

Bridge City Discs Presents



THRILL AT THE HILL

2025 - Caddie Book

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Introduction

Welcome to the first annual Bridge City Discs Presents - Thrill at the Hill! This tournament wouldn't be possible without our generous sponsors so please show them your support for making this possible. Any funds raised at this tournament will be put towards future course upgrades and we appreciate everyone contributing to the success of this tournament and this course.



Amenities

Tournament Central will be setup in and around the Cones building towards the West side of the park.

Bridge City Discs will have a booth setup at tournament central and will be selling discs and accessories. Show them some love and pick up a few extra discs.

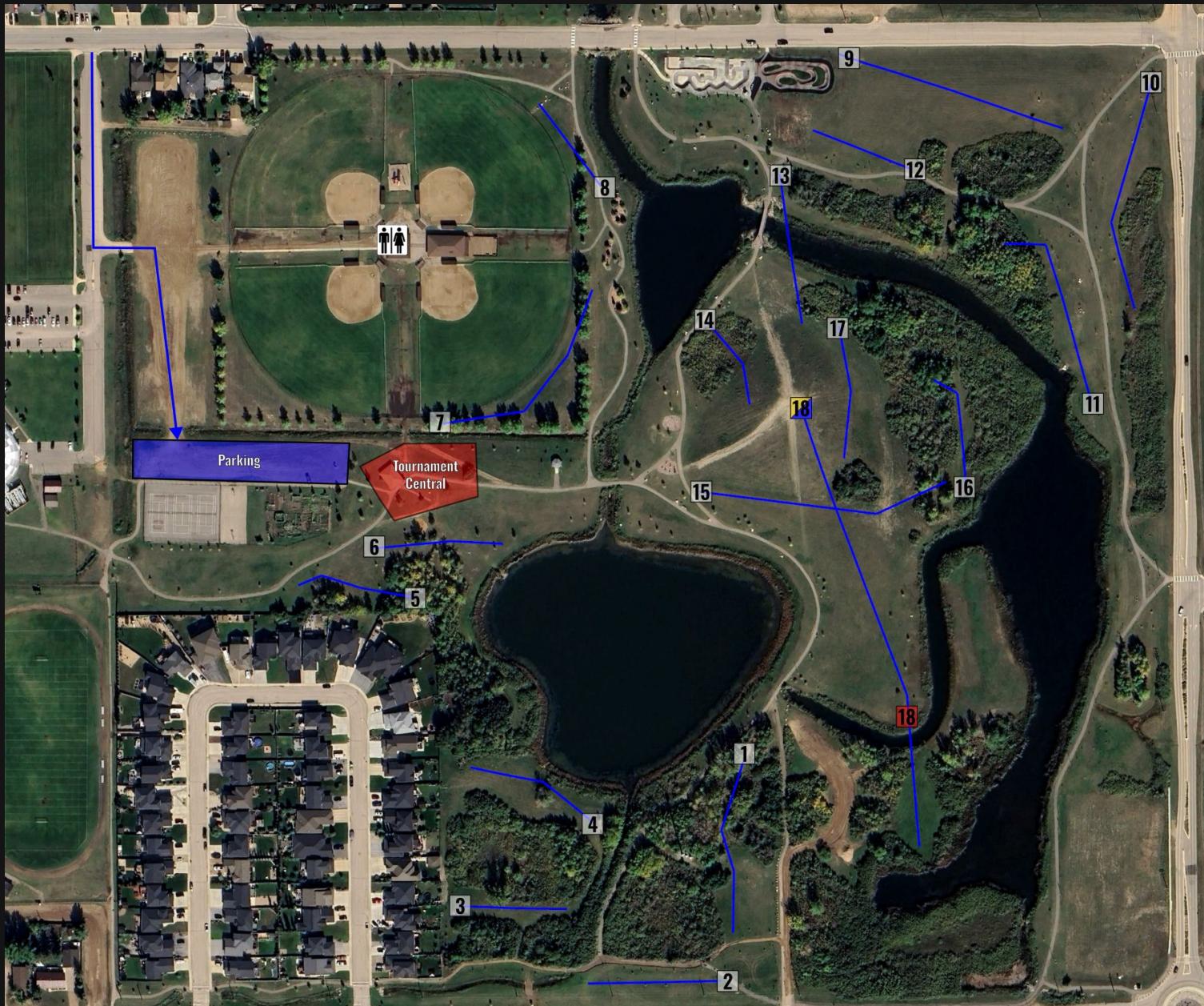
Northern Flights Disc Golf will also have a booth setup selling disc golf related merchandise.

Water is available at tournament central all day.

Washrooms are available in the ball diamonds.

A BBQ will be running between rounds at tournament central. \$10 for a double cheeseburger, chips, and a drink. All proceeds help fund course upgrades. Food was donated by the Saskatoon Co-Op.

Event Map



Timeline

Friday Oct 3rd:

- | | |
|--------|---|
| 2:00pm | Tournament Layout Will be available for play |
| 8:00pm | 9 - Hole Glow Round [Optional] - Prizes available |

Sat Oct 4th:

- | | |
|-------------|-------------------------------|
| 7:30am | Check-in/Pick up player packs |
| 8:20am | Player Meeting |
| 9:00am | First Round Tee Off |
| 12:00pm | Lunch Break |
| 1:30-2:00pm | Second Round Tee Off |
| 5:15pm | Longest Drive Contest |
| 5:45pm | Prize Ceremony |

Format

The main event at Thrill at the Hill 2025 is a single day 2 round tournament. There are prizes for the top players in each division (cash payouts for Pro divisions). Normal PDGA rules of play apply.

There is also an optional Glow Round taking place on Friday Oct 3rd. This is just for fun and prizes. Scores from this will not count towards the main event.

UDisc will be used for scoring all rounds. If you don't have a (free) UDisc account you'll need to create one prior to the tournament. We'll be reaching out to any players we can't locate on UDisc.

The first round is standard shotgun start.

The second round will be a hybrid shotgun start:

- Most cards will shotgun start as normal however select lead cards will sequentially start on Hole 1 in 10 minute intervals.
- Pay attention to your tee time and starting hole on UDisc, you may be teeing off on Hole 1 after the general shotgun start.

Layouts & Divisions

There are 3 different layouts in play at this year's tournament. Pay careful attention to which layout you are playing in each round as Tees, Baskets, Mandos, CTP Hole, and even Hazard/OB Rules may vary between different layouts.

All divisions will compete for the same CTPs. Morning winners will get a free hamburger lunch, afternoon winners will receive prizes.

