# CLUBHOUSE CLASH COURSE MILLEFINITE

VEGAS CHALLERGE

CADDIE BOOK



PRESENTED BY



PREMIER SPONSORS

INFINITE@DISCS

MILLENIUM golf discs

## **EVENT SCHEDULE & SPONOR**

#### Friday, July 26th

Noon to 6 PM

Check-in (Banquet Room). Players must check-in no later than one hour before their assign tee time on Saturday. Raffle tickets available & vendors set-up!

1:00 PM to Sunset

Practice Play for fully-registered players. Carts available at \$30 for 4 hours or \$60 for All Day. Carts must be returned by dusk, by time advised by cart attendant. Of course, you can practice on foot for free.

#### Saturday & Sunday, July 27th & 28th

Sunrise to 10:00 AM Practice Play on course for fully-registered players allowed if such does not interfere with any formal play. If teeing off Hole 1 on either course for practice play, last "morning practice play tee" is 7:30 AM, and please stay well ahead of formal play (at least a two-hole gap). Other holes can be used for practice play until the first card plays the hole, and then the hole is closed until the last card plays the hole much, much later in the day. Carts are **not** available for weekend morning practice.

6:00 AM to 6:00 PM

Check-in (Banquet Room). Players must check-in no later than one hour before their assign tee time on Saturday. Raffle tickets available& vendors set-up!

3:30 PM to Sunset

Practice Play on course for fully-registered players allowed if such does not interfere with any formal play. If teeing off Hole 1 on either course for practice play, first "afternoon practice play tee" is 20 minutes after the last card tees (likely around 2 PM), and please stay well behind formal play (at least a two-hole gap). Other holes can be used for practice play after the last card plays the hole, and tees the next hole. Carts are not available for weekend afternoon practice!

#### **Title & Premier Sponsors**

Innova Discs - \$2,800

Millennium Discs - \$900

Infinite Discs - \$900

#### **Support Sponsors**

LVDGC - \$4.000+

Paul Chosey - \$4,000

Jacquart Events - \$1,000

Lucky DG - \$1,000

Raffle - ≈\$1.000

#### **Tournament Sponsors**

Mobile DG Gems - \$275

Non-LVDGC - ≈\$250

Rick Mabbatt - \$125

Over the Top - \$100

Lil' Massages - \$100

Chris Warfield - \$75

Evelyn Alfaro - \$75

Justin Brown - \$75

Steve Manley - \$75

#### Tee Sponsors

Withdrawals - ≈\$100

Las Vegas Wraps - \$60

VG Trinity Health - \$25 Nick Springston - \$25

Eddie Gomez - \$25 Dale McClurken - \$25 Pete Gargotto - \$25

Joshua Johnson - \$25

# COURSE RULES - PART I

**General -** Contact Tournament Director, **Jeff Jacquart**, at **702-249-0387** for any problems or questions. When in doubt, use the provisional rule (809.02).

**Awards -** Ties for second and third place trophies will use final hot round.

**Caddies -** A caddie is a person who carries a player's equipment and/or assists the player during their round. Players may designate **one** caddie at a time during their round. A caddie must be at least 13 years of age and must comply with the same rules & requirements as their player. The Player is solely responsible for their caddie's conduct from the two-minute signal until the player's scorecard is submitted. Any penalties for misconduct by a caddie will be applied to both player and caddie. Caddies are **not part of the player group** for the purposes of making group calls or rulings (also see Player Group).

Cart Paths - The cart path is defined as the point where the roots of the grass and the concrete edge of the cart path (including raised edging) meet, unless otherwise marked by rope or paint. All other improvements (see examples below) adjacent to the cart path are not part of the cart path. The out-of-bounds line is a vertical up-and-down plane. The out-of-bounds line is part of the out-of-bounds area. (A disc landing on dirt or grass growing over a cart path edge is out-of-bounds when 100% of the disc is on the O.B.-side of the vertical plane.)













**Casual Water -** Unless marked as O.B., play casual water as a Casual Area (806.03). Lie may be relocated to the nearest lie which is farther from the target and is on the line of play, at the nearest point that provides relief, without penalty.

