

Caddie Guide

Mountain State Open presented by Elevation Discs

PDGA B-Tier

June 29th and 30th, 2024

Surveyor, WV and Crab Orchard, WV

PDGA Live Scoring Code:

MSO

Lake Stephens Disc Golf Course Parking and Directions:

There are two main parking lots for the course: the circular lot, which can hold around 20-25 cars comfortably; and the overflow gravel lot, which can hold many more. No parking is allowed between these lots, as this would block hole 2.

Directions: Take Exit 44 (Harper Road) on I-64/77, then head towards Cracker Barrel. You will come to a light at the intersection of Harper Road and Dry Hill Road. Bear left down Harper Road and stay on this for 8 miles or around 12 minutes until you reach Lake Stephens Branch Rd. Turn right into the park and follow this road for around a mile until you reach the park overlook, which is where the course begins.

Day 3 Warm-up field will be at the recreation area, there will be practice baskets at the overlook, but no play will be allowed on the course once the first card goes off. If no cards have made it to hole 16, we will allow throwing in the field, but this will stop when the first card reaches 16.

Twin Oaks XL Disc Golf Course Parking and Directions:

Parking will be in either the gravel/grass lot left, or at the main vineyard paved parking on the right. Both lots are large, so space should not be an issue.

Directions: Take Exit 42 on I-64/I-77 towards MacArthur/Crab Orchard. You will drive past Walmart on Robert C Byrd Drive for around $\frac{3}{4}$ of a mile until you bear right onto Glenview Road for around 1 $\frac{1}{2}$ miles. You will reach the entrance to the vineyard on the left.

There will be approximately 1 $\frac{1}{2}$ hours between rounds 1 and 2 on Saturday. There are plenty of fast-food options available in the Harper Road and Crab Orchard areas, as well as a few in Glen Daniel just outside of Lake Stephens. We do not recommend taking Old Eccles Road to get from course to course. The fastest option is to go through Lester (15 min between courses). It will take around 30 minutes to get from course to course via Harper Road, but the food options are better here.

Weather Policies:

We will be utilizing the PDGA weather policy separately for both courses, so please refresh on this if you are unfamiliar. Because Twin Oaks XL is a temporary course, we will allow players to tee off within two feet in either direction of the staked areas on any tee on Twin Oaks.

This is West Virginia golf, meaning there is lots of elevation. If there is weather, there will be some slick spots on both courses. Plan accordingly for this.

General Policies:

We will be following both PDGA guidelines and park guidelines for both courses, so please refresh on this to avoid any unnecessary penalties or disqualifications.

IMPORTANT: Round 3 is tee times. For those who do not know, there is now a PDGA rule stating that a player must be present at the first tee at least 5 minutes prior to their scheduled tee time. ANY late arrival (even if it is by seconds) will be assessed a two-stroke penalty, with no exceptions. Regardless of if you like the rule or not, it is a rule that we are required to follow.

Also Important: Please keep in mind that Twin Oaks is a temporary course with inconsistent teeing surfaces throughout. While we do wish we could have secured some consistent surfaces, we are within guidelines to use what we have. Please be careful on both courses, but especially Twin Oaks. And pay close attention to the live scoring rules and this caddie book. We would hate to assess any misplay penalties, but everyone should be okay if they pay attention.

Course Assignments:

Rd 1 - (Shotgun Start at 9:30 AM on Saturday 6/29)

A Pool - MPO, FPO, MA1, MP40, MA40 will play

Lake Stephens Blue Tees to A Pins

B Pool - MA2, MA3, MA4, MA50, MA60, FA1, FA3, and MJ12 will play

Twin Oaks XL Short Layout

Rd 2 - (Shotgun Start an hour and a half after submission of final round one card in each pool)

A Pool – MPO, FPO, MA1, MP40, MA40 will play

Twin Oaks XL Long Layout

B Pool – MA2 will play

Lake Stephens Blue Tees to A Pins

MA3, MA4, MA50, MA60, FA1, FA3, and MJ12 will play

Lake Stephens White Tees to A Pins

Rd 3 (Tee Times with cards beginning at 9:00 AM on 6/30 every 10 minutes)

Tee Order: Juniors, MA60, MA50, FA3, FA2, FA1, MA2, MA40, MA1, MP40, FPO, MPO

MPO, FPO, MA1, MP40 will play

Lake Stephens Blue Tees to Mixed Pins

MA40, MA2, MA3, MA4, MA50, MA60, FA1, FA3, and MJ12 will play

Lake Stephens White Tees to Mixed Pins

Lake Stephens Disc Golf Course

Course Notes:

For Day 1: all baskets will be in the A Position

For Day 2: Holes 1, 2, 3, 4, 5, 6, 7, 8, 9, 11, 12, 16, and 18 will be in the B position. Holes 10, 13, 14, 15, and 17 will be in the A position.

Out of Bounds Notes:

No Out-of-Bounds on holes 4, 5, and 10.

Hole 1 – OB beyond flag line long of baskets

Hole 2 – OB on or beyond road right. OB extends from corner of sidewalk in circle lot from arrow. Anything beyond this is also considered OB. The island green for the B pin is considered in bounds. If your disc lands within the boundaries of the playground or flags around porta-potties, you may take optional relief at the marked DZ (orange stakes) with no penalty.

Hole 3 – Mando left of marked tree with DZ. OB on or beyond paved road right or long.

Hole 6 – OB on or beyond paved road left.

Hole 7 – OB beyond flag line right of fairway.

Hole 8 – OB beyond flag line long of fairway.

Hole 9 – OB on or beyond paved road right.

Hole 11 – Double mandatory through marked tree with DZ (orange stakes). OB in flagged area right, on or beyond road long.

