday, we have an awesome Gripeg travel bag kindly donated by Disc Shop to be won in our hole in one

competition. Each player will have 3 shots (shortened hole 1) on repeat until the ace is hit. Everyone gets 3 shots and if more than one person aces we will hold and ace off for the prize. There will be some other activities to keep you entertained. This will not be a long evening, just an opportunity to hang out and be social for an hour or two after your round. The bar will be open. **CASH BAR.** Please respect that the golf club is hosting us and they really appreciate the support of sales through the bar. Please do not bring your own alcohol to this event.

COURSE AND PDGA RULES

Full PDGA Rules accessible via the PDGA Live app or pdga.com/rules/official-rules-disc-golf

Out of Bounds (OB) (Rule 806.02)

- Fences

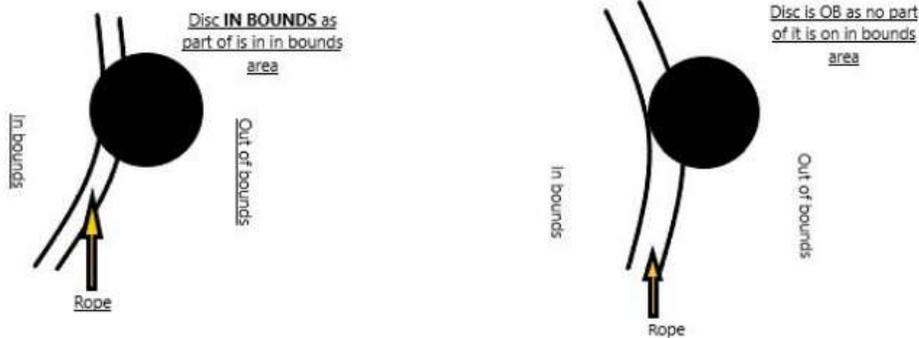
All fences and beyond are out of bounds. The OB line will be defined by the lowest wire or marked by paint/string. In the absence of these, the OB line is defined by the inside of the fence posts.

- Golf Greens

All golf greens are OB, even if a green is not mentioned on tee signs. Golf greens will be visually indicated by flags and the OB line defined by the shortest cut of grass (unless string is present). We will do our best to define OB golf greens with string where they are likely to come into play and have an ambiguous shortest cut.

- Other OB

All other OB lines will be visually indicated by flags and defined by string or paint. Painted lines are OB, so your disc must be touching unpainted grass inbounds to be safe.



Relief from OB can be taken up to a meter from the OB line. OB incurs a one stroke penalty.

Mandatory Trees (Rule 804.01)

A few holes have a mandatory in play - if your disc crosses the mandatory line (restricted plane) at any point of your throw you have missed the mando. Proceed to the nominated Drop Zone (this may be a retee or separate DZ, see hole notes) and play your next throw from there. Missed Mandos incur a one stroke penalty.

Hazard (Rule 806.05)

Hole 14 is an island hole, if you do not make the marked island area you play your disc as Hazard - play from where your disc lies and incur a one stroke penalty.

Casual Relief from Water (Rule 806.03)

In the chance of heavy rain before the event, surface water may be present on the course. As per aforementioned rule, water on the course plays as casual and players may optionally relocate their lie back in the line of play out of the casual area with no penalty.

Pace of Play (Rule 3.02) and Excessive Time (Rule 802.03)

As this event has sold out, players must ensure pace of play and must not take excessive time to make a throw. New rules this year mean when you tee and when you are within 20 meters of the target you have up to 30 seconds to make your throw. When you are throwing from any other lie you have up to 45 seconds to throw.

Your allotted time begins after:

1. The previous player has thrown; and

2. The player is next in the throwing order; and
3. The player has determined the location of their lie; and
4. The player has addressed their lie; and
5. The playing area remains clear.

A player has addressed their lie at the point when they begin taking any action indicating that they are preparing to throw. Such actions include, but are not limited to:

1. Marking the lie with a mini marker disc;
2. Placing a supporting point on the lie;
3. Executing a pre-shot routine;
4. Using a rangefinder;
5. Checking the wind;
6. Clearing casual obstacles;
7. Testing the ground and footing

A player who engages in undue delay arriving at their lie, or is present at their lie but refused to address their lie, has taken excessive time.

In the event that someone takes excessive time a warning should be given. A person who takes excessive time after a warning during the round will receive a one shot penalty.

Card Decision Making (Rule 801.02.K)

In the event of confusion about whether a disc crossed in bounds or where it went out of bounds. The Phrase "benefit of the doubt" is not in the rules. The group (excluding the thrower) needs to make their best effort at determining the flight of the disc based on the information they have available. This determination should be made without any regard to whether or not the decision is beneficial to the thrower. If that determination ends in a tie, then the group (including the thrower) re-evaluates the determination.

With this in mind, please watch and be aware of the throws of your cardmates.

Etiquette

If there is crossover of play, the card on the higher hole number has right of way. This may come into play on holes 3-4, hole 4 should tee first as hole 3 tee shots may go towards hole 4's tee. Please be respectful of players making throws and do not talk or move suddenly during these times. It is expected that you will retrieve your disc from the basket before the next person putts. Please refrain from walking across golf greens unless retrieving discs.



Southern Smash '26 Course Map

Hole	Par	Length
1	3	100
2	4	150
3	3	111
4	4	137
5	3	108
6	3	88
7	3	76
8	4	171/128
9	3	99
10	4/5	222
11	3	81
12	3	84
13	4	162
14	3	63
15	3	76
16	3	70
17	4	177/122
18	3	106/80