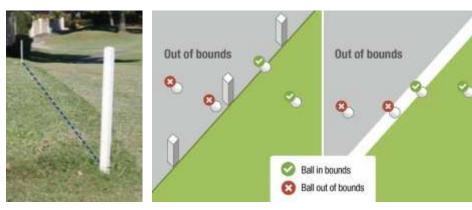
**Discs Retrieval (from Back Yards & Water Areas) -** Entering into private yards or wading into water to retrieve a disc will be seen as Player Misconduct and subject to immediate disqualification at the discretion of the Tournament Director and potential criminal/trespassing charges by the City of Henderson Police.

**Green –** Unless marked by rope or paint, defined as the area within the <u>lowest</u> grass cut around a ball golf hole.

## COURSE RULES - PART II

**Island Holes -** Disc must <u>come to rest</u> on marked islands (**Course Innova**, **Holes 9**, **12**, **15**, **and 16**). If island missed, <u>as approved by the PDGA</u>, take one-stroke penalty and next shot from the designated drop zone(s).

**Out of Bounds** – In general, out of bounds will be marked either by the cart path edge, street/curb edge, pavement edge, water edge, rope, or flags. When flags or posts are used to define the out-of-bounds or hazard, a direct line connecting the two closest flags/posts shall be used to determine the out-of-bound or hazard "line."



**Player Group** – For all divisions, the group consists of the players themselves, each player's individual caddie, any active Tournament staff such as leaderboard attendants, Tournament Officials, etc., and any credentialed media ONLY. No other people may be with the playing group. All others (including players who have already finished their round) are considered spectators and must remain at least 30 feet from the group.

**Sand Traps** - Sand traps are hazards (8.06.05). Take one-stroke penalty and play it where it lies (lie is not relocated). No relief provided from sand traps. Unless marked by rope or paint, defined as the point where the roots of the grass and the sand meet. The hazard line is a vertical up-and-down plane. The hazard line is part of the hazard area. (A disc landing on grass growing over a sand trap is in the hazard when 100% of the disc is on the hazard-side of the vertical plane.)

**Selling of Merchandise** - Permission is <u>not</u> granted to sell merchandise without consent of the Tournament Director. Such activities will be seen as Player Misconduct and subject to immediate disqualification at the discretion of the Tournament Director.

**Teeing Areas -** The teeing area is defined by the area bounded by the edges of the provided tee pad (the artificial turf). When in use, Teeing Areas are in-bounds.

Two Meter Rule - Not in effect for all courses, all holes.

Water Areas – Unless marked by rope or flags, defined as the point where the water and the roots of the grass meet. The out-of-bounds line is a vertical up-and-down plane. The out-of-bounds line is part of the out-of-bounds area. (A disc landing on grass growing over water is out-of-bounds when 100% of the disc is on the O.B.-side of the vertical plane.)

**Zero Tolerance -** Any inappropriate activities will be dealt with immediately.

## VEGAS CHALLENGE

### **COURSE MILLENFINITE**

Hole	Basket Wrap	Distance (fe	eet / meters)	Par (	Po	
No.	(2024 LVC)	Long Tee	Short Tee	Α	В	Notes
	Millennium 1	390' / 119m	Same as long	3	3	
2	Millennium 2	649' / 198m	402' / 123m	4	4	Grass on right-side is in-bounds
3	Millennium 3	359' / 109m	Same as long	3	3	Grass on right & left-sides is in-bounds
4	Millennium 4	345' / 105m	165' / 50m	3	3	Grass on left-side is in-bounds
5	Millennium 5	470' / 143m	260' / 79m	3	3	Grass on left-side & behind basket is in-bounds
6	Millennium 6	759' / 231m	309' / 94m	4	3	Grass on right-side & behind basket is in-bounds
	Millennium 7	293' / 89m	Same as long	3	3	Grass on left-side & behind basket is in-bounds
8	Millennium 8	402' / 123m	Same as long	3	4	Dirt on right-side is in-bounds
9	Millennium 9	434' / 132m	Same as long		4	Some flags instead of rope & some dirt is in
10	Millennium 10	388' / 118m	Same as long	3	3	
11	Millennium 11	635' / 194m	478' / 146m	4	4 :	Some flags instead of rope & some dirt/grass is in
12	Millennium 12	1,000' / 305m	563' / 172m	5	5	
13	Millennium 13	363' / 111m	Same as long	3	4	
14	Infinite 3	289' / 88m	Same as long		3	Some flags instead of rope & Daily CTP
15	Infinite 4	538' / 161m	333' / 101m	4	3	
16	Infinite 5	381' / 116m	Same as long		3	
17	Infinite 6	333' / 101m	333' / 101m		3	Grass on right-side is in-bounds
18	Infinite 7	285' / 87m	Same as long		3	Roped & Daily CTP
19	Infinite 8	325' / 99m	325' / 99m		3	
20	Infinite 9	735' / 224m	Same as long	4	5	Some flags instead of rope
21	Infinite 10	330' / 110m	Same as long		3	Grass/dirt on left-side is in-bounds
22	Infinite 11	308' / 94m	Same as long		3	Grass/dirt on left-side & long is in-bounds
23	Infinite 12	247' / 73m	Same as long		3	Some flags instead of rope & Daily CTP
24	Infinite 13	367' / 112m	Same as long		3	
25	Infinite 14	258' / 77m	Same as long		3	Daily CTP
26	Infinite 15	274' / 84m	Same as long		3	Grass behind basket is in-bounds
27	Millennium 14	465' / 142m	Same as long		4	
Total		11,622'/3,542	9,736'/2,968	88	91	
Ave.		430' / 131m	361' / 110m			

