

Results from Saturday's event will be published online no later than 7PM.

This is a Wisconsin Tour Stop which pays WI Tour Fees, WI Basket Fund Fees & PDGA fees.

All payouts are calculated in accordance with PDGA B-Tier Standards.

**Other Details:**



Hole 1	240 / 300	Hole 10	460 / 530
Hole 2	245 / 290	Hole 11	295 / 330
Hole 3	355 / 405	Hole 12	275 / 295
Hole 4	285 / 325	Hole 13	415 / 525
Hole 5	215	Hole 14	350 / 395
Hole 6	355 / 400	Hole 15	230 / 245
Hole 7	220	Hole 16	365 / 410
Hole 8	420 / 520	Hole 17	435 / 560
Hole 9	475	Hole 18	625

*Tees & Distances*

*Special Thanks:*

This course and our enjoyment of it wouldn't be possible if it weren't for:

Pat Blake - Nathan Mirr - Lee Cotton

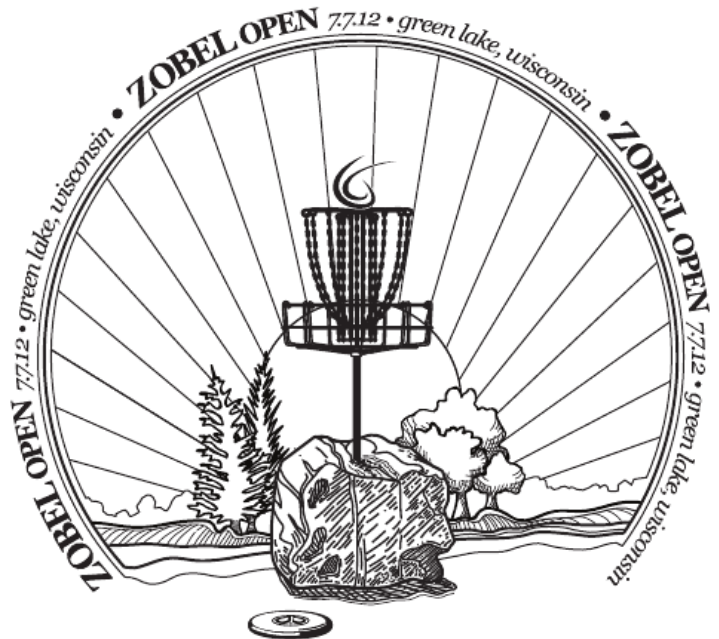
*Event Sponsors and Supporters:*

Innova Discs - Rumble Out Loud Podcasts - Pat Blake  
 Nate Mirr & Family - Steve Kinde - Skyline Disc Golf  
 John Dorn - Lifetime Disc Sports

*CTP's are FIRST round only*

H1: Pro Masters H2: Int Men H5: Recreational  
 H15: Open H7: Adv

The following cards pick their own CTP Hole (Pro GM, AdvGM, AdvMas, All Women)



*Event Info Guide*

- Check in is from 8AM to 9AM in the main parking lot with player's meeting at 9:05 AM.

- We are playing with the 2 meter rule in effect.

- Subway will be onsite at check in. They are taking pre-orders for sub lunches. Beverages and chips will also be available for purchase from the Zobel Club. Please support those who support us.

- We will have water supplied on the course but please be prepared and bring your own water and bug spray just in case.

- On or over paved roads are OB

- Parking lots and roads that connect them are OB.

- Surrounded by woodchips (in the playground) on 16 is OB

- If no aces are hit all day, there will be a CTP with half the money going to the parks department and half going to the single closest thrower. All aces are split all day regardless of tees or divisions.

**Pro Men | Pro Masters | Pro GrandMasters | Advanced Men:**  
 Play LONG tees BOTH rounds

**All other divisions:**  
 Play SHORT tees BOTH rounds