



# **Dragan Disc Golf Classic 26**

June 6 – June 7, 2026

Dragan Field Disc Golf – Auburn ME

Welcome to the 26<sup>th</sup> edition of the Dragan Disc Golf Classic. Every division will play a round on each course, Talon and Red Dragon. As always, make sure when you head out to start a round you are going to the correct course.

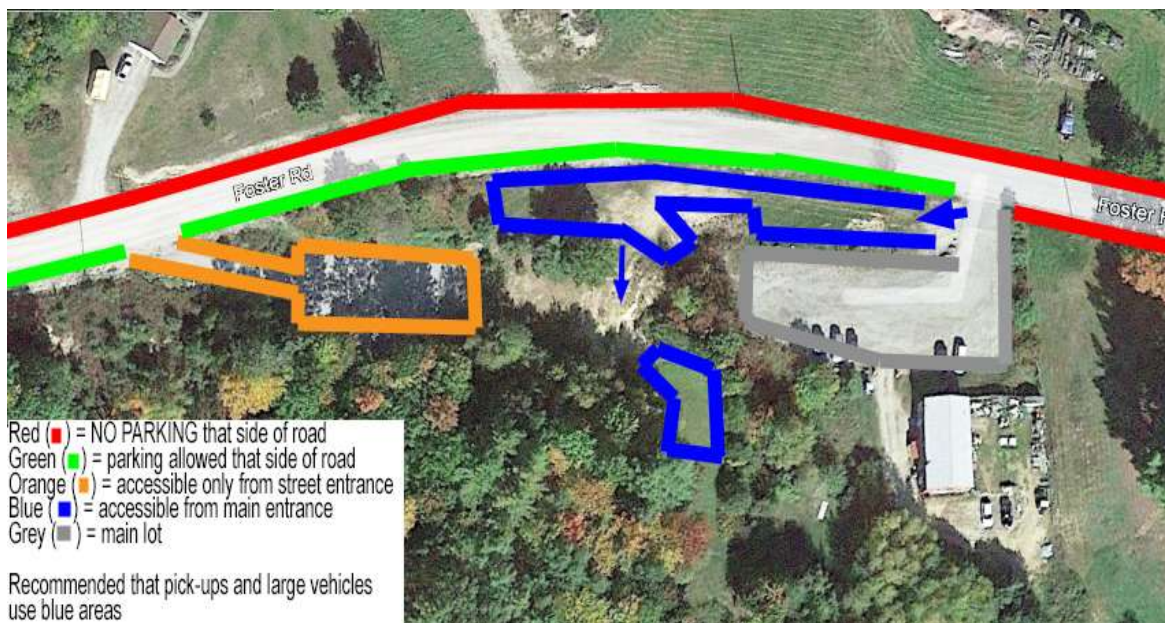
We'd like to acknowledge the sponsors that help make this event happen:

- **RedHawk Disc Golf**
- **Westside Discs** (supplier of am player pack discs and shirts)
- **The players of Monday Night Doubles**
- **Our numerous hole sponsors** (see the signs at each tee)

## PARKING

Parking in our main lot will be limited somewhat to accommodate tournament central. As a result, we are going to rely on our auxiliary parking areas. There will be no parking attendants to direct traffic so all attendees are asked to park smartly and efficiently and we should be able to fit as many cars as possible.

Please do NOT park along the street except directly in front of the Dragan Field property (that is from the driveway west down the unpaved portion of the road).



# EVENT SCHEDULE

## Saturday (ALL AMATEUR DIVISIONS EXCEPT MA1)

Check In (player pack pick up)	7:30 – 9:45
Round 1 Start (Red Dragon Spring or Talon Short Odds) <i>(be ready on your assigned hole)</i>	10:00am
Brief Lunch Break	
Round 2 Start (Talon Short Odds or Red Dragon Spring) <i>(approx. 30 minutes after last card)</i>	~1:30pm
Trophy presentations to division winners	~4:30pm