Feet	Meters	Α	В
<300'	<91	6	8
300' - 399'	91 - 122	11	12
400' - 499'	123 – 152	4	5
500' - 599'	153 – 182	1	1
600' - 699'	183 – 212	2	0
700' – 799'	213 – 242	2	1
≥800′	≥242	1	0

#### Pools

A MPO / MP40 / MP50 / MP60 / MP70 / MA1 / MA40 / MA2

FPO / FP40 / FP50 / FP60 / FP70 / B FA1 / FA40 / FA50 / FA60 / FA2 / FA3 / MA50 / MA60 / MA3 / MA4



# COURSE MILLENFINITE







**MILLENFINITE** 

**Basket Wrap** (2024 LVC) Millennium 2

Hole 2

Par (A/B): 4 / 4

Dist. (A): 649' / 198m

Dist. (B): 402' / 123m

O.B.: Fence/rope/flags to left, cart paths, & beyond.

Hole 1

Par (A/B): 3 / 3

(2024 LVC)

Millennium 1

O.B.: Cart path, fence behind basket, & beyond.





Hole 3

Par (A/B): 3 / 3

(2024 LVC)

Millennium 3

HAZARD: Sand trap (well behind basket).

the cart path (and prior/beyond) is in bounds.

CART PATH VARIANCE: Only hole on course where

beyond.





or lost from 4S tee.



Hole 4

Par (A/B): 3 / 3

Dist. (A): 345' / 105m

Dist. (B): 165' / 50m

O.B.: For tee 4L, cart path & prior in front of tee. For both tees, fence & beyond; green.

HAZARD: Sand traps. D.Z.: If any throw from tee 4L never crosses inbounds or lost, take one-stroke penalty & next shot

from Drop Zone (4S tee) using normal O.B. rules thereafter. Use normal O.B. rules at any time if O.B.







Millennium 5

lost from 5S tee.







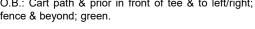


Hole 6

Par (A/B): 4/3

Dist. (A): 759' / 231m

Dist. (B): 309' / 94m



D.Z.: If any throw from tee 5S never crosses inbounds or lost, take one-stroke penalty and next shot from Drop Zone (5S tee) using normal O.B. rules thereafter. Use normal O.B. rules at any time if O.B. or

left. For both tees, fence & beyond. RE-TEE: If any throw from tee 6L never crosses inbounds or lost, take one-stroke penalty and re-tee.







Hole 7

(2024 LVC)

Millennium 7



Par (A/B): 3 / 4 Dist. (A): 402' / 123m Dist. (B): 402' / 123m **Basket Wrap** (2024 LVC)

Millennium 8

Hole 8



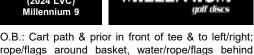
O.B.: Cart path (including that off map behind the basket) & beyond.

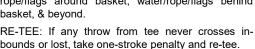
HAZARD: Sand trap (combined into one large one).











Millennium 9

FLAGS: When flags are used to define the out-ofbounds, a direct line connecting the two closest flags







RE-TEE: If any throw from tee never crosses inbounds or lost, take one-stroke penalty and re-tee.