Both Tees

2

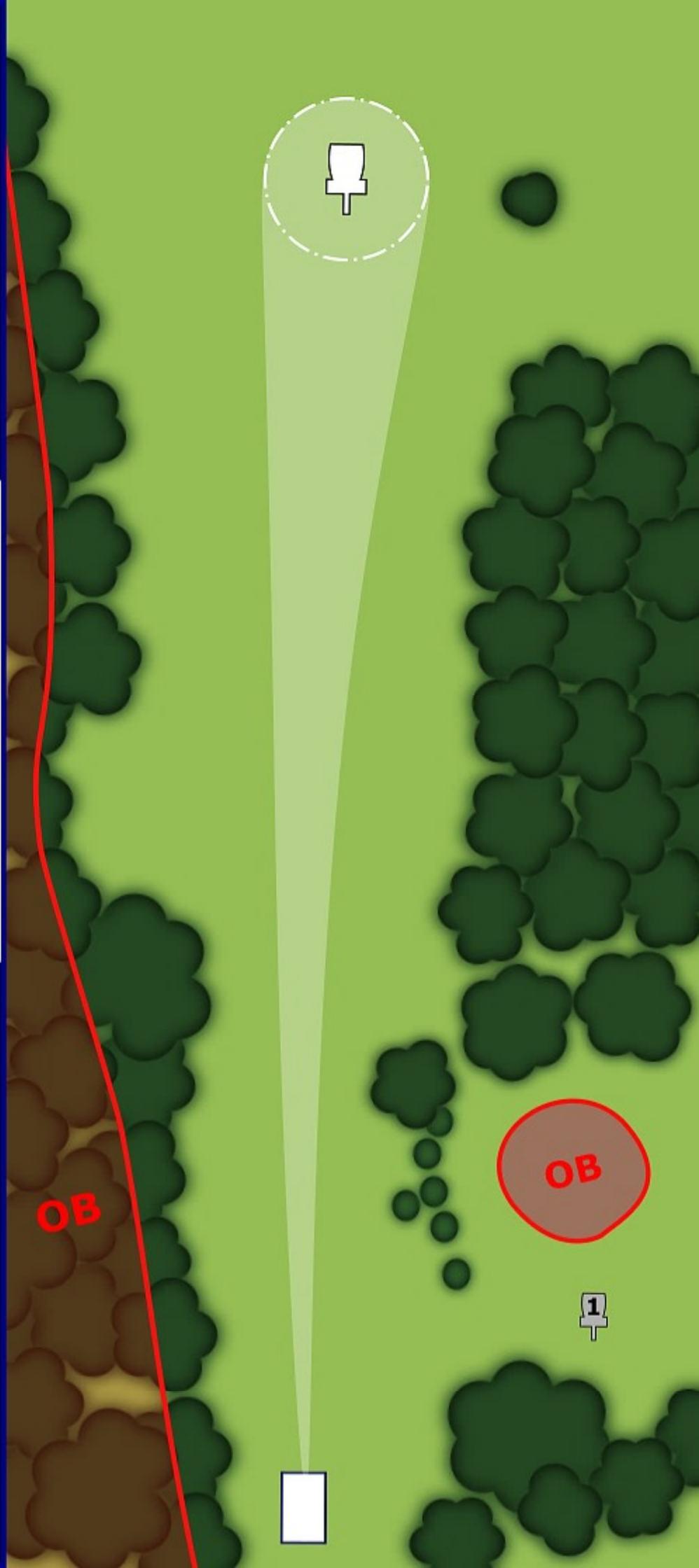
PAR

4

150m

Hole Notes

OB: Boundary fence and marked area on left and beyond; Golf green.



Both Tees

3

PAR

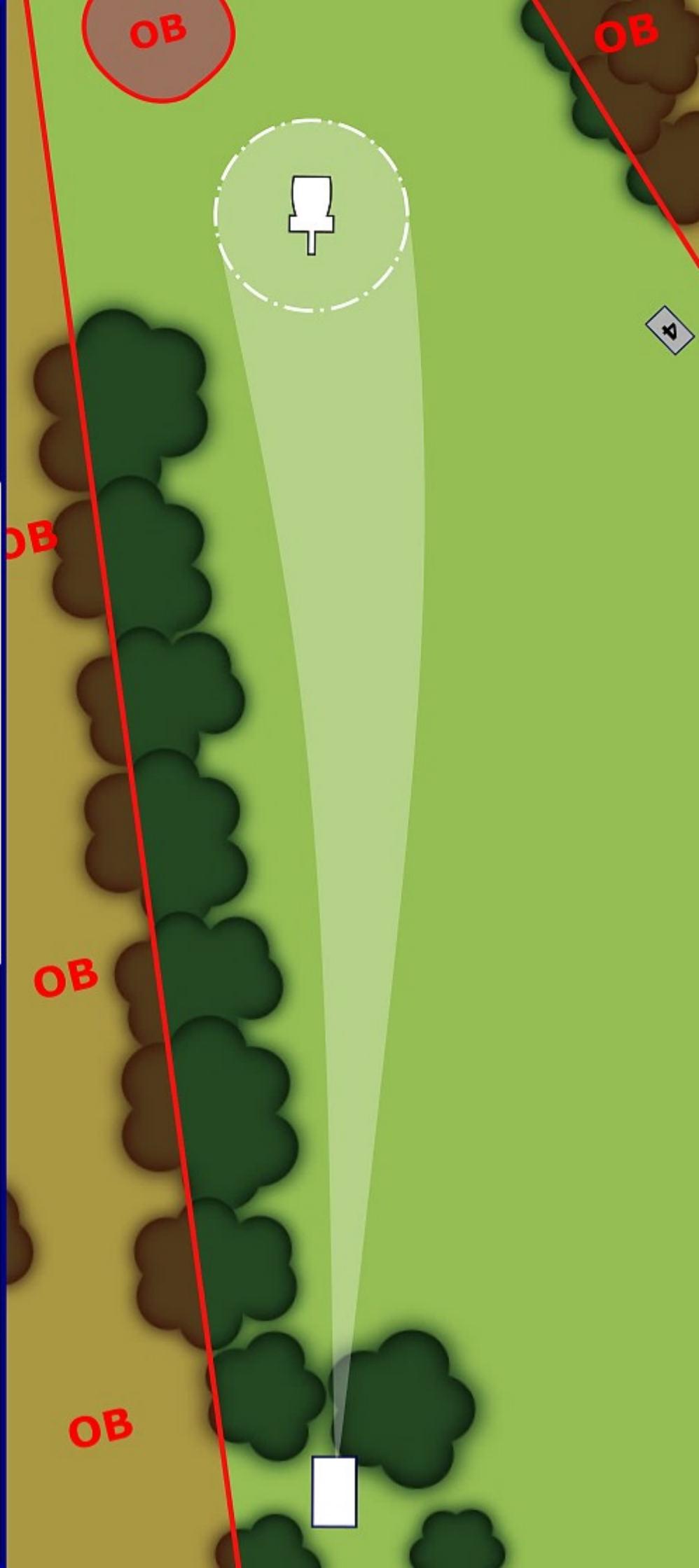
3

111m

Hole Notes

OB: Golf green; Fences and beyond on left and right.

Give Way: Let Hole 4 players tee off first or make sure they are watching tee shots.



