

# Indy Disc Golf Club's 30<sup>th</sup> Annual Wild Turkey Shootout 12/3/23

## Welcome Message

Welcome to Indy Disc Golf Club's (IDGC) 30<sup>th</sup> Annual Wild Turkey Shootout, to be held Sunday, December 3rd at the ever-popular George Washington Park disc golf course. The Shootout is the first stop on IDGC's annual charity event series. Last year, we raised \$2,785 for the St. Vincent de Paul food bank, located just down 30<sup>th</sup> St. from Hole #6's tee pad. We strongly believe that disc golf is equal parts sport and community, and, with your help this year, we will continue the tradition of being a positive impact within the greater Indianapolis community – over \$40K donated to fight food insecurity since 2003!

Turkey Shoot Sun 12/3/23
<ul style="list-style-type: none"><li>• BYOP doubles</li><li>• Washington Park</li><li>• 2 rounds, 24 holes</li></ul>

Worst Shot Mon 1/1/24
<ul style="list-style-type: none"><li>• BYOP doubles</li><li>• Fall Creek</li><li>• 1 round, 27 holes</li></ul>

Ice Bowl Sun 2/4/24
<ul style="list-style-type: none"><li>• Singles</li><li>• Brookside Park</li><li>• 1 round, 24 holes</li></ul>

## Event Details

A goblin' good time: the Wild Turkey Shootout is a charity-focused, non-sanctioned, non-rated, single-day, two-round, 48-hole, BYOP-best-shot-doubles format event with special rules and challenges in-play. Special rules and challenges are detailed below. Tee off for Round 1 will be 9:00 AM on Sunday, December 3rd. Each round will consist of a 24-hole layout featuring 6 temporary holes. There will be a one-hour break between rounds, and the same layout will be played for both rounds. Some divisions will play from temporary tee areas on some holes.

Tournament headquarters will be the shelter near Hole #1. Mandatory team check-in Sunday morning from 8:00 – 8:40 AM followed by a brief player meeting at 8:45 AM. One player from each team MUST physically check-in with event staff at Tourney HQ in order to be placed on a starting hole.

Sun, Dec. 3<sup>rd</sup>, 2023

- 8:00 AM – 8:40 AM: Mandatory team check-in
- 8:45 AM: Player meeting
- 9:00 AM: Round 1 start
- TBD: Round 2 start one hour after Round 1 finish; Round 2 hole assignments at Tourney HQ shelter

## Parking and Lunch

Parking is available at several locations around the park, including the disc golf parking lot next to Hole #1. You should expect this parking lot to fill. When this lot is filled, DO NOT park on the grass next to it. You must find an alternative parking area and expect to walk from there to Tourney HQ and/or your starting hole.

Water and some snack items will be available for players all day at Tourney HQ. The IDGC soup kitchen will be back in action for this event and have food (chili, dogs, chips, fruit) available for lunch at Tourney HQ between rounds. Please note that there will not be a portable restroom available at Tourney HQ for this event.

## Scorekeeping

This event will use UDisc scorekeeping for both rounds, so please charge electronic devices & check that UDisc is up-to-date. Similar to a league event, each player will need to electronically check-in to UDisc by navigating to Events > Leagues > "Indy Disc Golf Club Presents – Turkey Shootout – ROUND 1" for the first round and then to "Indy Disc Golf Club Presents – Turkey Shootout – ROUND 2" for the second round. Select your division. After all players on a card are checked-in, one person per card will create & keep a scorecard within the UDisc event for each round.

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## Fees, Payouts, and Side Contests

- AM: \$35 per Team – \$25 to payouts + \$10 to SVdP food bank.
- PRO: \$45 per Team – \$35 to payouts + \$10 to SVdP food bank.

The top ~ 33% of each division will receive payouts in the form of cash prizes. All payouts will be sent via PayPal. When you register your team for the event, please use the email associated with each player's PayPal account. If you qualify for a cash prize and do not provide the email associated with your PayPal account during registration, you must notify event staff prior to leaving the event to arrange for an alternative payment method. Please note that there will be no trophies or player-pack items for this event.

For the 60/40 CTP contest, all players who opted-in will compete as one field on Hole #11, and the contest will be in play over both rounds. Ace contests will be separated by layout. For each layout pool, if no Ace is recorded in Round 1, a CTP marker will be placed on Hole #18 prior to Round 2. If no Ace is recorded by the end of standard play, the prize will be awarded by CTP result.

## Layouts

Each round will consist of a 24-hole Washington Park layout featuring 6 temporary holes, and the same layout will be played for both rounds. MA2, MA3, and MA50 divisions will play from temp. short tees marked with flags on Holes #B, #9, #12, #C, and #17. These temp. short tees on Holes #B #9, #12, #C, and #17 are not marked in UDisc for the event, nor are the Pars differentiated. For the 6 temp. holes, tee areas and target locations will be marked on Saturday, Dec. 2<sup>nd</sup>, and targets will be set out Sunday morning prior to Round 1. Access the event layout in UDisc at:

<https://udisc.com/courses/george-washington-park-disc-golf-course-EYQC/layouts?selectedLayoutId=92250>.