Layouts & Divisions

Division	1st Round Layout	2nd Round Layout
MPO	Gold	Gold
MA1	Blue	Gold
MA2	Blue	Blue
MA3	Blue	Blue
MA4	Red	Red
FA2	Red	Blue
FA3	Red	Red
MJ18	Blue	Red
MJ12	Red	Red

Morning CTP Holes are #3 & #12.

Afternoon CTP Holes are #8 & #14.

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Hole 1

Par 4 - 287ft (88m)

Par 4 - 371ft (110m)

Par 4 - 439ft (134m)

Paths and beyond are out of bounds.

Spotter Recommended on this hole



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Hole 2

Par 3 - 211ft (64m)

Par 3 - 274ft (84m)

Par 3 - 387ft (118m)

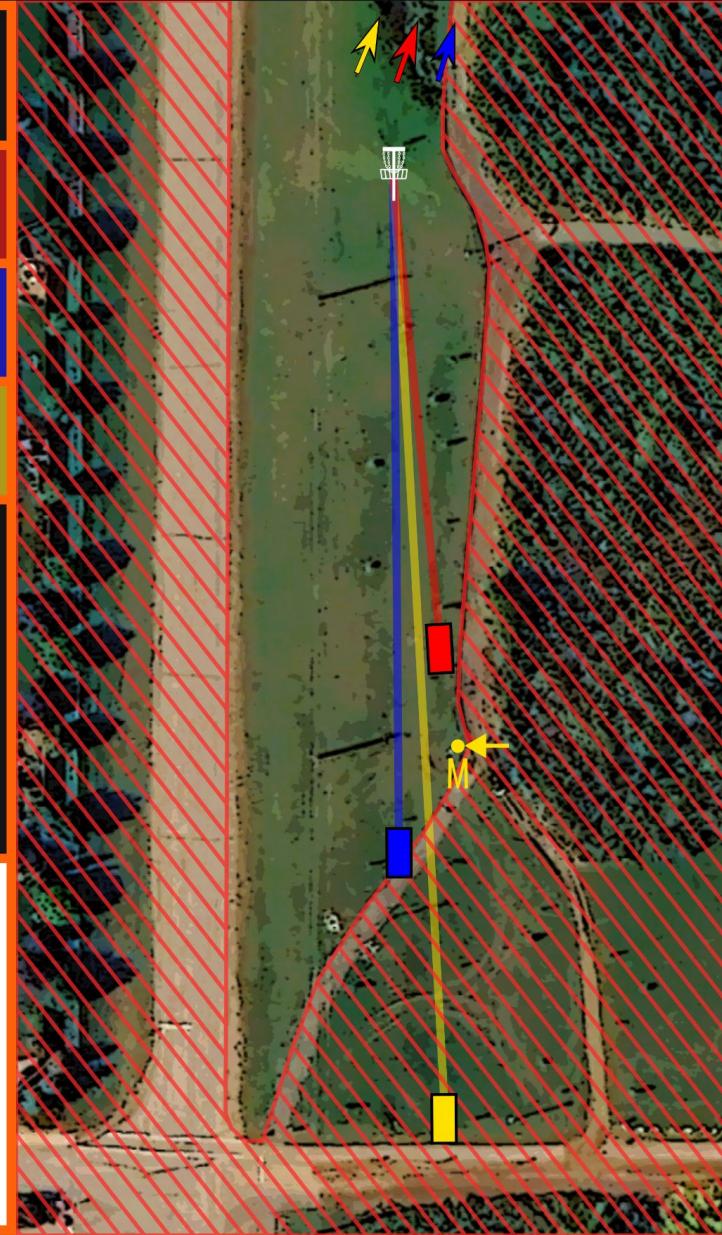
Paths, road, and beyond are out of bounds.

Gold Only: Mando left of marked light pole.

Gold tee is located in out of bounds area.

Failing to cross in-bounds or missed mando proceed to the red tee with a penalty stroke

Wait for paths to clear of people before throwing



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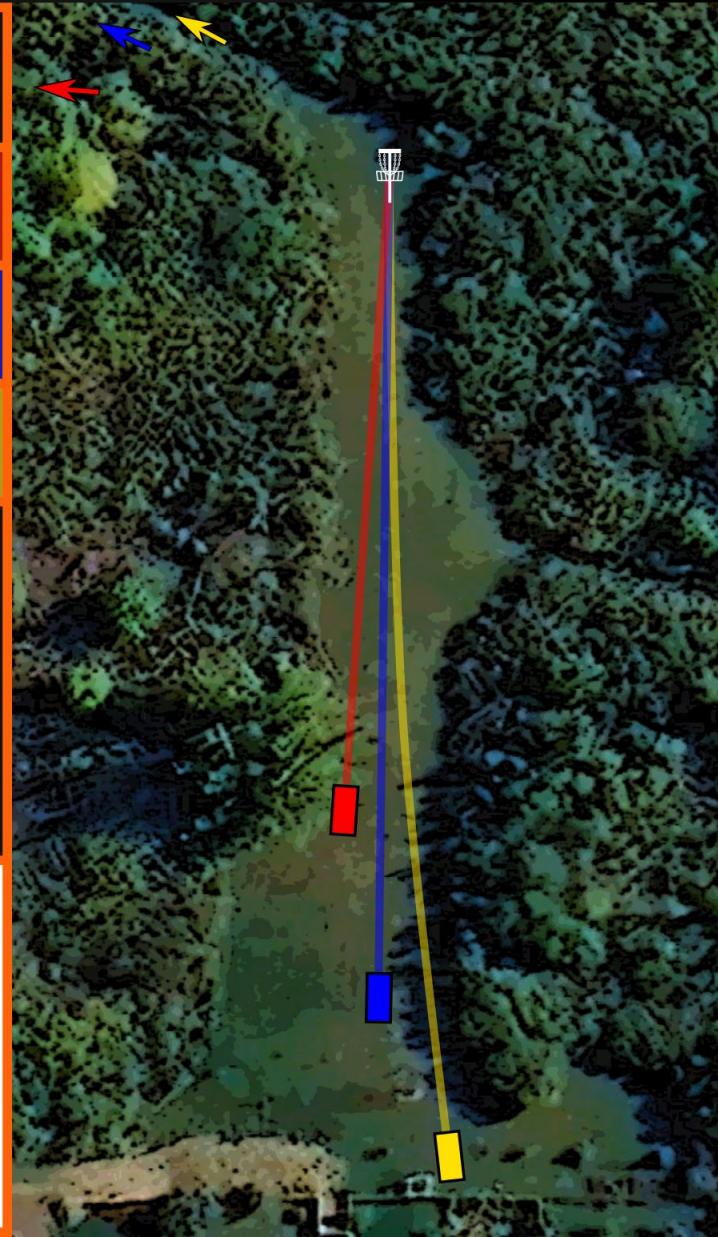
Hole 3