Both Tees

4

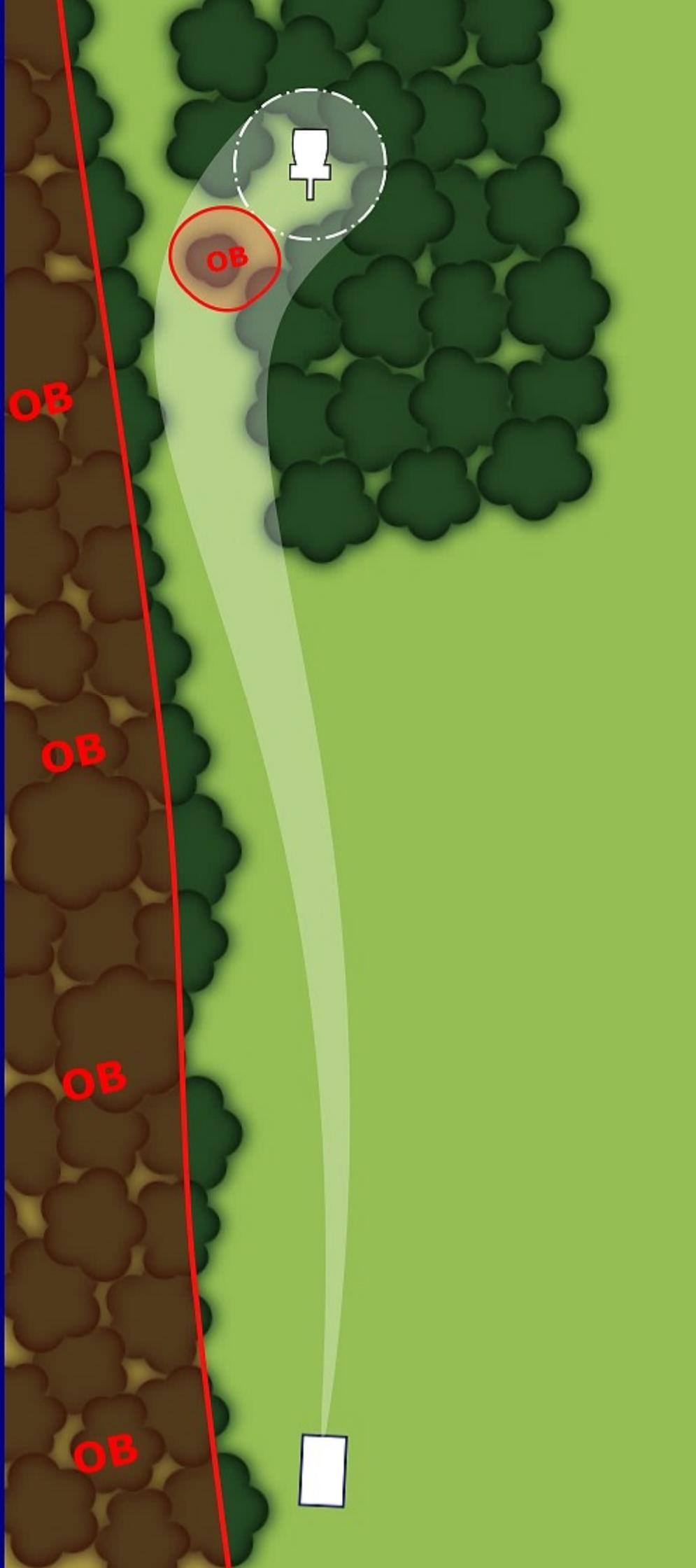
PAR

4

137m

Hole Notes

OB: Fence and beyond on left; Rough bunker just short of basket.



Both Tees

5

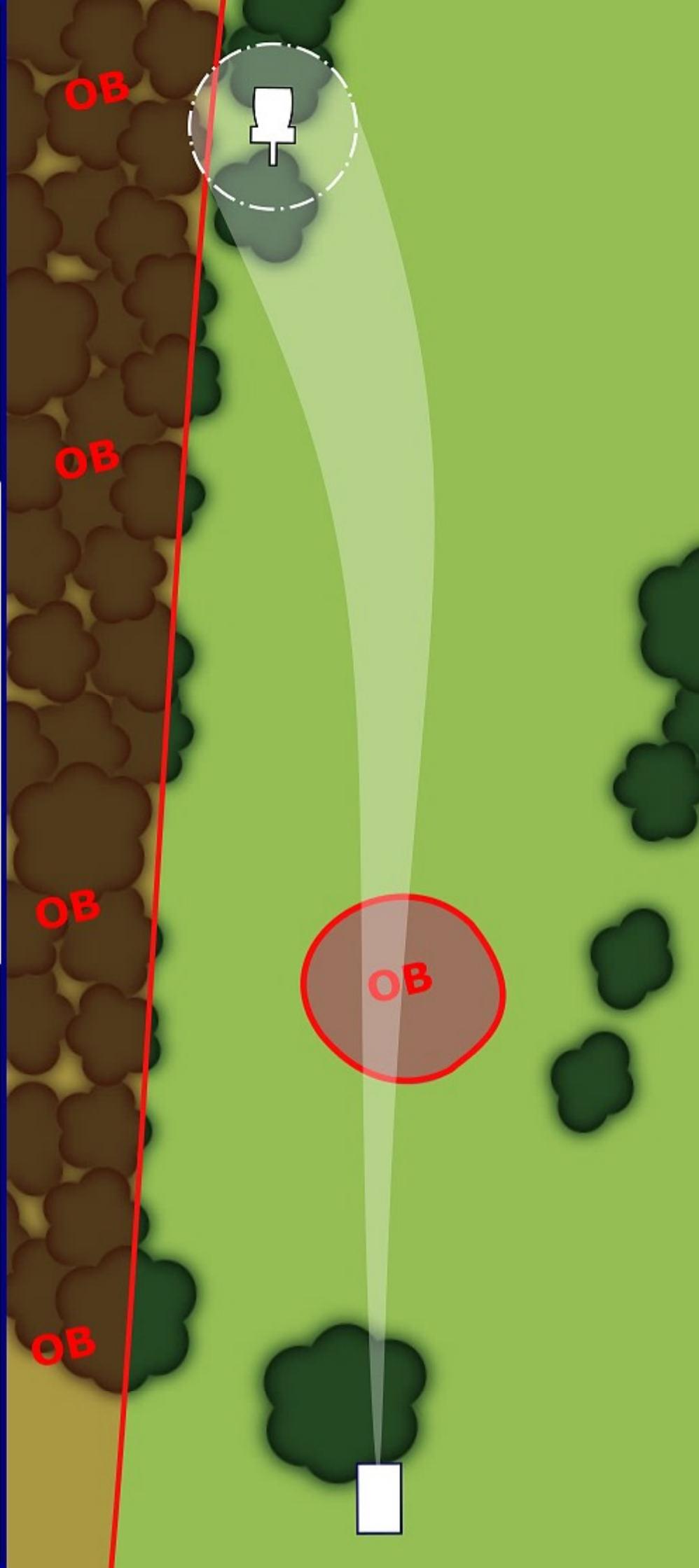
PAR

3

108m

Hole Notes

OB: Golf green; Fence and beyond on left.