Hole	Tee	Target	Par	Dist. (ft)
1	Main	A	3	300
2	Main	B	3	329
3	Main	A	3	324
4	Main	Main	3	314
5	Main	B	3	327
A	Temp	Temp	3	196
* B	Temp	Temp	3	279
6	Main	Main	3	225
7	Main	A	3	280
8	Main	Main	3	278
* 9	Main	B	4	567
10	Main	Main	3	305
11	Main	B	3	295
* 12	Main	Main	3	418
* C	Temp	Temp	3	260
D	Temp	Temp	3	286
E	Temp	Temp	3	232
F	Temp	Temp	3	254
13	Long	Main	3	219
14	Main	A	3	275
15	Main	Main	3	324
16	Main	A	3	233
* 17	Main	B	4	424
18	Main	Main	3	248

\*MA2, MA3, and MA50 will play temp. short tees marked w/ flags on these holes, but it is not differentiated as such in UDisc and Pars will be same in UDisc.

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## Rules and Challenges

### Shoot the Moon (Required Challenge)

Round 1 Only – One Attempt per Player

\*\*For the MA2, MA3, and MA50 divisions, players may not choose Holes #9 or #17 to “Shoot the Moon.” Again, Holes #9 & #17 may not be used to complete the “Shoot the Moon” challenge for these divisions.\*\*

- Each player on a team must choose one hole for which the player will play alone without help from their partner. The team must announce their intention to “Shoot the Moon” on a hole prior to either member of the team attempting a throw on the hole.

- If the player attempting the challenge scores less than Par on the hole, two advantages are unlocked:

(1) The player who successfully completed the challenge receives one Mulligan that the player may use during the remainder of Round 1. This awarded Mulligan cannot be given to or used by the other player on the team. This awarded Mulligan cannot be used during Round 2. Scoring a hole-in-one with this advantage does not count for the Ace pool.

(2) During the remainder of Round 1, the player's team may count one shot (air or skip) that hits the basket/chains (does not include the portion of pole that extends beneath the cage) as a completed hole. This advantage may be used for a throw made by either player on the team. The team must announce its intention to use this advantage and thereby complete the hole prior to that team attempting another throw on the hole. Scoring a hole-in-one with this advantage does not count for the Ace pool.

- If the player attempting the challenge scores equal to or greater than Par on the hole, one penalty stroke is added to their score for the hole. For example, if a player attempts to “Shoot the Moon” on a designated Par 3 hole and scores a 3, one penalty stroke is incurred, and the team's score is recorded as a 4 for that hole.

### Dinner Rolls (Required Challenge)

Round 1 Only - One Attempt per Team

- Both members of the team must throw a roller (backhand or forehand) for their tee shot for the same hole. The team must announce their intention to eat their “Dinner Rolls” on the hole prior to either member of the team attempting a throw on the hole.

- Both members of the team must attempt in good faith to throw a roller tee shot. For any team, if one player's shot rolls and the other player's shot does not roll, they must play from the resulting lie of the shot that did roll. If neither shot for a team rolls, the team must re-tee and again attempt to throw rollers, ad infinitum until one shot rolls. If a team must re-tee after their first Dinner Rolls attempt, the re-tee roller attempt throws would be counted as their 2<sup>nd</sup> throw attempts on the hole. If one of those shots does roll, for example, then the team's shot from that resulting lie would be their 3<sup>rd</sup> throw on the hole.

### Mashed Taters (Optional Ability)

Round 1 & Round 2 - One Available per Team per Round

- From any lie, if the shot attempts of both team members hit the basket/chains (does not include the portion of pole that extends beneath the cage), the team may count the hole as complete using their helping of “Mashed Taters.” The team must announce its intention to use this ability and thereby complete the hole prior to that team attempting another throw on the hole. Limited to one use per team per round. Scoring a hole-in-one with this advantage does not count for the Ace pool.

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### **Turkey Leftovers (Optional Ability)**

Round 2 Only - One Available per Team

- Did both you and your partner throw terrible tee shots? Take the other team's leftover drive. During Round 2, after all players have thrown tee shots for a hole, your team may choose to abandon its throws and play from one of the other team's resulting lies, whichever is unused by the other team. Your team must announce its intention to use this ability prior to any team attempting another throw on the hole.

### **Wild Turkey (Optional Ability)**

Round 2 Only - One Available per Team

- After recording a birdie or better on any one hole, your team may opt to go "Turkey Hunting" for the next two holes. The team must announce its intention to go Turkey Hunting for the next two holes prior to either member of the team attempting a throw on the second hole. If your team successfully scores less than Par for each of the next two holes, your team receives a power up for the remainder of the second round. For recording three birdies in a row, your team may throw three total drives off the tee on any remaining hole. You may choose to play from the resulting lie of any of your throws. Scoring a hole-in-one on your team's third throw with this advantage does not count for the Ace pool.
- For the Mixed, MA3, and MA50 divisions, scoring under par on Holes #9 or #17 does count toward completing this challenge.

### **Just Dessert (Optional Ability)**

Round 1 & Round 2 - Unlimited Quantity

- Have a cherry on top: for any team, a shot attempt that comes to rest on top of the basket may be considered in the basket and used to complete the hole. The team must announce its intention to use this ability and thereby complete the hole prior to that team attempting another throw on the hole. Unlimited usage. May be used during required challenges. Scoring a hole-in-one with this advantage does not count for the Ace pool.

### **Mulligans (Optional - Must Purchase)**

Round 2 Only - 1 Available per Player for Purchase

- During event registration, each player has the option of purchasing one Mulligan for \$5 that may be used during Round 2 only. All Mulligan proceeds go to the SVdP food bank. A player may use a Mulligan after any throw attempt to re-throw from that lie without incurring a penalty stroke. When a player elects to use a Mulligan, the previous throw is considered abandoned and replaced by the resulting lie of the re-throw. Scoring a hole-in-one with this advantage does not count for the Ace pool.