Par 3 - 168ft (53m)

Par 3 - 225ft (69m)

Par 3 - 254ft (77m)

Spotter is recommended on this hole



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Hole 4

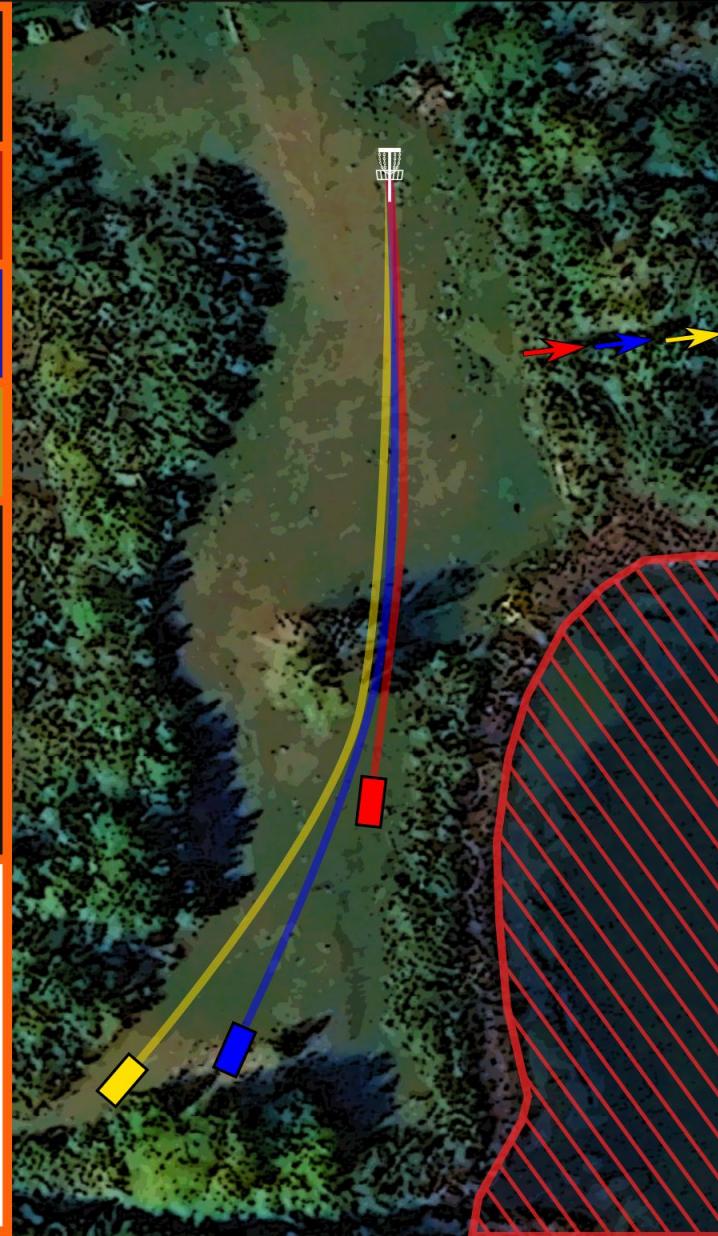
Par 3 - 209ft (64m)

Par 3 - 291ft (89m)

Par 3 - 320ft (98m)

Water is out of bounds.
Yards are out of bounds.

Do not enter private property to retrieve discs!



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Hole 5 [Blue/Red Only]

Par 3 - 213ft (65m)

Par 3 - 249ft (76m)

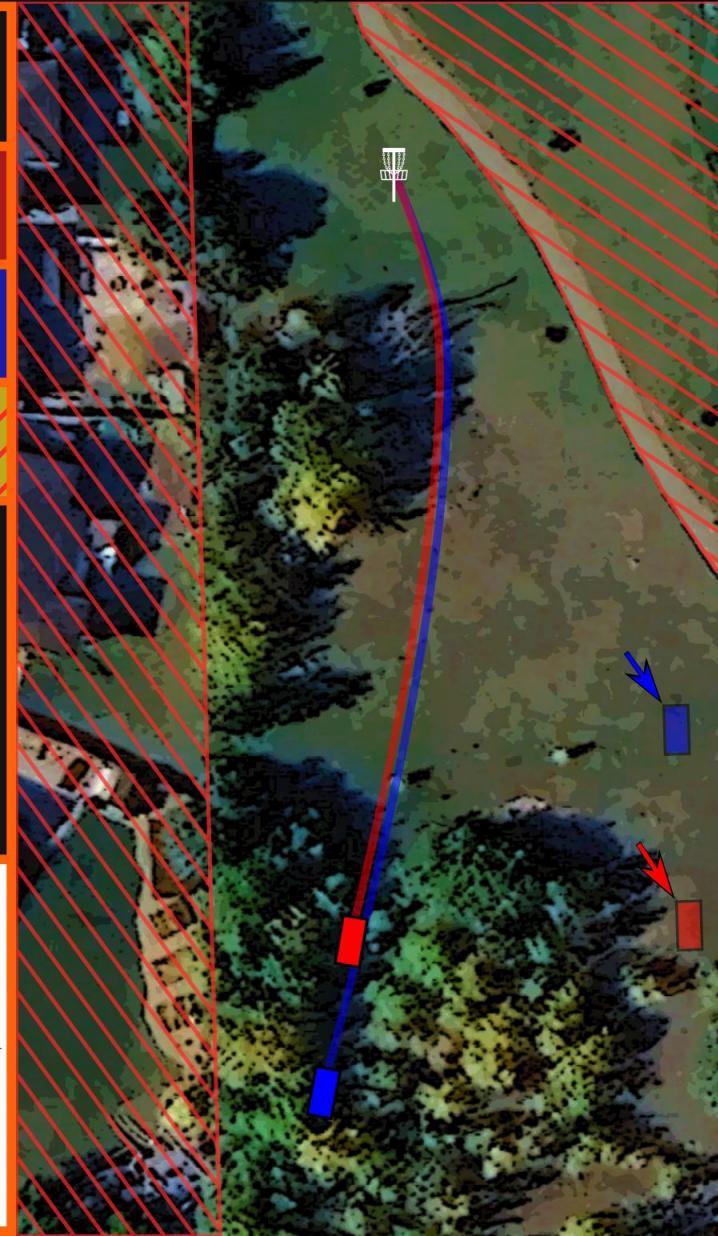
N/A - See Other Sign

*** Blue/Red Layouts Only ***

Separate Tee Sign for Gold Layout

Paths and beyond are out of bounds.
Yards are out of bounds.