Both Tees

6

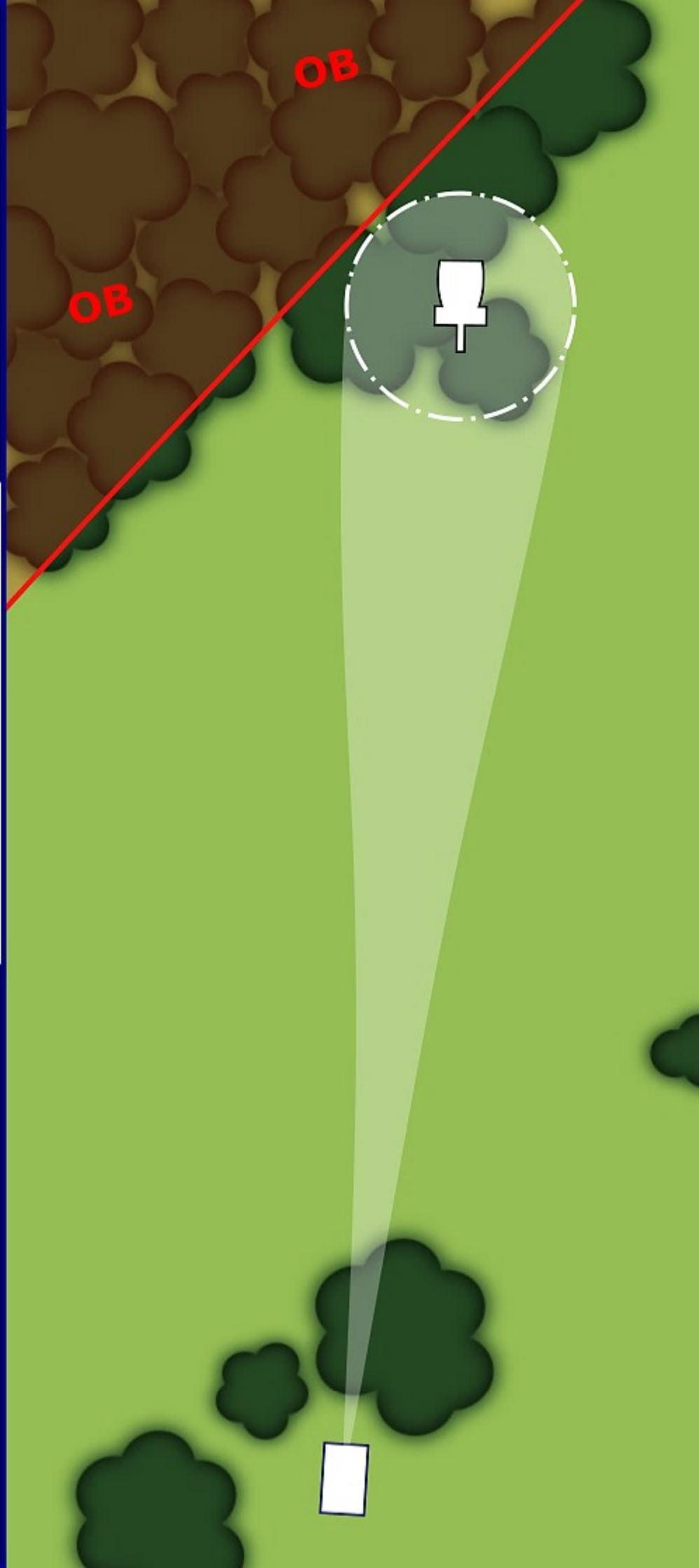
PAR

3

88m

Hole Notes

OB: Fence and beyond.



Both Tees

7

PAR

3

76m

Hole Notes

N/A



Gold Tee

8

PAR

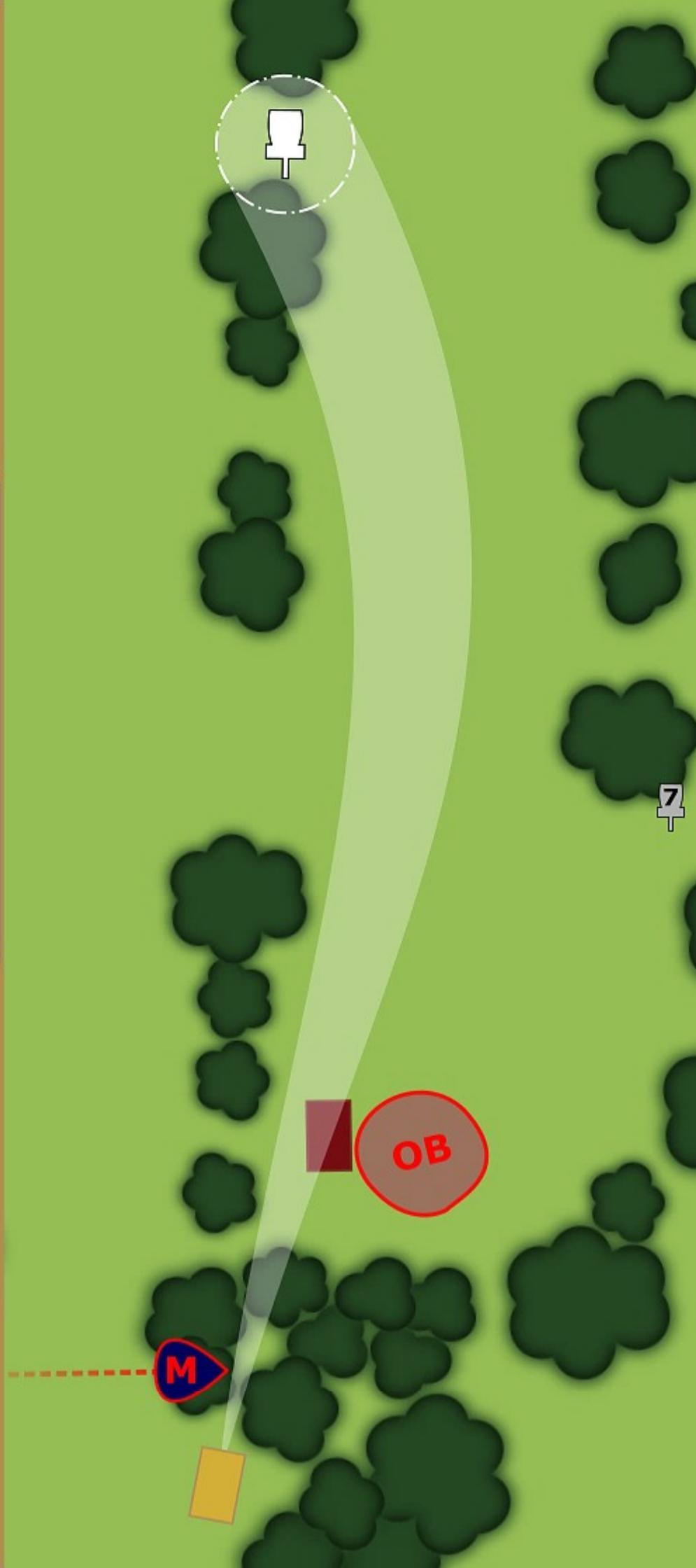
4

171m

Hole Notes

OB: Golf green.

Mandatory: Disc must pass right of marked Mando tree. If Mando is missed, retee +1 throw penalty.



Maroon Tee

8

PAR

4

128m

Hole Notes

OB: Golf green.



