



# AHE FUNDRAISER TOURNAMENT 2024

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CADDY BOOK



# LAND ACKNOWLEDGEMENT

WE ACKNOWLEDGE TREATY 6 TERRITORY—THE TRADITIONAL AND ANCESTRAL TERRITORY OF THE CREE, DENE, BLACKFOOT, SAULTEAUX AND NAKOTA SIOUX. WE ACKNOWLEDGE THAT THIS TERRITORY IS HOME TO THE METIS SETTLEMENTS AND THE METIS NATION OF ALBERTA, REGIONS 2, 3 AND 4 WITHIN THE HISTORICAL NORTHWEST METIS HOMELAND.

# TOURNAMENT SCHEDULE

## FRIDAY

10-530 – COURSE SETUP

530-630 – EARLY REGISTRATION

630-830 – FLIP DOUBLES

(FREE FOR ANYONE)

## SATURDAY

700-830 – REGISTRATION

830-845 – PLAYERS MEETING

900-1200 – ROUND ONE

1200-130 – LUNCH

130-430 – ROUND TWO

430 – RAFFLE PRIZE DRAWS

# TOURNAMENT CENTRAL AND PARKING

LOCATED IN THE COOK SHACK  
BY HOLE 4

BATHROOM AND WATER  
AVAILABLE

ATTEMPT TO PARK IN THE DISC  
GOLF PARKING LOT BEFORE  
PARKING ANYWHERE ELSE

DO NOT PARK IN THE LOOP ON  
HOLE 18



# RAFFLE PRIZE THANKS



the old  
spaghetti  
factory



# RAFFLE PRIZES

INNOVA DISCATCHER EZ PRACTICE BASKET

INNOVA COLD WEATHER PACK

FOURSOME OF GOLF AT CATTAIL CROSSING

APPLE AIR POD PRO

GOOGLE NEST MINI SMART SPEAKER

LINDT CHOCOLATE GIFT BASKET

5X EDMONTON RIVERHAWKS TICKETS

2X EDMONTON ELKS TICKETS

2X EDMONTON SYMPHONY ORCHESTRA TICKETS

6X LASER CITY LASER TAG PASSES

2X \$50 SAVE ON FOOD GC

10X SMALL PIZZAS FROM BOSTON PIZZA

CASH OR E-TRANSFER

1 FOR \$5 4 FOR \$10 10 FOR \$20

# FOOD

## DURING REGISTRATION

- GRANOLA BARS
- ORANGE SLICES
- COFFEE

## LUNCH

- HOT DOGS
- COLESRAW
- VEGGIES AND DIP
- POP

THANK YOU SO MUCH TO  
ASH PERRY AND PRETZEL  
SHACK FOR HELPING OUT  
WITH LUNCH!



# LUNCH ACTIVITIES

## OLD SPAGHETTI FACTORY NOODLE ARMS

- TAKE YOUR STRAIGHTEST DISC AND SEE HOW FAR YOU CAN GET DOWN THE NARROW CORRIDOR

## SNOW VALLEY TARGET GOLF

- TAKE FIVE DISCS AND SCORE POINTS BY LANDING IN THE DIFFERENT SCORING ZONES

# SCORING

SCORES WILL BE TRACKED IN UDISC EVENTS

YOU SHOULD RECEIVE A NOTIFICATION THROUGH UDISC THAT YOU'VE BEEN ADDED TO THE EVENT

CHECK IN TO THE EVENT ON UDISC

YOUR STARTING HOLE WILL BE LISTED

KEEP SCORE IN UDISC

PAPER SCORECARDS WILL BE AVAILABLE IF NEEDED

# HOLE BREAKDOWNS

THE ONLY OUT-OF-BOUNDS THAT ALL PLAYERS WILL BE PLAYING WITH IS CONCRETE ROADS AND PATHS

RECREATIONAL PLAYERS WILL OTHERWISE PLAY THE COURSE AS NORMAL WITH SOME MODIFIED/ADDED HOLES

FOR COMPETITIVE PLAYERS:

- RED FLAGS MARK OUT-OF-BOUNDS
- WHITE FLAGS MARK HAZARD (TAKE A PENALTY STROKE BUT PLAY FROM YOUR LIE)
- RED FLAGS MARK ALT TEE POSITION

# HOLE 1 - PAR 4/5

659 FEET

## MANDATORIES:

YOU MUST GO AROUND THE FURTHEST LIGHT POST BEFORE PROCEEDING TO THE BASKET (NORMAL HOLE 2 BASKET)  
IF YOU MISS THE MANDO, PROCEED TO DROP ZONE

## OUT-OF-BOUNDS:

ONCE YOU HAVE MADE THE MANDO, THE LIGHT POST LINE ACTS AS POINT-OF-ENTRY OB

## HAZARD:

NONE



# HOLE 2 – PAR 3

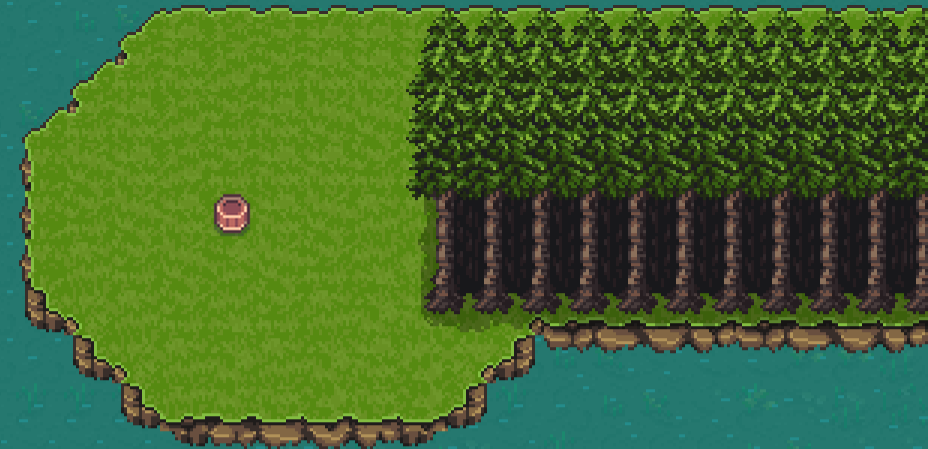
192 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
CIRCLE ONE AND THE TREELINE PLAYS AS AN  
ISLAND