Do not enter private property to retrieve discs!



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Hole 5 [Gold Only]

N/A - See Other Sign

N/A - See Other Sign

Par 3 - 321ft (98m)

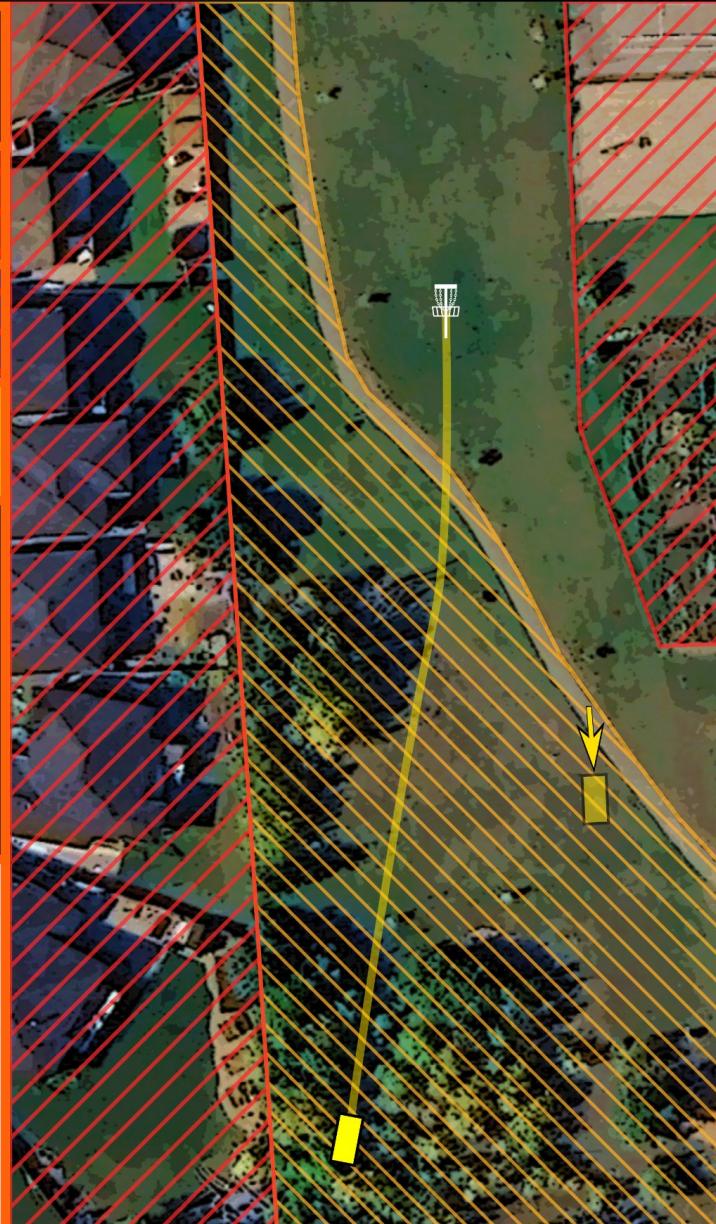
*****Gold Layout Only*****

Yards, garden, courts, and anything beyond a fence is out of bounds.

Everything up to and including the first path is hazard. If your disc lands in hazard play from where it lies with a penalty stroke.

*A spotter is recommended on this hole.

*Do not throw if people are on or near the path



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Hole 6

Par 3 - 208ft (63m)

Par 3 - 265ft (81m)

Par 3 - 302ft (92m)

Paths and beyond are out of bounds.

Water is out of bounds.

Mando right of the marked tree.

If mando is missed proceed to red tee with a
penalty stroke.



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Hole 7

Par 3 - 272ft (83m)

Par 4 - 459ft (140m)

Par 4 - 521ft (159m)

Paths and beyond are out of bounds.

Ball Fields are out of bounds.

Water in drainage ditch is out of bounds.

Gold Only: Mando Right of first tall fence post as marked.

Missed Mando: Proceed to Blue tee with a penalty stroke.



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Hole 8

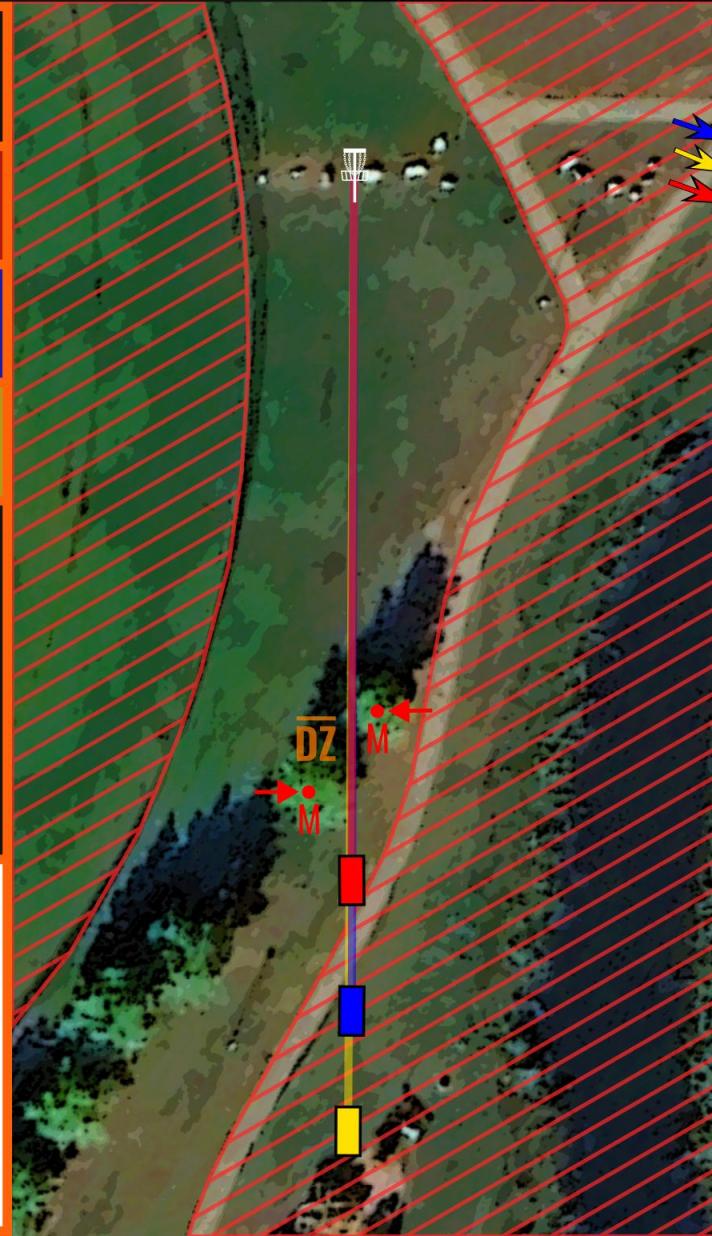
Par 3 - 173ft (53m)

Par 3 - 210ft (64m)

Par 3 - 237ft (72m)

Paths and beyond are out of bounds.
Baseball fields are out of bounds.