Hole 10

Par (A/B): 3 / 3

**Basket Wrap** 



Hole 11 MILLENFINITE Par (A/B): 4 / 4 Dist. (A): 635' / 194m Dist. (B): 478' / 146m **Basket Wrap** 

(2024 LVC)

Millennium 11





Par (A/B): 5 / 5 Dist. (A): 1,000' / 305m Dist. (B): 563' / 172m

Hole 12



**Basket Wrap** (2024 LVC) Millennium 12

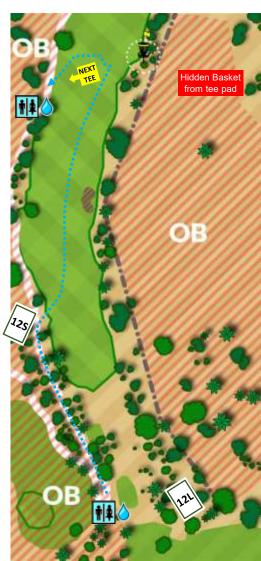
O.B.: Cart path to left, fence to right, & beyond. (Note basket is NOT the one seen on top of the hill as that is the Basket for Hole 13...the next hole.) HAZARD: Sand trap.

both tees, water line/rope/flags to right, & beyond; green. D.Z.: If any throw from tee 11L never crosses inbounds or lost, take one-stroke penalty and next shot

from Drop Zone (11S tee) using normal O.B. rules

thereafter. Use normal O.B. rules at any time if O.B. or lost from 11S tee. FLAGS: When flags are used to define the out-ofbounds, a direct line connecting the two closest flags





Hole 13 MILLENFINITE Par (A/B): 3 / 4 Dist. (A): 363' / 111m Dist. (B): 363' / 111m **Basket Wrap** 

(2024 LVC)

Millennium 13





Dist. (A): 289' / 88m Dist. (B): 289' / 88m **Basket Wrap** (2024 LVC) Infinite 3

Hole 14

Par (A/B): 3 / 3

O.B.: Cart path & prior in front of tee & to left/right Small rock wall/flags behind the basket.

RE-TEE: If any throw from tee never crosses inbounds or lost, take one-stroke penalty and re-tee.

FLAGS: When flags are used to define the out-ofbounds, a direct line connecting the two closest flags shall be used to determine the out-of-bound "line."

cart path behind basket, fence, & beyond; green. HAZARD: Sand trap.

RE-TEE: If any throw from tee never crosses inbounds or lost, take one-stroke penalty and re-tee.





Hole 15
Par (A/B): 4 / 3
Dist. (A): 538' / 161m
Dist. (B): 333' / 101m





Path from Hole 15 to Hole 16

Basket Wrap (2024 LVC) Infinite 4



O.B.: Cart paths to left/right & beyond.

D.Z.: If any throw from tee 15L O.B. left of fairway or lost, take one-stroke penalty & next shot from Drop Zone (15S tee) using normal O.B. rules thereafter. Use normal O.B. rules at any time if O.B. or lost from 15S tee.

TEE PAD: 15L defined by green turf. Front portion of turf painted white is NOT part of the tee pad.

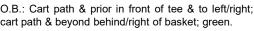




Hole 16 MILLENFINITE Par (A/B): 3 / 3 Dist. (A): 381' / 116m Dist. (B): 381' / 116m **Basket Wrap** (2024 LVC)

Infinite 5





HAZARD: Sand trap. RE-TEE: If any throw from tee never crosses inbounds or lost, take one-stroke penalty and re-tee.





Hole 17



HAZARD: Sand trap.

RE-TEE: If any throw from tee never crosses inbounds or lost, take one-stroke penalty and re-tee.







**Basket Wrap** 

(2024 LVC)

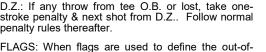
Infinite 7

rope/flags.





O.B.: Not on one of two islands marked by



bounds, a direct line connecting the two closest flags shall be used to determine the out-of-bound "line."





**Basket Wrap** (2024 LVC) Infinite 8

Hole 19

Dist. (A): 325' / 99m Dist. (B): 325' / 99m

O.B.: Cart paths & beyond.