IF YOU MISS THE ISLAND, RETEE WITH NO PENALTY  
STROKE AND REPEAT UNTIL YOU MAKE THE ISLAND  
(BUNKER RULE)

HAZARD:  
NONE



# HOLE 3 – PAR 3

315 / 345 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
TREELINE

HAZARD:  
NONE



# HOLE 4 – PAR 3

305 FEET

MANDATORIES:

OVER THE BACKSTOP

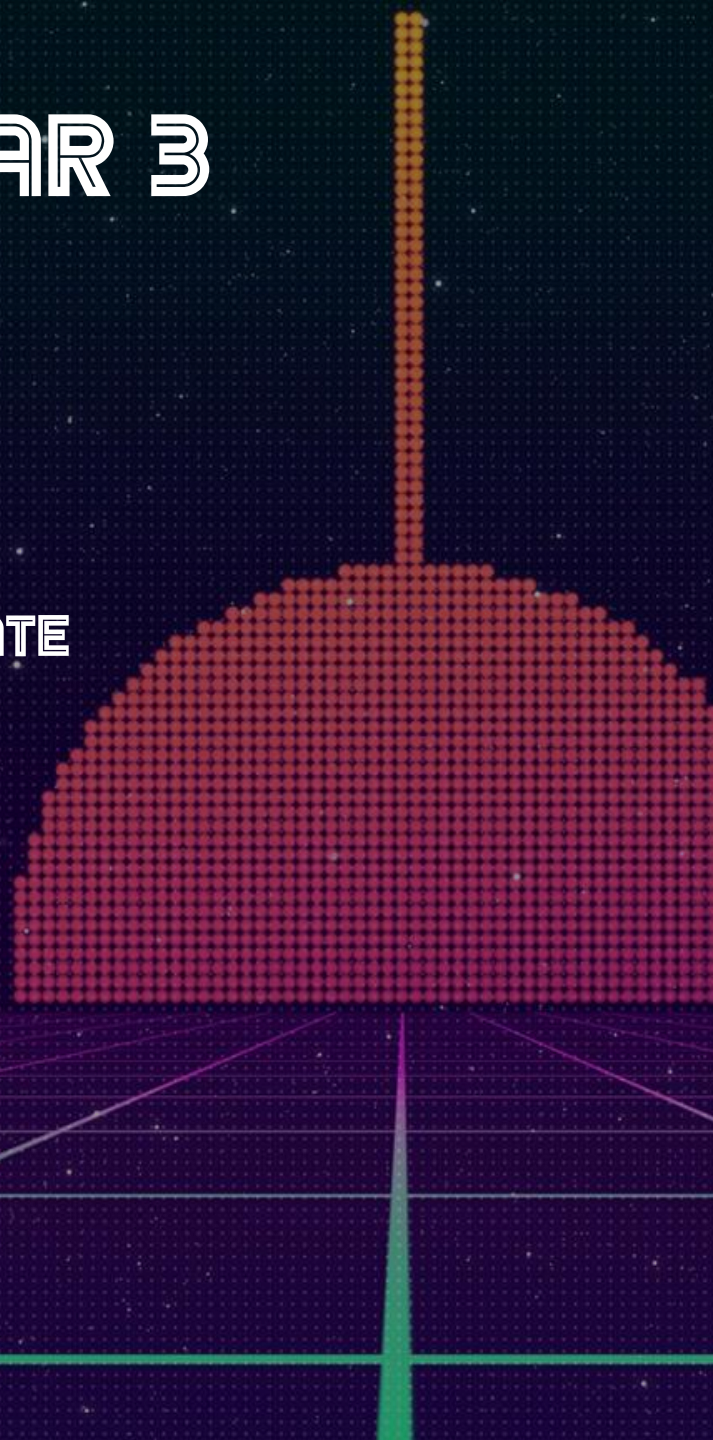
DROP ZONE: HOME PLATE

OUT-OF-BOUNDS:

ROAD

HAZARD:

NONE



# HOLE 5B – PAR 3

150/251 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
SIDEWALK, PATH, AND GRASS  
BETWEEN

