

Mulvane Madness

10/7/23

Hello and welcome to Mulvane Madness. This is the 4th year that we have hosted this event. We are glad that you decided to spend the day with us playing disc golf. As in years past this is a KDGA Oz Tour 2023 event. We also decided this year to make it a sanctioned C Tier with the PDGA. We hope that you enjoy your day playing this course and event. Please make sure to read all the posted information below for your official players meeting, OBS, and information. All players **MUST** check in at Tournament HQ. Tournament HQ will be at the south pavilion. Check in will be between 7:30-8:45 am. Parking is going to be tight, so please use the parking area across from Hole 1's pad, and south of the shelter. Overflow parking on the side streets and to the west of Hole 8 if need be. **PLEASE DON'T PARK in anyone's yard!** This just makes it a hassle for all of us involved and we want to be good to the neighborhood so we can continue to have this fun event.

All players need to be on their assigned starting holes **BEFORE 9:00 am**. There will be an optional \$5 Ace Fund that you can sign up for the day of if you choose.

Again thank you so much for playing Mulvane Madness.

Craig Winters

MA40 CREW Disc Golf Promotions and Course Design



Mulvane Madness

October 7, 2023

45 Player Limit

\$40 All Divisions*

KS

FLIGHT FARM
DISC GOLF PROS OF
Tulsa golf.com

Entry Fee Breakdown as follows:
Pros: \$2 PDGA, \$2 KDGA, \$36 Payout
Ames: \$2 PDGA, \$2 KDGA, \$18 Voucher, \$18 Divisional Payout

Event Schedule:
Check in 7:30-8:45 am
9 am RD1: 18 Holes
Lunch on your own
1 HR Lunch approx
RD 2: 18 Holes
Awards and Such

Craig Winters
620-223-0434
PDGA C Tier

\$10 Additional Fee for Non PDGA Members or Non Current Members

ONLINE REGISTRATION ONLY
NO WALKUPS
www.discgolfscene.com

CREW

All divisions MUST check in before the event.

Players can check in from 7:30-8:45 am.

PDGA LIVE SCORING will be the method of scoring. Please make sure to confirm scores after you complete the round. If you don't, your entire card is subject to a penalty.

PDGA LIVE SCORING LINK: <https://www.pdga.com/apps/tournament/score/login>

Live Scoring Password: **Mulvane**

At least 2 players will need to log in to the PDGA Live link above and score the round.

Players will need to be on their starting holes BEFORE 9:00 am.

Tee Time for Round 1 will be 9:00 am.

Make sure you read the rules before playing each hole.

If you have a question during play, PLAY A PROVISIONAL.

I will have some drinking water available, but it would be best if every player brought their own to be safe and to stay hydrated.

Course Map:

<https://udisc.com/courses/alan-john-memorial-8DVv/layouts?selectedLayoutId=19631>

*****Note Hole 2/11 will be from an alternate tee area to a temporary Recruit basket.**

*****Note Hole 3/12 will be from the alternate tee(red brick area) to the regular basket.**

Holes 1, 4-9, 10, 13-18 will be from their original cement tees to the Mach II baskets.

Hole Assignments:

First Round Hole Assignments will be posted 10/6. They can be found here:

<https://www.pdga.com/tour/event/69422>

Please make sure to check your hole assignments Saturday morning, as hole assignments can change.

Hole assignments will be posted on the PDGA Events page so be sure to check there often.

All water will play as casual

<https://www.pdga.com/rules/official-rules-disc-golf/80603>

Hole	Par	Length(Feet)	Tee	Target	Notes
1	3	240	Normal	Mach II	On or across the white line defining the road and parking lot is OB.
2	3	237	Alt	Recruit	On or across the white line defining the road, inside the playground, or on top of or inside of shelter are OB.
3	3	262	Alt	Mach II	On top of or inside of shelter, on the basketball court are OB.
4	3	245	Normal	Mach II	On the basketball court, on or across the white line defining the road, or over the fence, is OB.
5	3	266	Normal	Mach II	On or across the white line defining the road that extends to the fence, or over the fence deep of the basket, are OB.
6	3	316	Normal	Mach II	Over the fence or the white painted line connecting the fence and drain by the highway are OB. On or under the bridge is a casual area. A player may chose to play the disc as it lies or they can relocate their lie back along the line of play outside of the casual area.
7	3	274	Normal	Mach II	Over the painted line to the left that defines the fairway, or past the wooden poles and painted line marking the parking area behind the basket, is OB.
8	3	267	Normal	Mach II	On or across the white line defining the gravel road and extending to the street is OB.
9	3	286	Normal	Mach II	Across barbed wire fence, or past the painted line that defines the right side of the fairway deep of the basket, or parking lot are OB.
10	3	240	Normal	Mach II	On or across the white line defining the road and parking lot is OB.

11	3	237	Alt	Recruit	On or across the white line defining the road, inside the playground, or on top of or inside of shelter are OB.
12	3	262	Alt	Mach II	On top of or inside of shelter, on the basketball court are OB.
13	3	245	Normal	Mach II	On the basketball court, on or across the white line defining the road, or over the fence, is OB.
14	3	266	Normal	Mach II	On or across the white line defining the road that extends to the fence, or over the fence deep of the basket, are OB.
15	3	316	Normal	Mach II	Over the fence or the white painted line connecting the fence and drain by the highway are OB. On or under the bridge is a casual area. A player may chose to play the disc as it lies or they can relocate their lie back along the line of play outside of the casual area.
16	3	274	Normal	Mach II	Over the painted line to the left that defines the fairway, or past the wooden poles and painted line marking the parking area behind the basket, is OB.
17	3	267	Normal	Mach II	On or across the white line defining the gravel road and extending to the street is OB.
18	3	286	Normal	Mach II	Across barbed wire fence, or past the painted line that defines the right side of the fairway deep of the basket, or parking lot are OB.

Hole descriptions, rules, and OBs. Main layout will be used for both rounds.