Double Mando between the two marked trees.
If mando is missed proceed to drop zone with
a penalty stroke.



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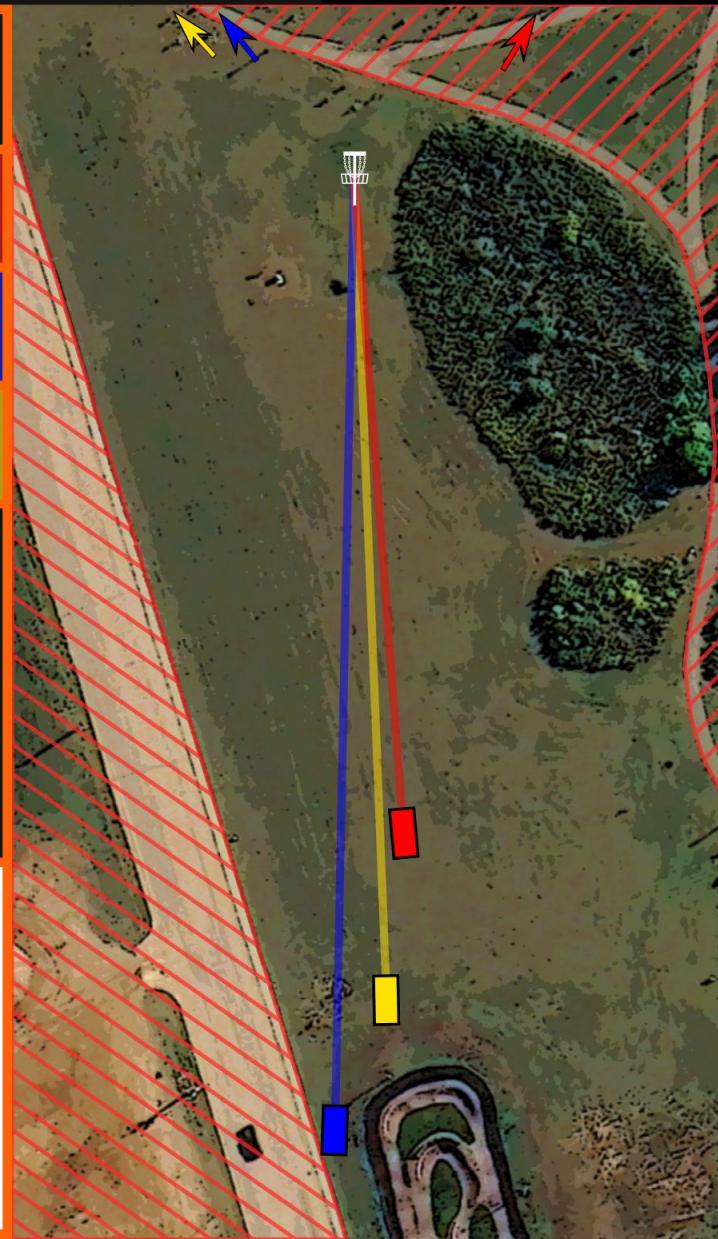
Hole 9

Par 4 - 378ft (115m)

Par 4 - 506ft (154m)

Par 3 - 456ft (139m)

Paths, sidewalk, and beyond are out of bounds.



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Hole 10

Par 3 - 244ft (74m)

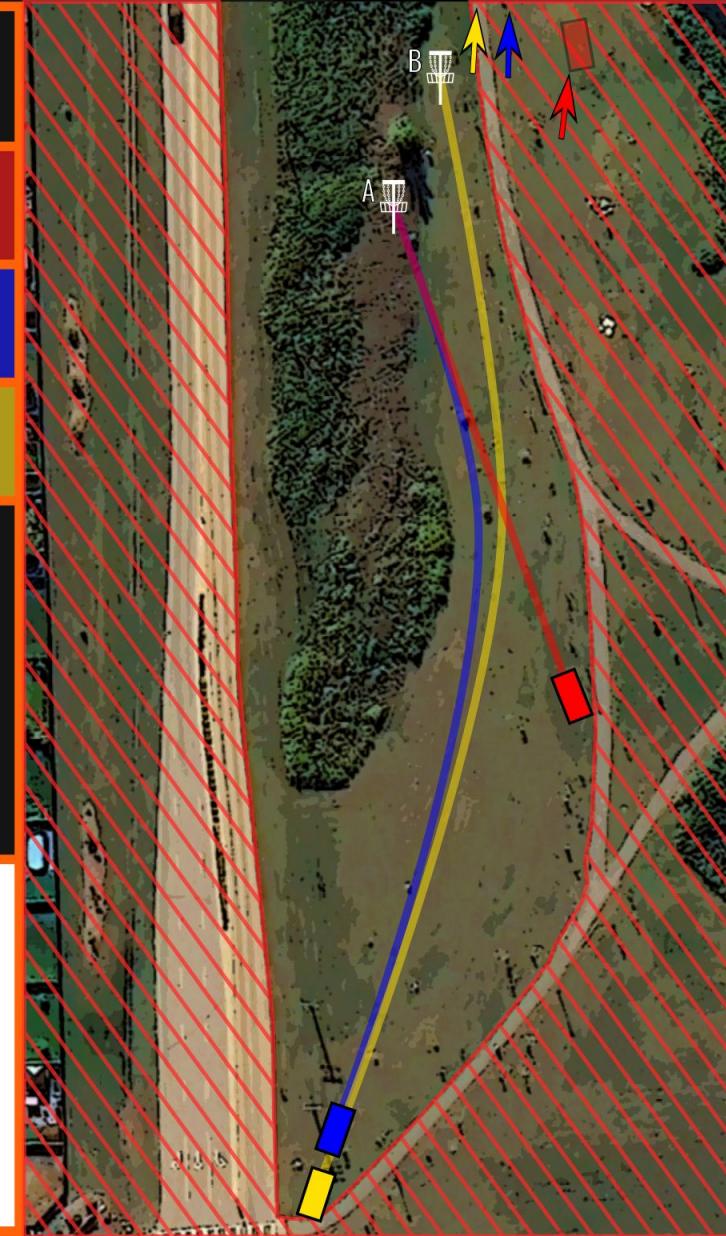
Par 4 - 481ft (147m)

Par 4 - 592ft (180m)

Paths, road, and beyond are out of bounds.