DROP ZONE: REC TEE

HAZARD:  
NONE





# HOLE 5D – PAR 3

155/254 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
NONE

HAZARD:  
MULCH BENEATH TREES NEAR  
GREEN



# HOLE 6 – PAR 3

280 FEET

MANDATORIES:  
NONE

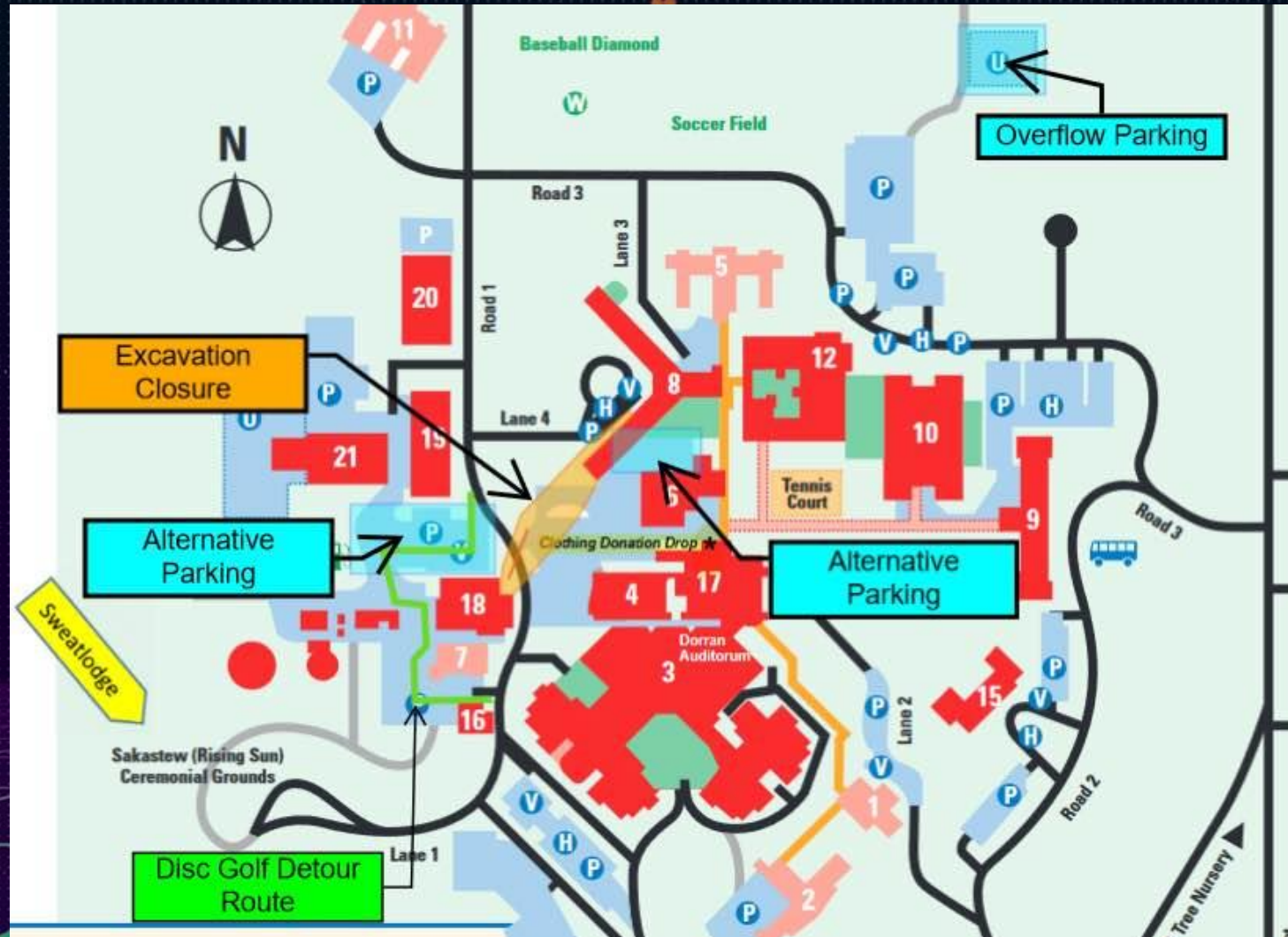
OUT-OF-BOUNDS:  
HEDGES AND BEYOND

HAZARD:  
MULCH/DIRT UNDER LARGE TREES



TEE  
PAD

# HOLE 6 TO 7 DETOUR



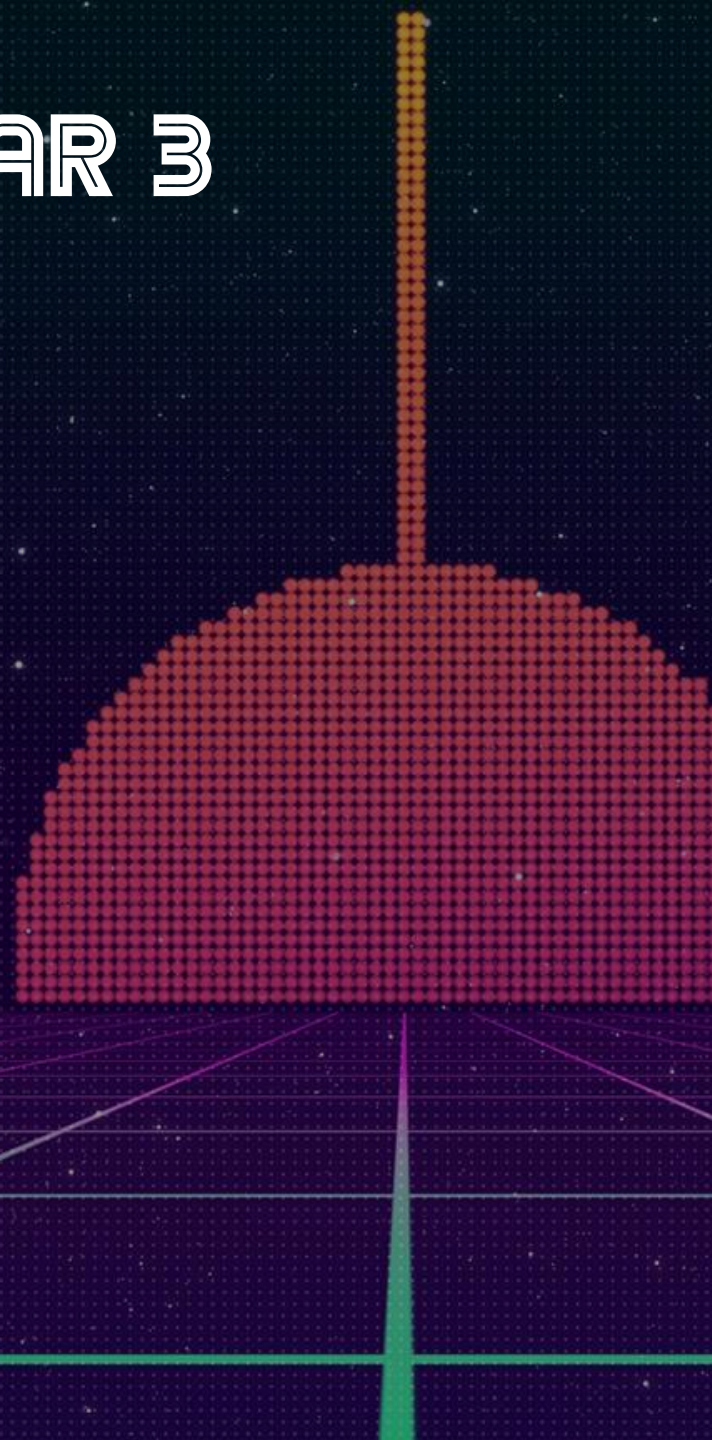
# HOLE 7 – PAR 3

257 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