Both Tees

9

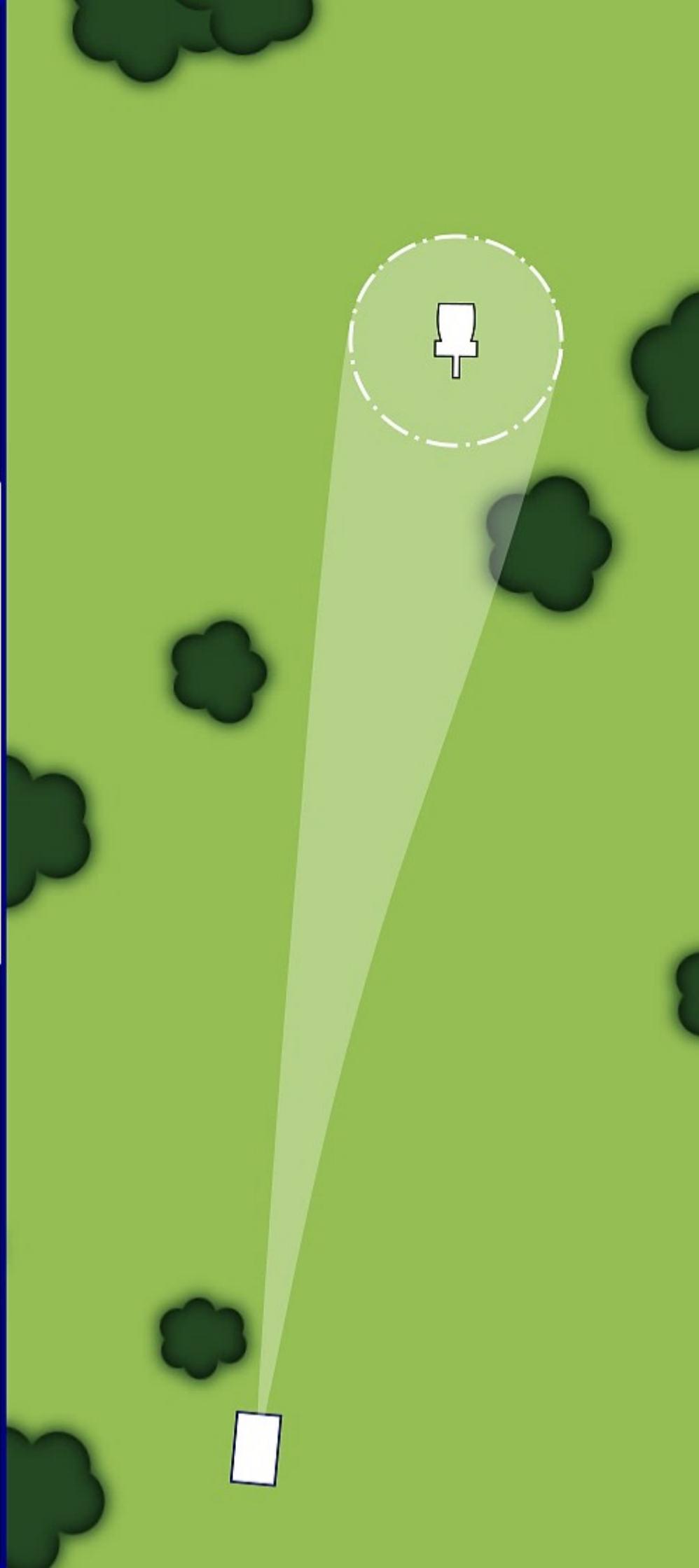
PAR

3

99m

Hole Notes

N/A



Both Tees

10

PAR

4 5

222m

Hole Notes

OB Golf green.



Both Tees

11

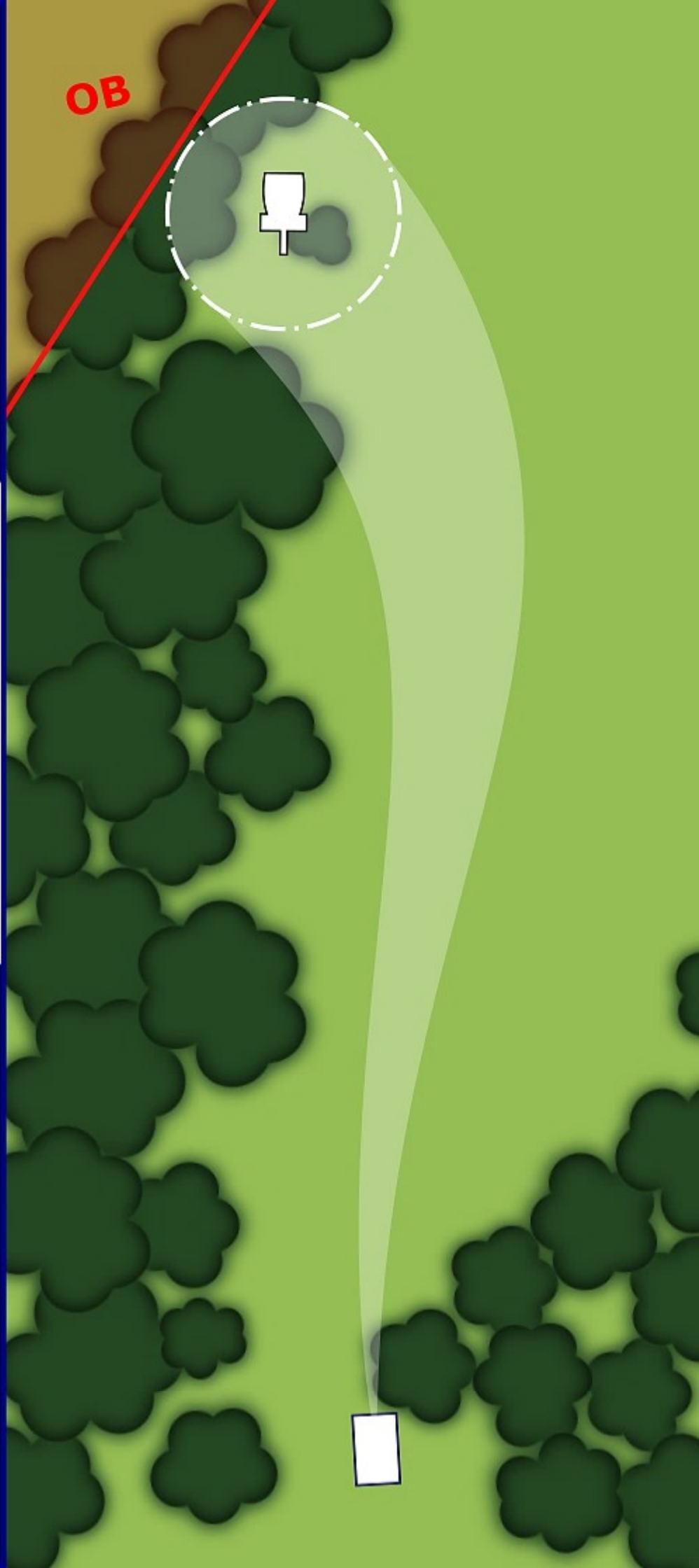
PAR

3

81m

Hole Notes

OB Boundary fence
and beyond.