Red & Blue Layouts throw to 'A' Basket
Gold Layout throws to 'B' Basket


Schneiders
GOURMET WORLD



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Hole 11

Par 4 - 319ft (97m)

Par 4 - 433ft (132m)

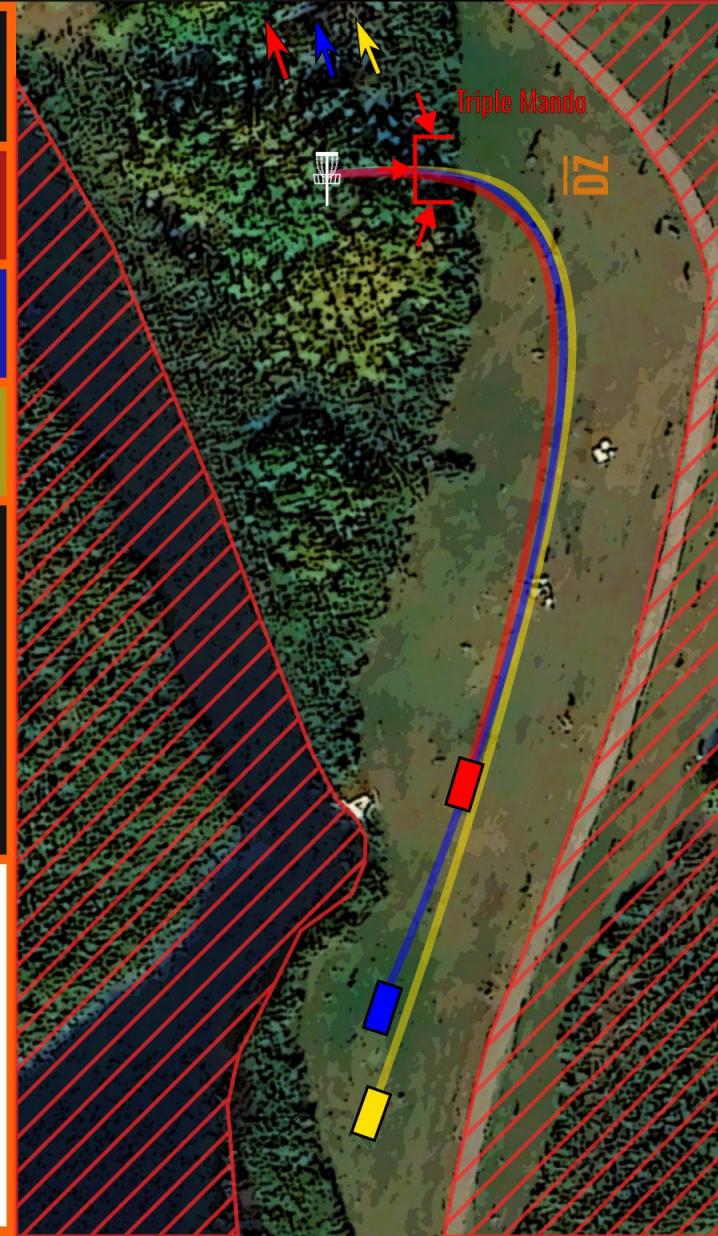
Par 4 - 463ft (141m)

Paths and beyond are out of bounds.

Water is out of bounds.

Triple Mando in effect: disc must pass between the left and right mando and below the upper mando.
Missed mando proceed to the drop zone with a penalty stroke

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Hole 12

Par 3 - 164ft (50m)

Par 3 - 218ft (66m)

Par 3 - 293ft (89m)

Island Hole: Drive must come to rest inside the marked island.

If a drive does not come to rest in the island proceed to the drop zone with a penalty stroke.

For subsequent shots treat the perimeter of the island as an out of bounds line.



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Hole 13

Par 3 - 163ft (50m)

Par 3 - 312ft (95m)

Par 3 - 384ft (117m)

Path and beyond is out of bounds.

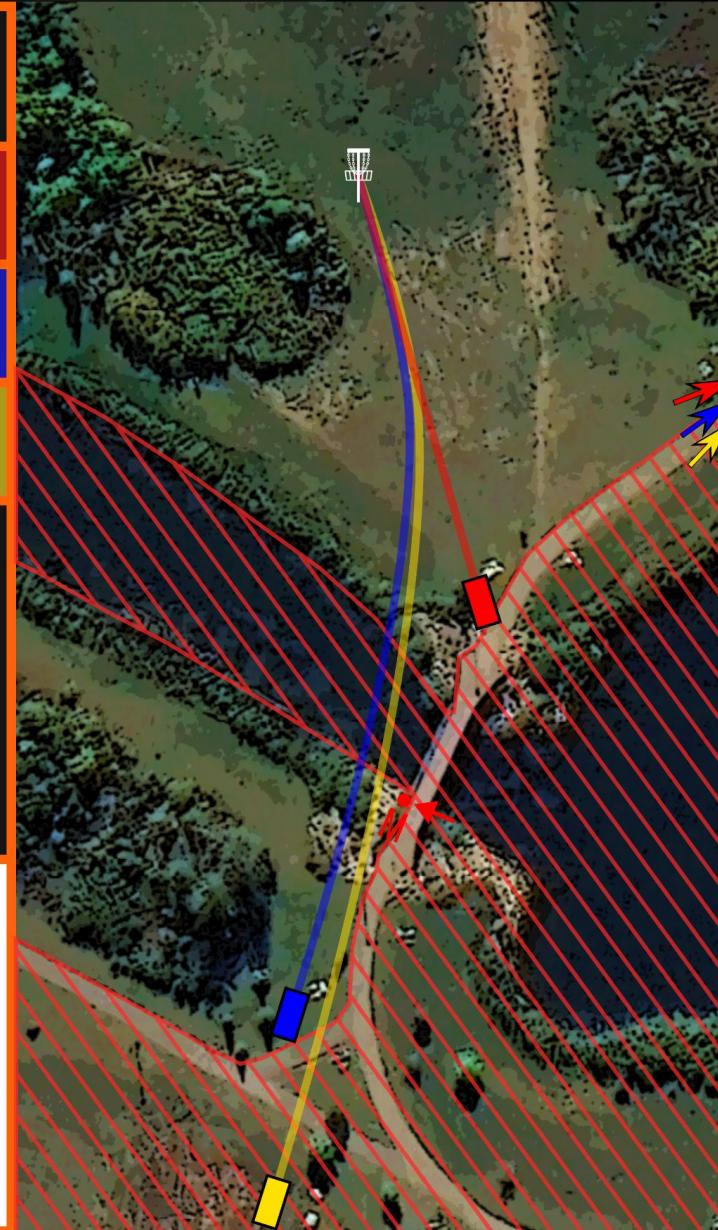
Water is out of bounds.