ROAD AND BEYOND

HAZARD:  
NONE



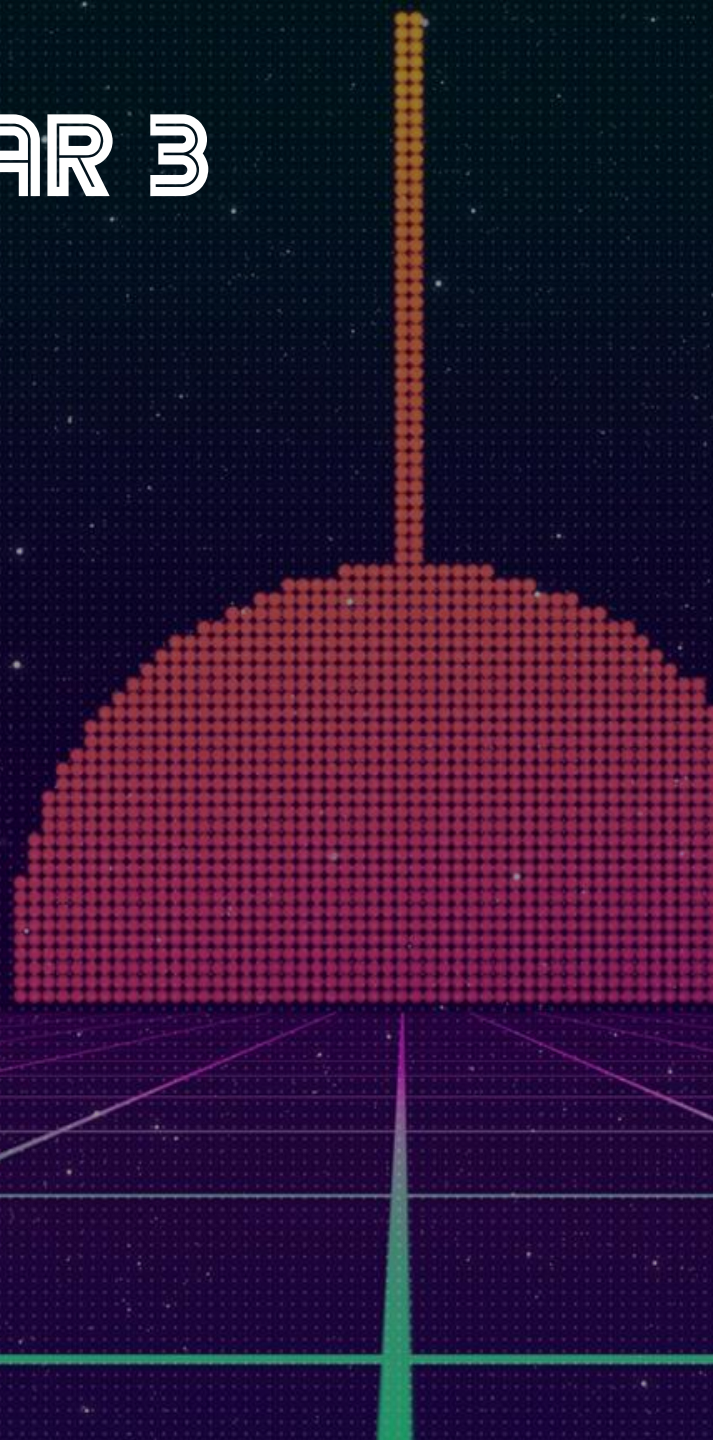
# HOLE 8 – PAR 3

210 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
PATH  
BEYOND FENCE

HAZARD:  
NONE



# HOLE 9 – PAR 3

345 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
GRASS INSIDE OF THE HEDGES PLAYS AS AN ISLAND. PROCEED TO DROP ZONE IF YOU DO NOT MAKE THE ISLAND. IF YOU ARE IN THE HEDGES, YOU ARE OB. ONCE YOU MAKE THE ISLAND, OB PLAYS AS POINT OF ENTRY