Both Tees

12

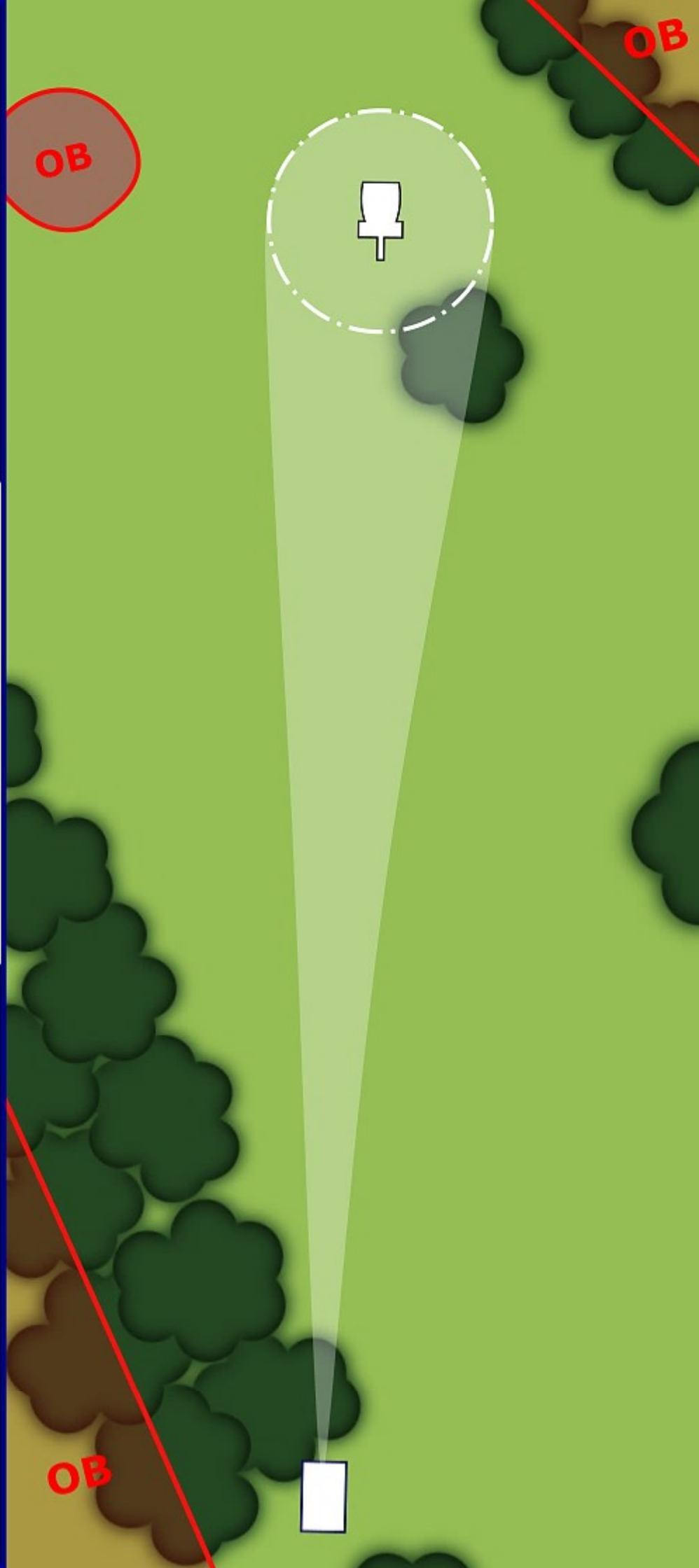
PAR

3

84m

Hole Notes

OB Golf green;
Boundary fences and
beyond.



Both Tees

13

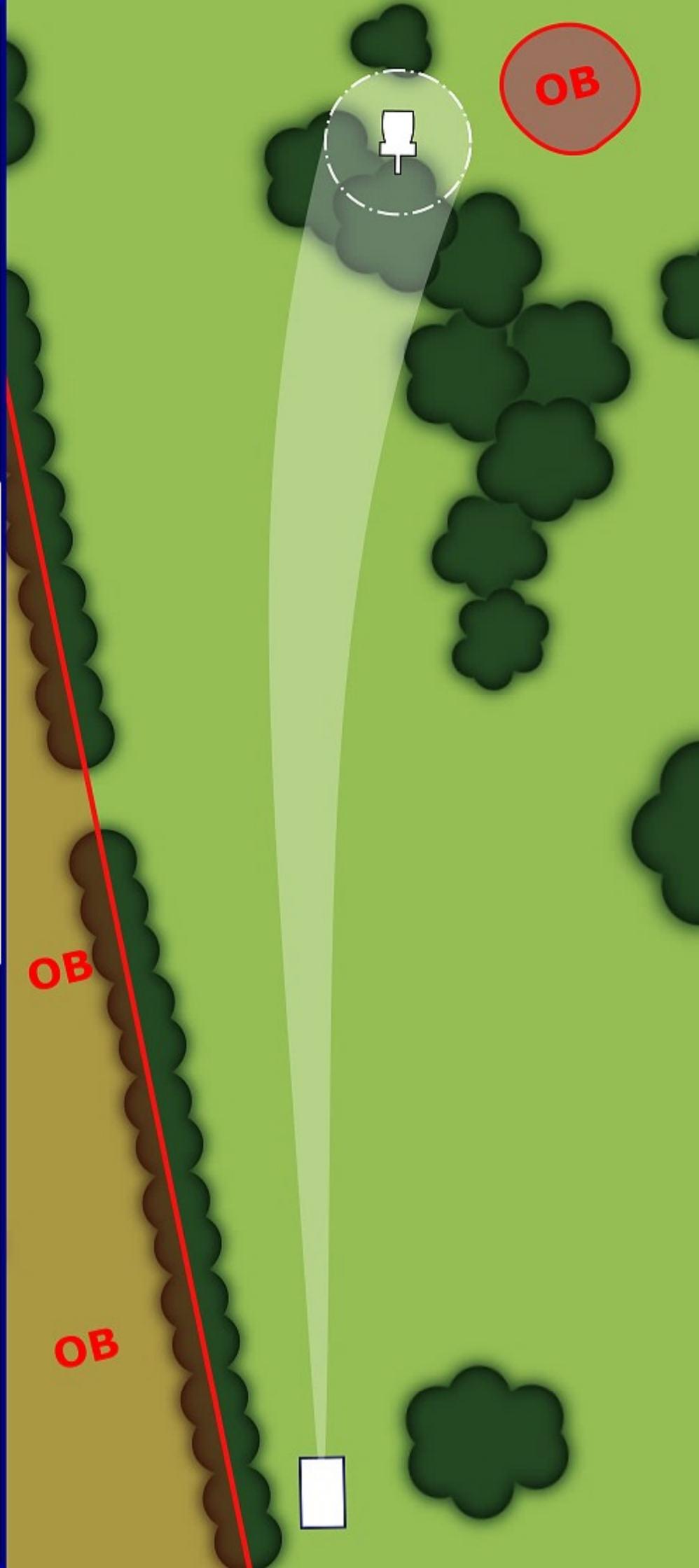
PAR

4

162m

Hole Notes

OB Golf green;
Boundary fence and
beyond.



Both Tees

14

PAR

3

63m

Hole Notes

OB Boundary fence and beyond.

Island Green Throws landing outside island green are in hazard. Play from lie +1 throw penalty.