Blue/Gold Only: Mando left of the marked light pole by the bridge.

If mando is missed proceed to Red tee with a penalty stroke.



**GRASSLAND
DISCS**



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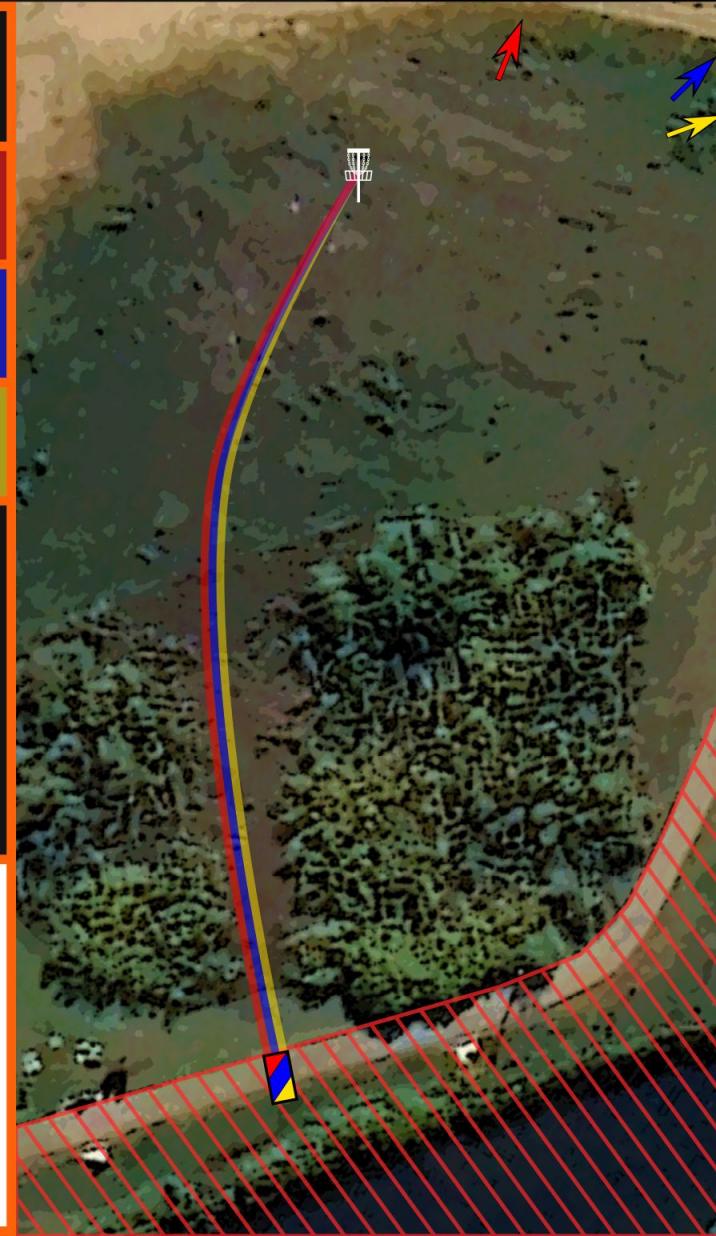
Hole 14

Par 3 - 206ft (63m)

Par 3 - 206ft (63m)

Par 3 - 206ft (63m)

Paths and beyond are out of bounds



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Hole 15

Par 4 - 392ft (120m)

Par 4 - 524ft (160m)

Par 4 - 600ft (183m)

Paths and beyond are out of bounds.

Water is out of bounds.

Shared fairway with Hole 18, watch for players teeing off the hill before proceeding to fairway.

Wait for players on 16 to tee off before throwing approaches into the green.



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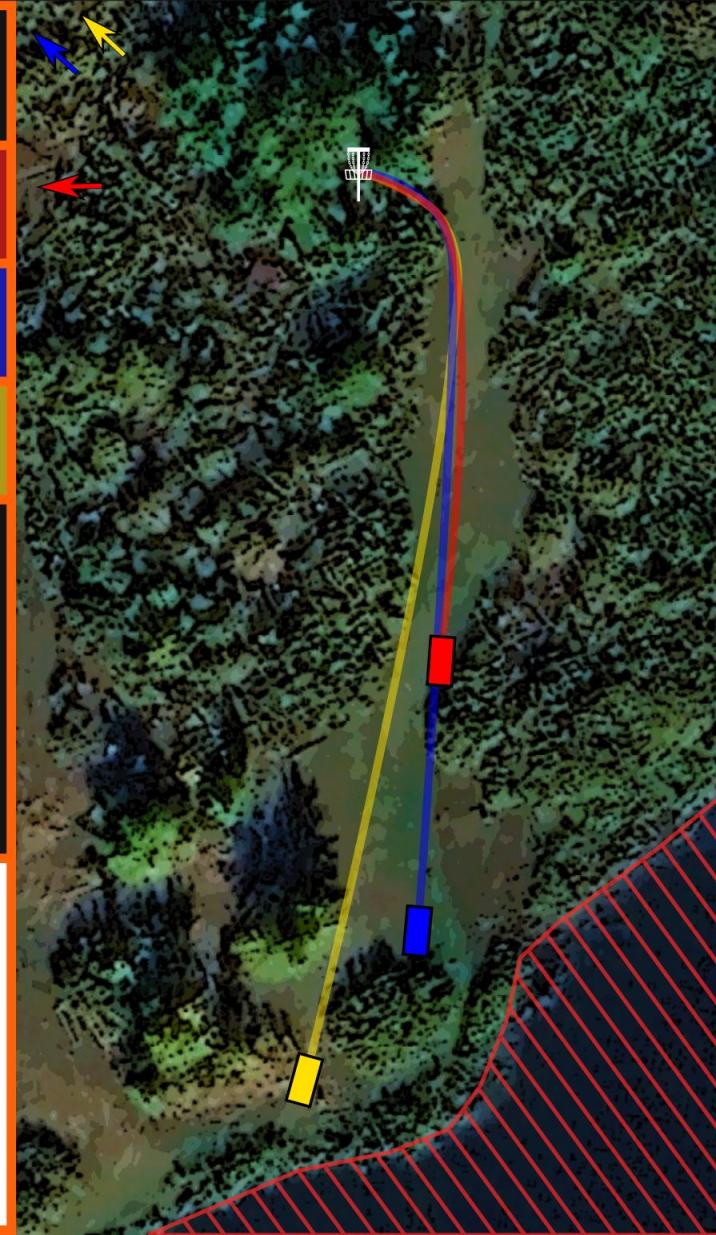
Hole 16

Par 3 - 182ft (55m)

Par 3 - 250ft (76m)

Par 3 - 299ft (91m)

Water and beyond is out of bounds.