HAZARD:  
NONE

TEE  
PAD

DROP  
ZONE



# HOLE 10 – PAR 3

330 / 345 FEET

MANDATORIES:  
THROUGH THE MAIN GAP IN TREES

DROP ZONE: BETWEEN MANDOS

OUT-OF-BOUNDS:  
NONE

HAZARD:  
TREELINE AND BEYOND  
HAZARD STOPS AT CIRCLE 1



# HOLE 10B – PAR 3

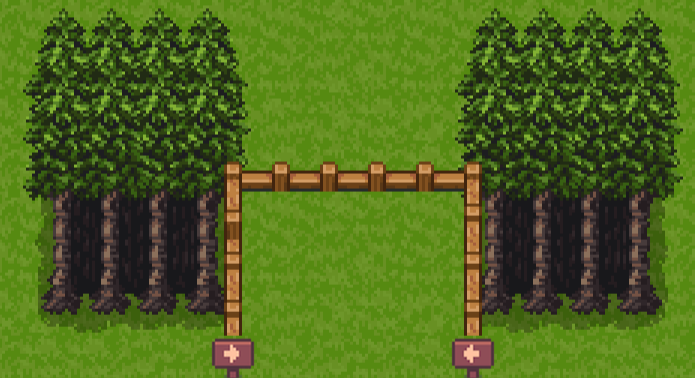
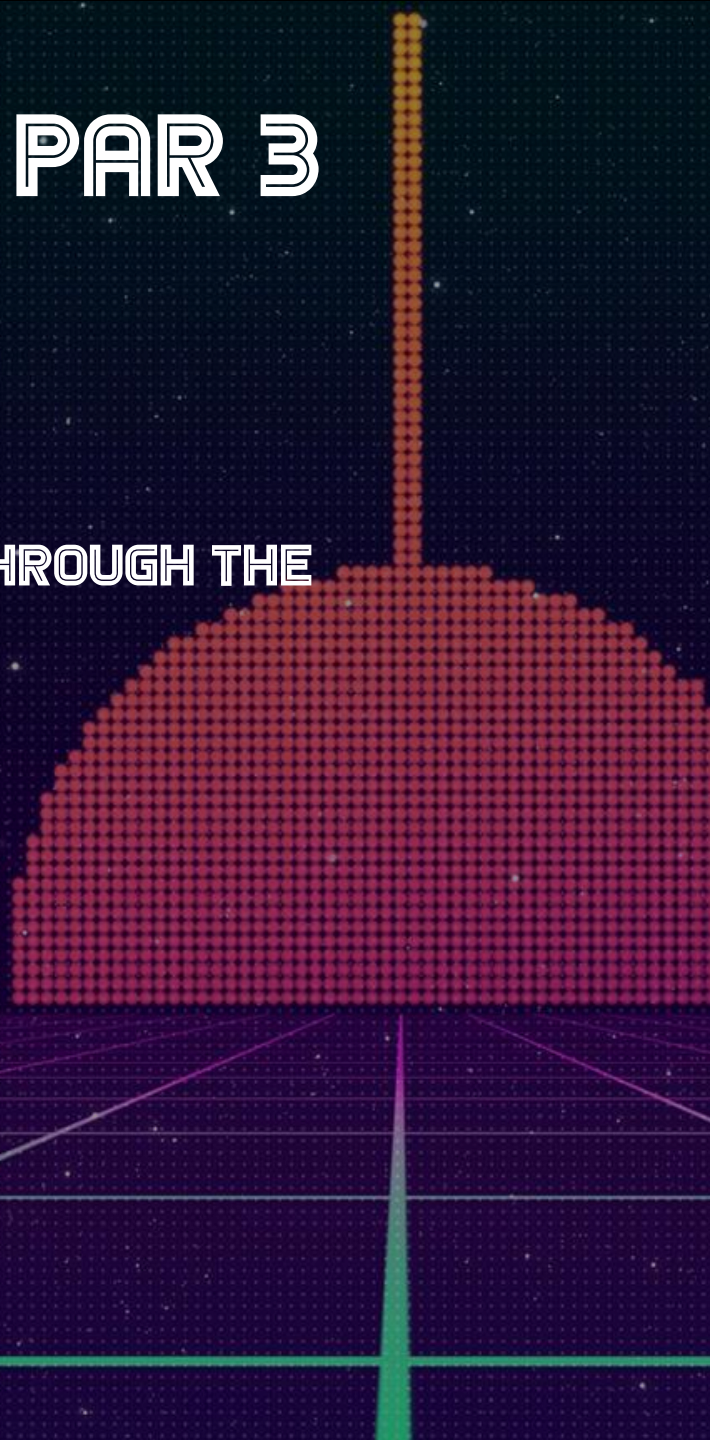
200 / 272 FEET