Hole 12 – OB in lake surrounded by water.

Hole 13 – OB beyond flag/string lines left and right of fairway.

Hole 14 – OB beyond flag line right, in lake left. Players may play normal OB rules or proceed to marked DZ (orange stakes) with penalty.

Hole 15 – Island Green: Must land within flags and lake to be considered in bounds. All OB tee shots proceed to marked DZ (orange stakes) with penalty. All subsequent OB tee shots play normal OB rules.

Hole 16 – OB beyond flag line long of B pin position.

Hole 17 – OB in lake surrounded by water.

Hole 18 – OB in lake surrounded by water. OB on paved parking/sidewalks, in grass area where Hole 2's B position is.

Twin Oaks XL Disc Golf Course

Course Notes:

OB Rules

The long layout is played from white stakes, **the short layout is played from red stakes.**

Because of the possibility for bad weather on natural tees, players may elect to tee within two feet of either side of the marked tees.

Hole 1 – No OB.

Hole 2 – No OB. If the tee is muddy, players may choose to lay down turf piece to tee from.

Hole 3 – OB beyond flag line right into hole 10's fairway.

Hole 4 – OB in or across creek left, may choose to play marked DZ (orange stakes) with penalty. Per rule 805.03, there will be a lost disc DZ marked by orange stakes. If a disc is ruled lost, players may play from this DZ with penalty, or play previous lie.

Hole 5 – no OB but would recommend a spotter for pace of play.

Hole 6 – No OB.

Hole 7 – No OB.

Hole 8 – No OB.

Hole 9 – No OB.

Hole 10 – OB in swamp area left (marked by flags), on "golf green" (marked by flags), and beyond flag line right.

Hole 11 – OB in swamp area left defined by flags.

Hole 12 – Double mandatory through marked trees with marked DZ (orange stakes). OB beyond fence left.

Hole 13 – Teeing from OB, discs must land in area beyond flag line to be considered in bounds. OB in water. May play last in bounds or proceed to DZ (orange stakes).

Hole 14 – OB in water, beyond fence left, beyond flags right in vineyard. OB shots may elect to play marked DZ (orange stakes) with penalty or last in bounds.

Hole 15 – OB in water.

Hole 16 – OB beyond flag line surrounding hole, DO NOT climb through vineyard to retrieve discs. OB in water. May play last in bounds or from marked DZ (orange stakes). Lost discs may also play from this DZ with penalty (rule 805.03) or play previous lie.

Hole 17 – OB beyond flag line left, long, and surrounding basket. OB in water.

Hole 18 – OB beyond flag line left the length of fairway. OB in pavilion. OB area within circular gravel road approaching pavilion. The first gravel road is NOT OB.

Twin Oaks XL Disc Golf Course

Long Layout Notes:

Hole 1 – Playing from white staked turf tee to white basket

Hole 2 – Playing from shared natural tee at the bottom of hill to red basket by truck. Players may choose to use turf if the tee area gets muddy.

Hole 3 – Playing from shared turf tee to white basket around corner to left (not playing to the white basket short left or straight, these will be covered).

Hole 4 – Playing from white staked turf tee to white basket.

Hole 5 – Playing from white staked turf tee to white basket.

Hole 6 – Playing from white stakes on gravel access road to red basket.

Hole 7 – Playing from white staked turf tee to red basket at the top of the hill.

Hole 8 – Playing from shared turf tee to white basket at bottom of hill.

Hole 9 – Playing from shared tee on dirt access road to white basket in woods straight.

Hole 10 - Playing from white staked turf tee to white basket by pavilion.

Hole 11 – Playing from white staked natural tee to white basket in field.

Hole 12 – Playing from shared natural tee to white basket at end of tree rows.

Hole 13 – Playing from shared tee on gravel access road to white basket by lower pond.

Hole 14 – Playing from white staked natural tee by gazebo to red basket down by vineyard and fence line.

Hole 15 – Playing from white staked natural tee to white basket on hillside.

Hole 16 – Playing from white staked natural tee to white basket at end of upper pond.

Hole 17 – Playing from white staked natural tee to red basket beside vineyard access road.

Hole 18 – Playing from white staked natural tee to white basket past pavilion near parking area.

Twin Oaks XL Disc Golf Course

Long Layout Notes:

Hole 1 – Playing from red staked turf tee to white basket

Hole 2 – Playing from shared natural tee at the bottom of hill to red basket by truck. Players may choose to use turf if the tee area gets muddy.

Hole 3 – Playing from shared turf tee to red basket around corner to left (not playing to the white basket short left or straight, these will be covered).

Hole 4 – Playing from red staked turf tee to white basket.

Hole 5 – Playing from red staked turf tee to white basket.

Hole 6 – Playing from red staked natural tee to red basket.

Hole 7 – Playing from red staked turf tee to white basket behind oak tree.

Hole 8 – Playing from shared turf tee to red basket at bottom of hill.

Hole 9 – Playing from shared tee on dirt access road to red basket.

Hole 10 - Playing from red staked turf tee to white basket by pavilion.

Hole 11 – Playing from red staked natural tee to white basket in field.

Hole 12 – Playing from shared natural tee to red basket off to left.

Hole 13 – Playing from shared tee on gravel access road to white basket by lower pond.

Hole 14 – Playing from red staked tee on service road to red basket down by vineyard and fence line.

Hole 15 – Playing from red staked natural tee to white basket on hillside.

Hole 16 – Playing from red staked natural tee to white basket at end of upper pond.

Hole 17 – Playing from red staked natural tee to red basket beside vineyard access road.

Hole 18 – Playing from red staked natural tee to white basket past pavilion near parking area.