Both Tees

15

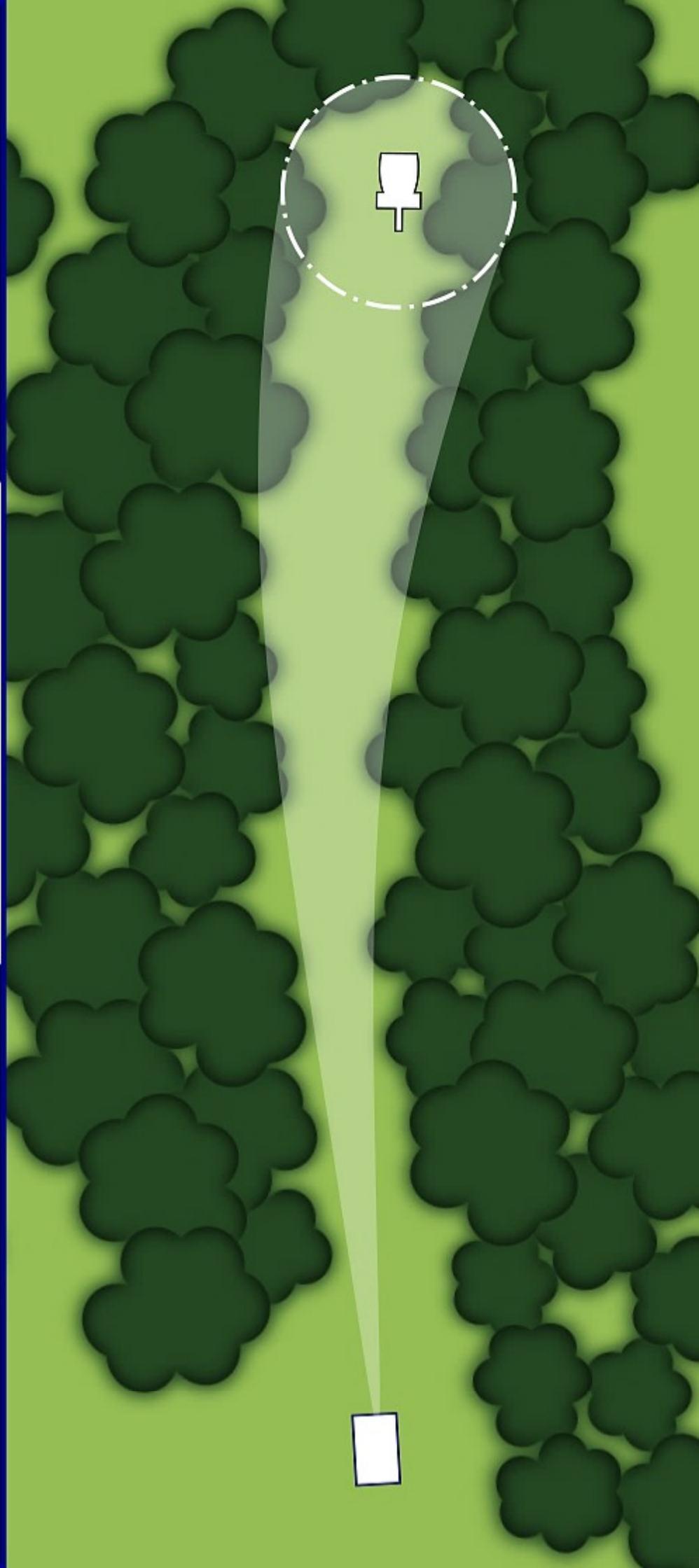
PAR

3

76m

Hole Notes

N/A



Both Tees

16

PAR

3

70m

Hole Notes

N/A



Gold Tee

17

PAR

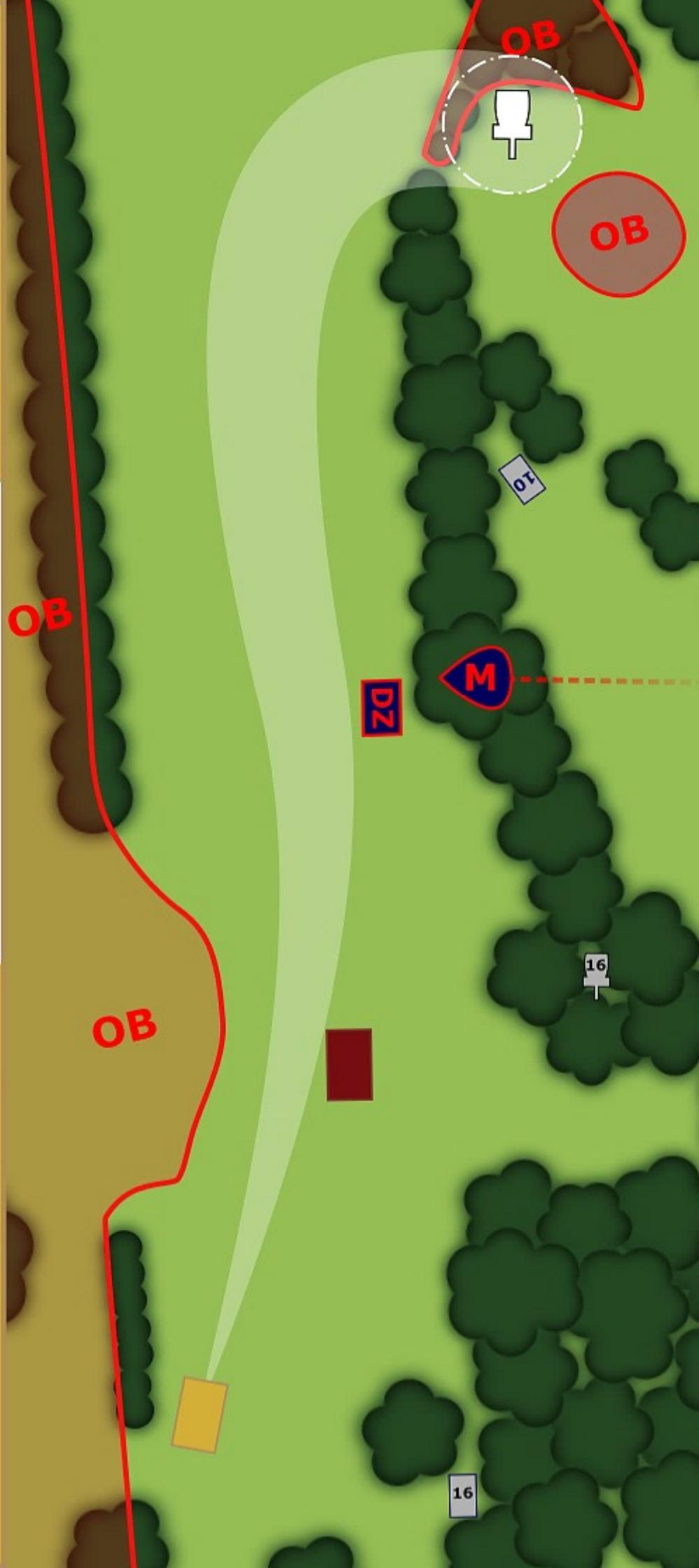
4

177m

Hole Notes

OB: Golf green; Garden bed; Boundary fence and marked area on left and beyond.

Mandatory: Disc must pass left of marked Mando tree. If Mando is missed, proceed to DZ +1 throw penalty.