MANDATORIES:  
TRIPLE MANDATORY THROUGH THE  
PRACTICE NET FRAME

DROP ZONE: REC TEE

OUT-OF-BOUNDS:  
ROAD

HAZARD:  
NONE



REC  
TEE

COMP  
TEE

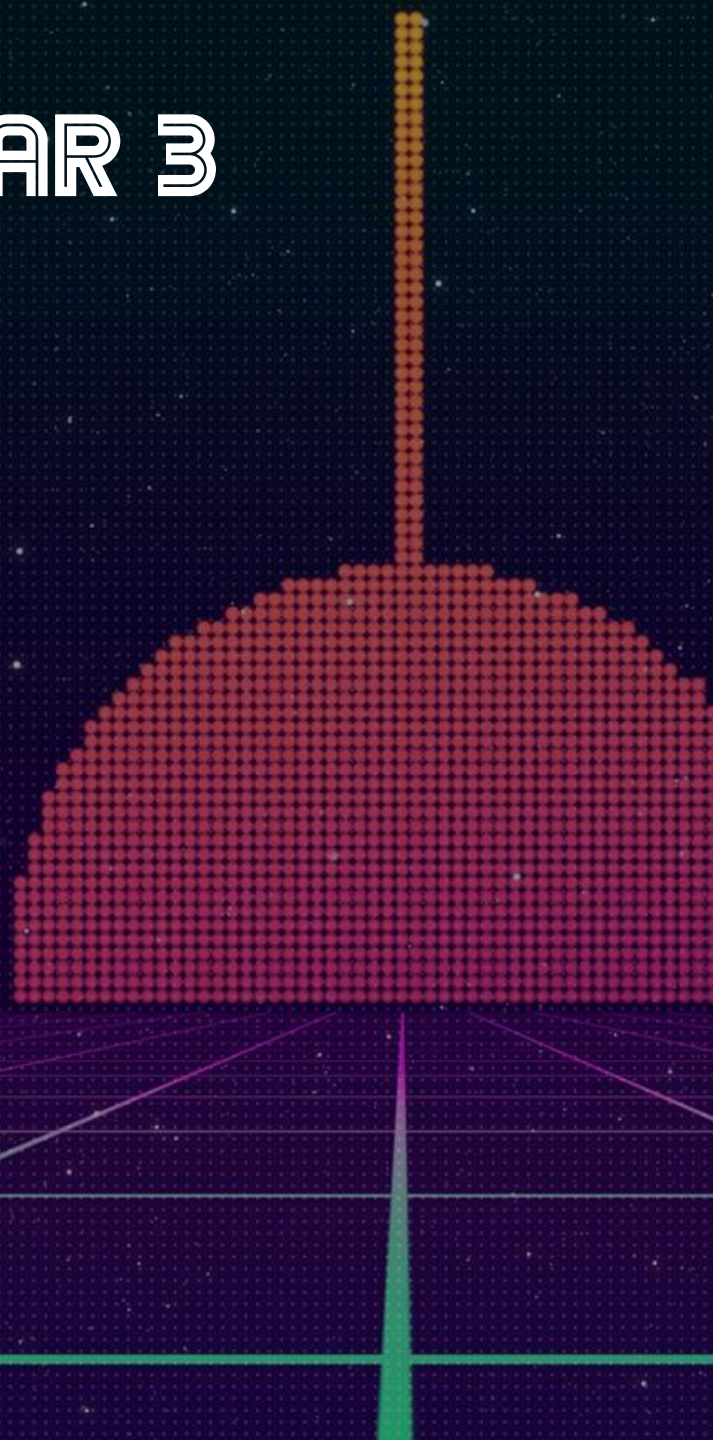
# HOLE 11 – PAR 3

267 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
PATH AND BEYOND  
ROAD AND BEYOND

HAZARD:  
NONE



# HOLE 12 – PAR 3

310 FEET

MANDATORIES:  
BETWEEN FIRST AVAILABLE TREES  
DROP ZONE: BESIDE LEFT MANDO

OUT-OF-BOUNDS:  
TREELINE AND BEYOND ON BOTH SIDES OF  
FAIRWAY

HAZARD:  
NONE



# HOLE 13 – PAR 3

214 FEET

MANDATORIES:

LEFT OF MARKED TREE

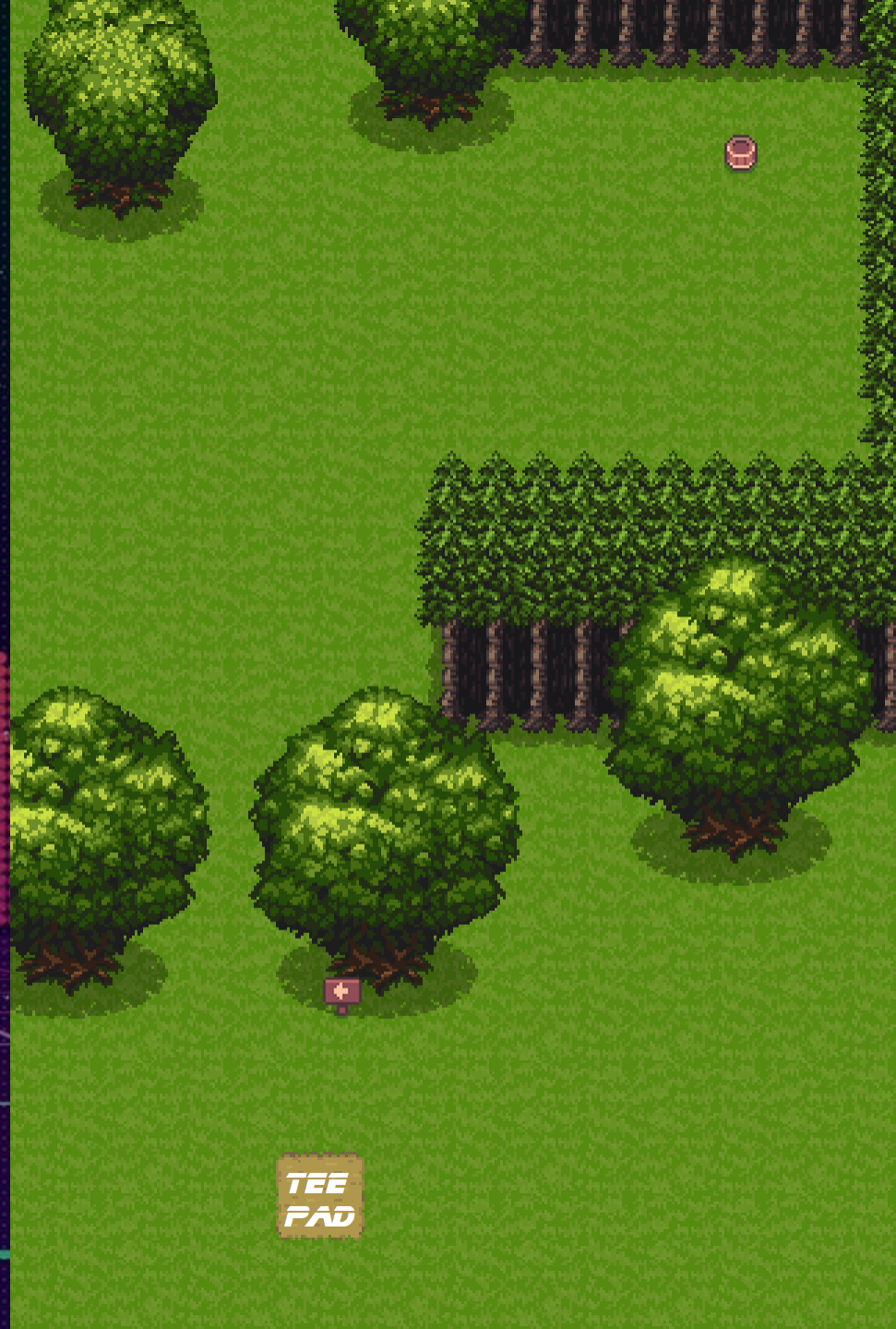
DROP ZONE: BETWEEN TREES

OUT-OF-BOUNDS:

ROAD AND BEYOND

HAZARD:

NONE



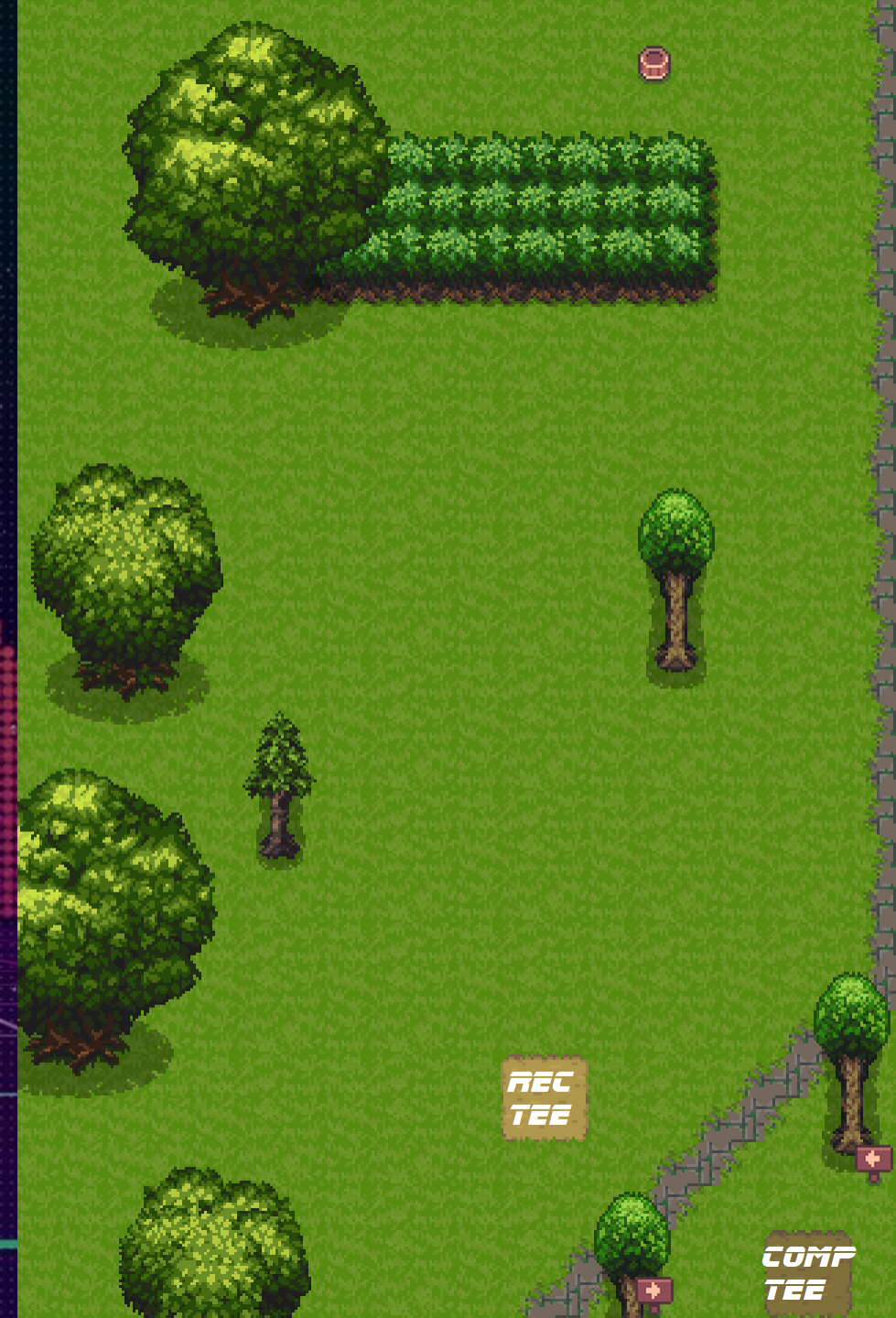
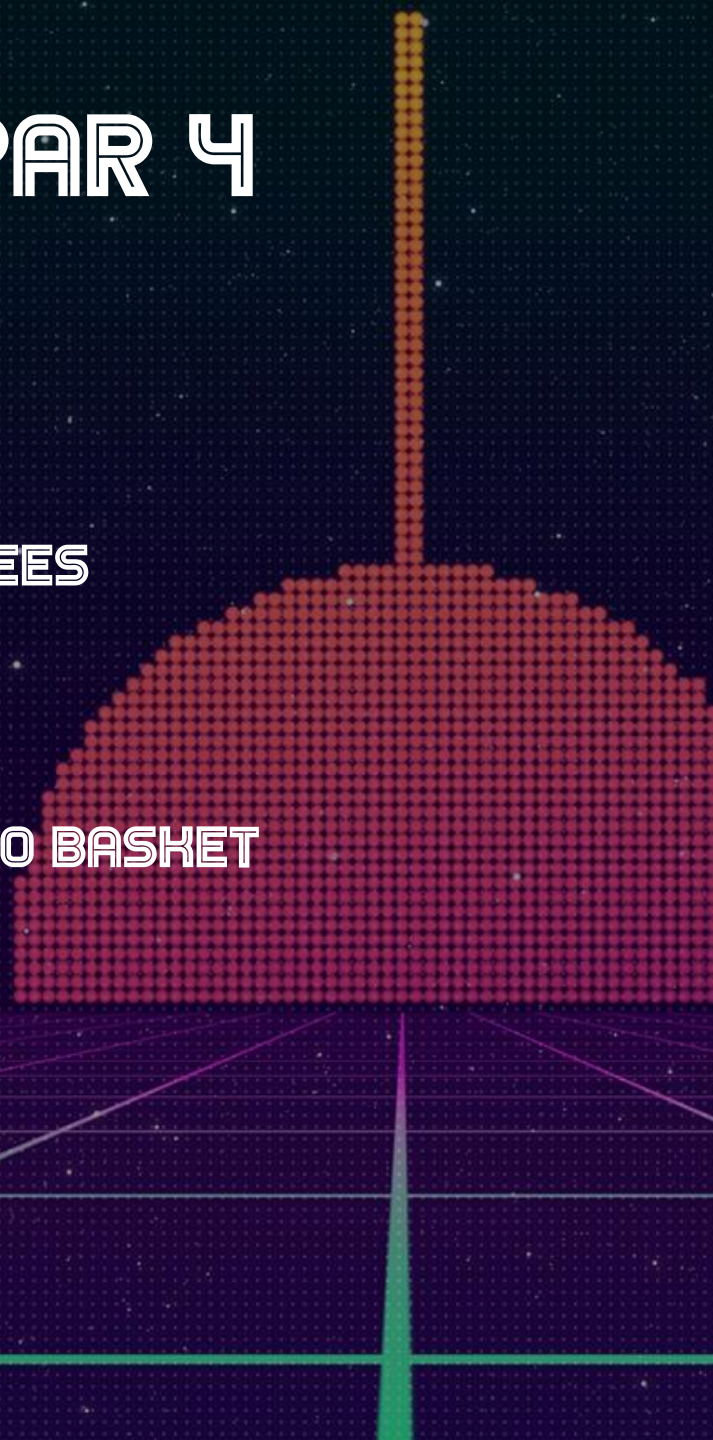
# HOLE 14 – PAR 4