Hole 20
Par (A/B): 4 / 5
Dist. (A): 735' / 224m
Dist. (B): 735' / 224m

Basket Wrap

(2024 LVC)
Infinite 9

O.B.: Cart path & prior in front of tee & to left/right;

cart paths, water/rope/flags, fence/rope/flags (if marked), & beyond; green.

RE-TEE: If any throw from tee never crosses in-

bounds or lost, take one-stroke penalty and re-tee.

FLAGS: When flags are used to define the out-ofbounds, a direct line connecting the two closest flags shall be used to determine the out-of-bound "line."



INFINITE DISCS

Basket Wrap
(2024 LVC)
Infinite 10

Hole 21

Dist. (A): 330' / 101m Dist. (B): 330' / 101m

O.B.: Cart path & prior in front of tee & to left/right cart paths, & beyond.

D.Z.: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty & next shot from D.Z.. Follow normal penalty rules thereafter.

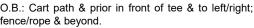




Hole 22
Par (A/B): 3 / 3
Dist. (A): 308' / 94m
Dist. (B): 308' / 94m

Basket Wrap





HAZARD: Sand trap.

(2024 LVC)

Infinite 11

RE-TEE: If any throw from tee pad never crosses inbounds or lost, take one-stroke penalty and re-tee.





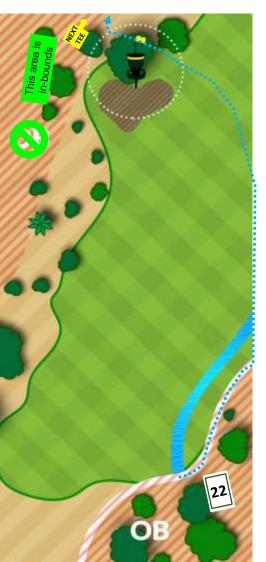
Basket Wrap (2024 LVC) Infinite 12

Hole 23

Dist. (A): 247' / 73m Dist. (B): 247' / 73m

O.B.: Fence/rope/flags to left, water/rope/flags area behind basket, & beyond.

FLAGS: When flags are used to define the out-ofbounds, a direct line connecting the two closest flags shall be used to determine the out-of-bound "line."





Path from Hole 23 to Hole 24





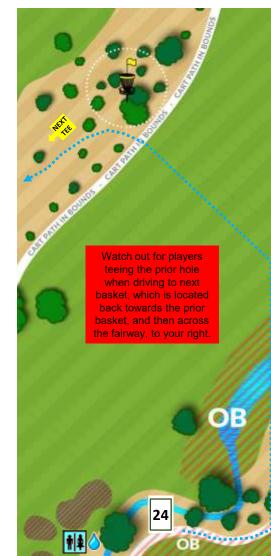
**Hole 24**Par (A/B): 3 / 3
Dist. (A): 367' / 112m
Dist. (B): 367' / 112m



Basket Wrap (2024 LVC) Infinite 13

O.B.: Cart path/grass behind tee; in water/rope area. CART PATH VARIANCE: Only hole on course where the cart path (and prior/beyond) is in bounds.





Path from Hole 24 to Hole 25





**Hole 25**Par (A/B): 3 / 3
Dist. (A): 258' / 77m
Dist. (B): 258' / 77m



Basket Wrap (2024 LVC) Infinite 14

O.B.: Cart path & prior in front of tee; cart path to left, water line/rope to right, & beyond; green.

RE-TEE: If any throw from tee pad never crosses inbounds or lost, take one-stroke penalty and re-tee.

FLAGS: When flags are used to define the out-of-bounds, a direct line connecting the two closest flags shall be used to determine the out-of-bound "line."





Path from Hole 25 to Hole 26





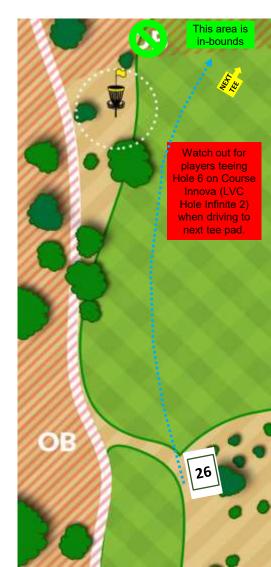






O.B.: Cart path to left & beyond.





Path from Hole 26 to Hole 27











O.B.: Cart paths & beyond; green.

HAZARD: Sand trap.