Maroon Tee

17

PAR

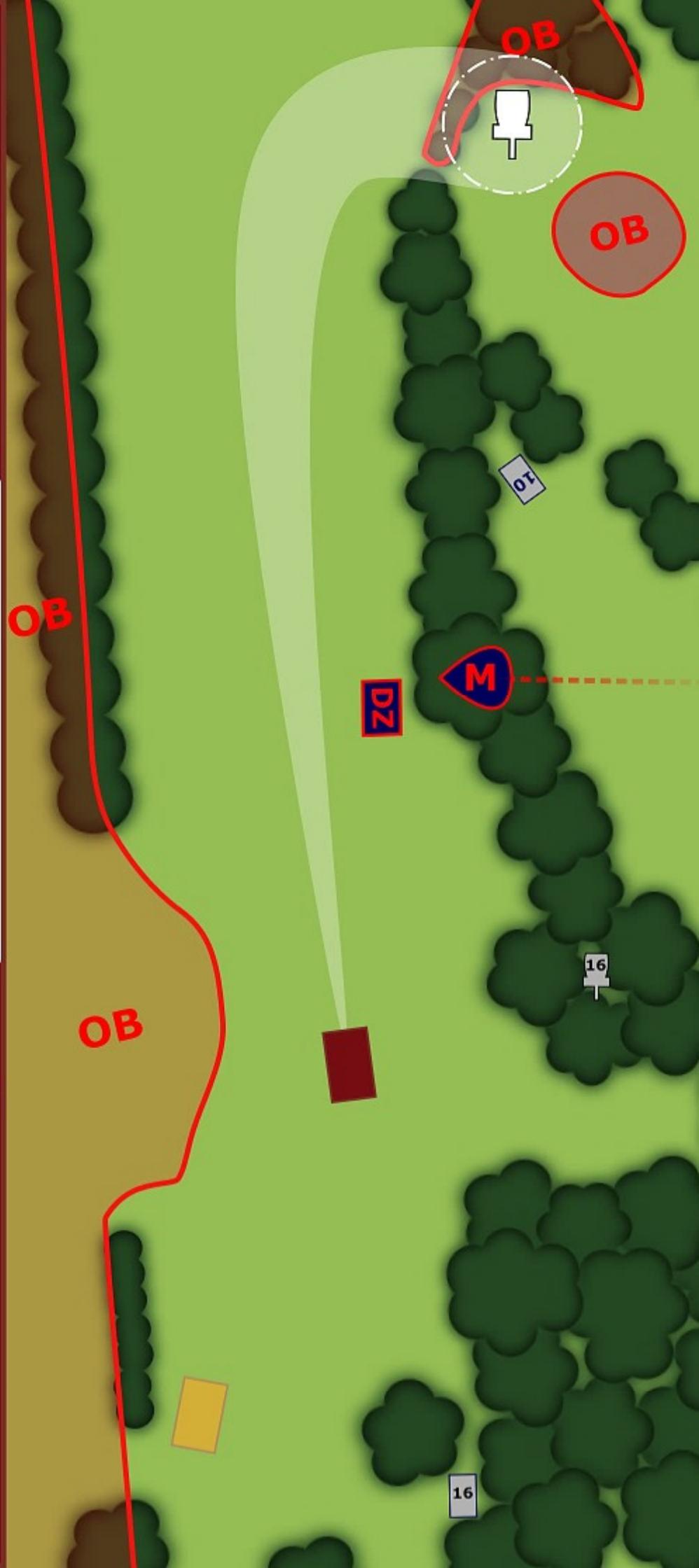
4

122m

Hole Notes

OB: Golf green; Garden bed; Boundary fence and marked area on left and beyond.

Mandatory: Disc must pass left of marked Mando tree. If Mando is missed, proceed to DZ +1 throw penalty.



Gold Tee

18

PAR

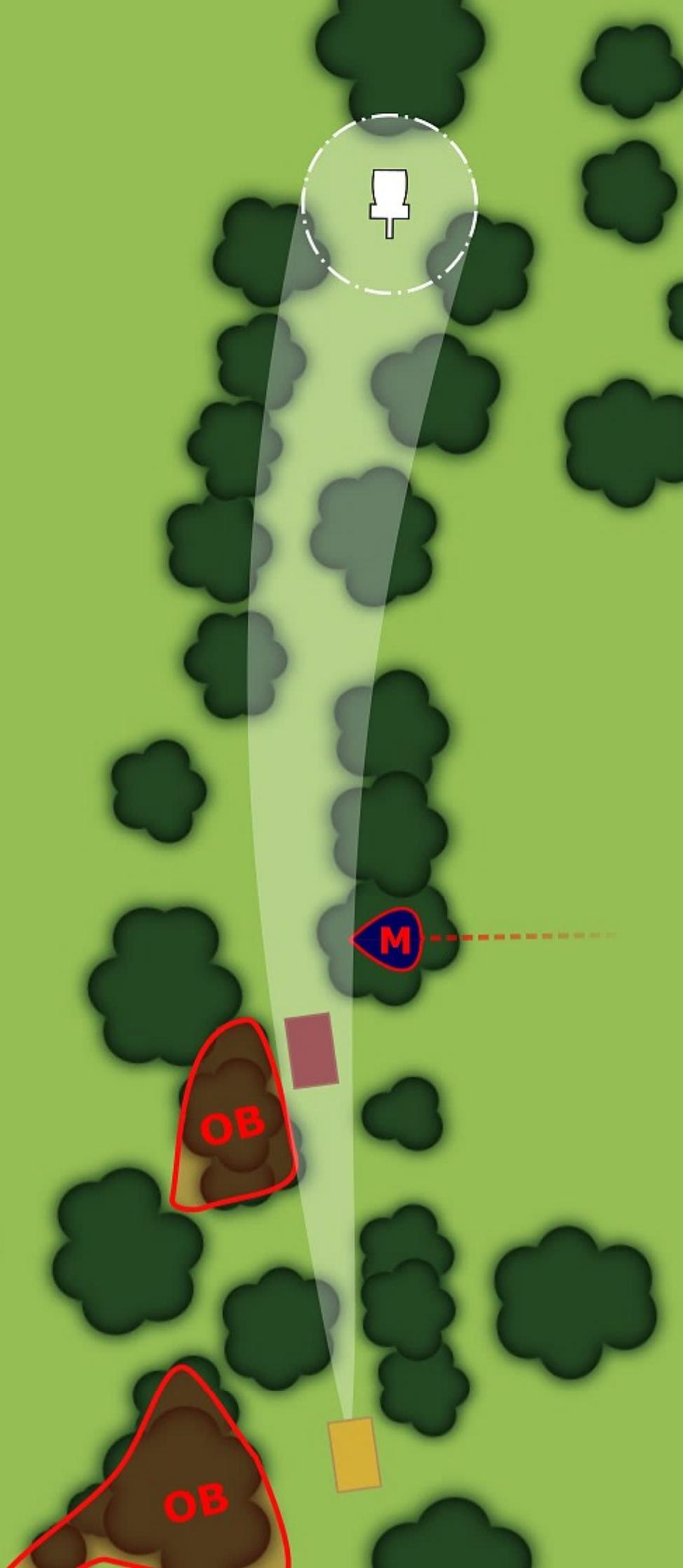
3

106m

Hole Notes

OB Garden beds.

Mandatory: Disc must pass left of marked Mando tree. If Mando is missed, proceed to Maroon Tee (plays as Drop Zone) +1 throw penalty.



Maroon Tee

18

PAR

3

80m

Hole Notes

OB Garden beds.

Mandatory: Disc must pass left of marked Mando tree. If Mando is missed, retee +1 throw penalty.