330 / 420 FEET

MANDATORIES:  
BETWEEN MARKED TREES  
DROP ZONE: REC TEE

OUT-OF-BOUNDS:  
HEDGES/DIRT CLOSE TO BASKET  
PATH AND BEYOND

HAZARD:  
NONE



# HOLE 15 – PAR 3

263 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
ROAD AND BEYOND

HAZARD:  
DIRT/TREES TO THE LEFT  
DIRT/MULCH UNDER MARKED  
TREES



# HOLE 16 – PAR 3

300 / 325 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
ROAD AND BEYOND

HAZARD:  
DIRT/MULCH UNDER MARKED  
TREES



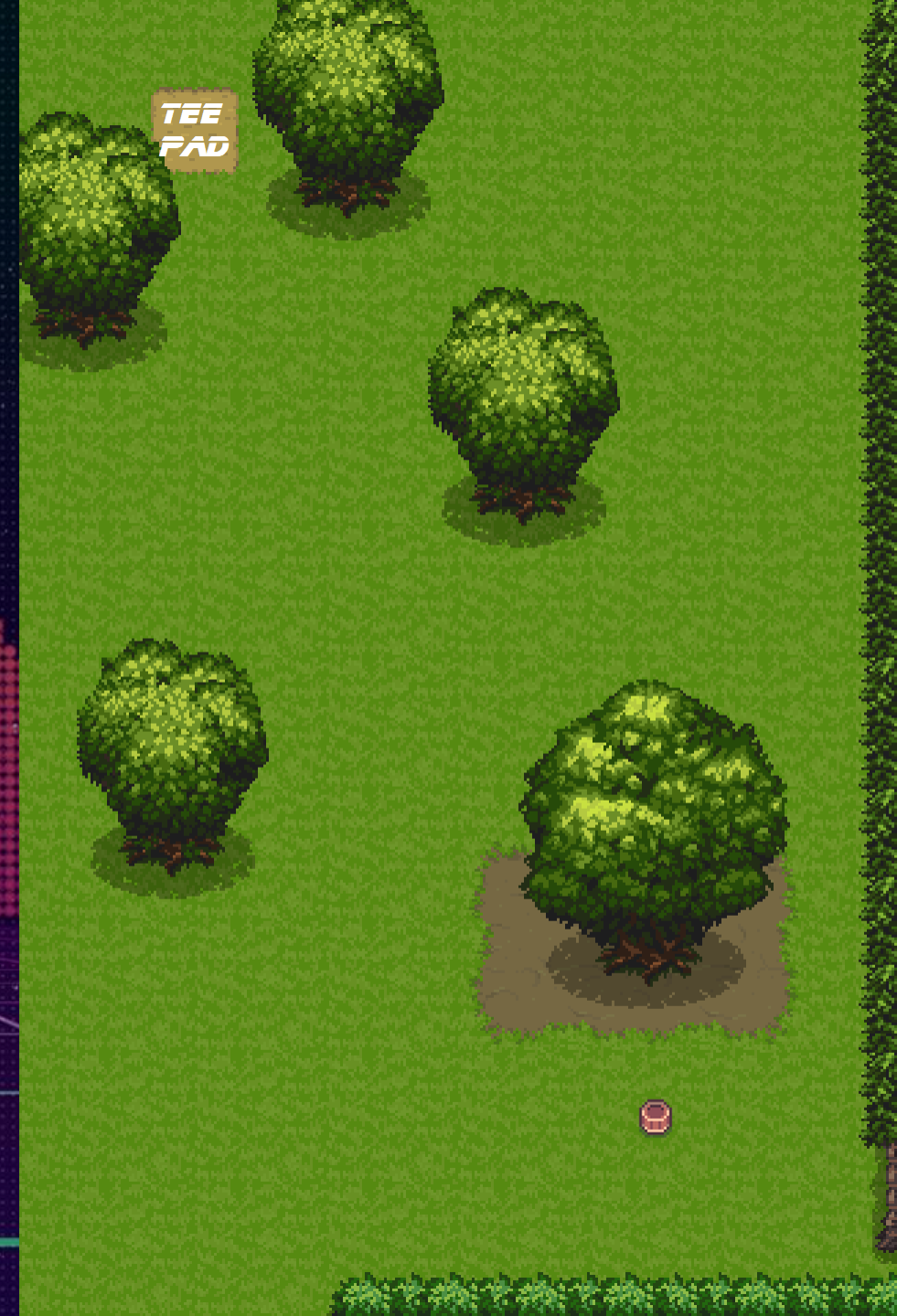
# HOLE 17 – PAR 3

295 FEET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
TREELINE  
HEDGES AND BEYOND

HAZARD:  
DIRT/MULCH UNDER MARKED  
TREES



# HOLE 18 – PAR 4

385 / 519 FEET

COMP PLAYS TO THE PRACTICE BASKET

MANDATORIES:  
NONE

OUT-OF-BOUNDS:  
ROAD (TOUCHING GRASS IN THE MIDDLE  
OF THE LOOP IS SAFE)  
TREELINE

HAZARD:  
NONE