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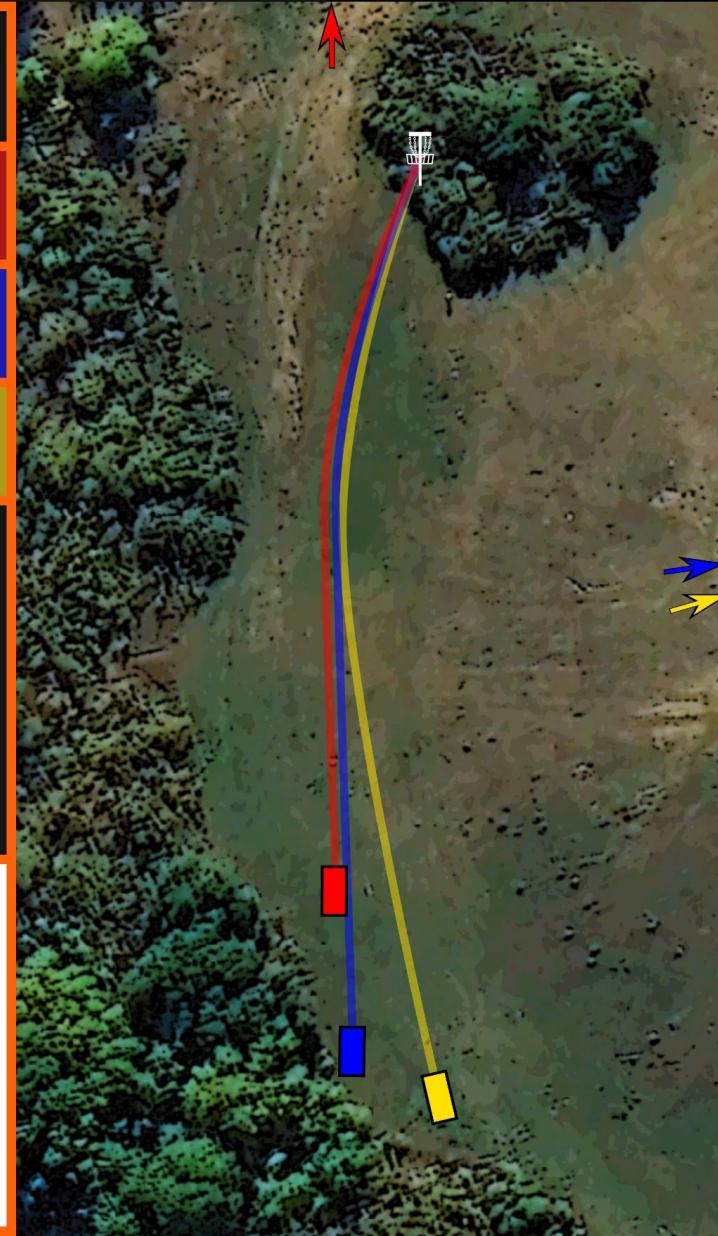
Hole 17

Par 3 - 233ft (71m)

Par 3 - 279ft (85m)

Par 3 - 309ft (94m)

Avoid throwing over the tee of 18



THRILL AT THE HILL



Hole 18

Par 3 - 255ft (78m)

Par 5 - 932ft (284m)

Par 5 - 932ft (284m)

Paths and beyond are out of bounds.

Water is out of bounds.

Blue/Gold Fairway crosses with hole 15,
yield to players on 15 before throwing.



Appendix - Rules Clarifications

This section is just intended as a reference to provide clarity and resolve any disputes about specific rules or interpretations of rules. This will likely not come into play for most players.

Paths: Paved paths and beyond are considered out of bounds on all holes and are normally marked on the hole layout. Dirt and gravel paths are not considered out of bounds unless otherwise specified on the hole layout. If a disc lands on or beyond a path outside the view of the hole map that would still be considered out of bounds. The out of bounds line is defined as the closest edge of the hard asphalt to the fairway; loose pieces of asphalt are not considered part of the OB area.

Roads: All paved roads and beyond are considered out of bounds and are normally marked on the hole layouts. If the road has a curb the edge of the curb closest to the fairway will be considered the OB line. If the road does not have a curb the hard edge of the pavement will be considered the OB line, loose pieces of asphalt are not considered part of the OB area.

Appendix - Rules Clarifications

Sidewalks: All sidewalks and beyond are considered out of bounds and the closest edge of the sidewalk to the fairway will be considered the OB line.

Water: All water in ponds, creeks, ditches, and other areas intended to contain water is considered out of bounds. If a disc comes to rest in any of these areas with water on all sides it shall be considered out of bounds. Reeds or other vegetation in the water are not in-bounds (IE: A disc in the water but leaning on reeds is still out of bounds). Dry areas of ponds, creeks, ditches, etc would be considered in bounds. Water in other areas (IE: puddles) is considered in bounds, play the disc where it lies.

Private Property: All back yards are out of bounds, the edge of the fence closest to the fairway is the out of bounds line.

Failing to Cross In-Bounds: Some tees are located in an out of bounds area, if a drive fails to cross in bounds at any point the player must re-tee with a penalty stroke unless otherwise indicated on the sign.

Appendix - Rules Clarifications

Baseball Fields: All baseball fields are out of bounds, the bottom edge of the chain link is the out of bounds line even if the fence is bent away from the poles.

Mandatory: For each mandatory the restricted plane is defined by the plane of the mandatory sign itself.

Island: The boundary of the Island hole is marked with a circle of wood chips as well as pink whiskers. The pink whiskers make up the official boundary line. To determine if a disc is in or out draw a straight line between the center of the two nearest pink whiskers.