## Sunday (ALL PRO DIVISIONS + MA1)

Check In (MA1 player pack pick up)	7:30 – 9:45
Round 1 Start (Red Dragon Spring or Talon Longs) <i>(be ready on your assigned hole)</i>	10:00am
Brief Lunch Break	
Round 2 Start (Talon Longs or Red Dragon Spring) <i>(approx. 30 minutes after last card)</i>	~1:30pm
Dragon's Tail Nine <i>(top 9 MPO)</i>	~4:30pm
Trophy presentations to division winners	~5:30pm

## LUNCH

All players will be on their own for lunch between rounds. It is **HIGHLY recommended** that you bring lunch with you so that you do not have to leave the property. There are limited options nearby and if they get busy, it will take a while. The plan is for a quick turnaround (30 minutes after last card), so do not risk being late to your second round starting hole.

## PRACTICING THE COURSES

All registered players will be able to play for free one day between Tuesday 6/2 and Fri 6/5). On tournament days, the course is open for practice right up until start time. It is also open for practice on Saturday after all competitive play has concluded.

## **ACE POT**

Every competitor is automatically entered into the tournament ace pot for the weekend. For each day, there will be a \$500 pot to be split amongst all aces. If there are no aces, the pot will be split between 3 of the CTPs in play during the tournament (DT9 does not count): hole 3 Red Dragon, hole 5 Red Dragon, and hole 12 Talon.

## **TIEBREAKER**

All first place ties at the end of competition will be broken by a sudden death playoff, using holes on the course played by the division in its final round. Red Dragon playoff holes will be 17 & 18 in a loop. Talon playoff holes will be 1 & 18 in a loop.

## **TOURNAMENT RULES REMINDERS**

- Shotgun start means everyone starts when THE TD signals the start. If the signal does not come at exactly the announced time, do NOT take it upon yourself to shout "start". The delay may be intentional.
- Two Meter Rule is NOT in effect on either course. Play suspended discs per rule 805.01.C.
- Possession and/or consumption of alcohol is prohibited during play, defined as the 2 minute warning through submission of the scorecard (Competition Manual section 3.03.B.10). The use of marijuana is not permitted at PDGA events at all, regardless of local law/ordinances (Competition Manual section 3.03.B.8). Violation of either rule will result in immediate disqualification from the tournament.
- Scorecards must be submitted within 30 minutes of the conclusion of the round. Since scoring is electronic, submitted means all scores are attested in the PDGA online scorecard via entry of player name or PDGA number. Failure to do so is a two-throw penalty.

## SCORE KEEPING DURING ROUNDS

All official scoring will be done through the PDGA Live Scoring application. Instructions on how to log in and use the digital scorecard are below. As of 2024, **PDGA rules require that all players must keep score for the entire round**. Players that are unable to use PDGA Live Scoring must use paper instead. Paper cards are available at the registration table. It is recommended you take one even if you plan to use PDGA Live.

At the end of the round, each group must ensure all their scorecards (digital or paper) match before the group submits their scores. Please note that scores are only officially submitted once **all** PDGA Live scorekeepers submit their scorecards. Do NOT forget to do so as failure could lead to penalties.

To log in to the official digital scorecard:

1. Use your preferred browser to go to PDGA.COM/SCORE or download the PDGA Live app (available on Google Play Store and Apple Store) and tap the "Scorecard" tab.
2. Enter tournament code:
  - a. Saturday = **ddgc26sat**
  - b. Sunday = **ddgc26sun**
3. Enter your PDGA number
4. Press "Keep Score" button for appropriate round
5. Scorecard should be pre-loaded but verify that all players are listed
6. Press "Begin Play" and be sure to begin scoring on the correct hole (should be automatic)

**BE SURE THAT YOUR PHONE IS FULLY CHARGED AT THE START OF THE DAY SO YOU WILL HAVE NO ISSUES SCORING.**

## RED DRAGON COURSE RULES/SPECIAL CONDITIONS

Consult the maps on the tee signs for more detail. All OB lines are marked by yellow rope unless otherwise noted.

Hole 1: OB lines the left side of the fairway and wraps around behind the basket (normal OB rules apply)

Hole 2: OB lines the left (line is fence where no rope) and right sides of the fairway as well as behind the basket (normal OB rules apply)

Hole 3: OB lines the perimeter of the entire fairway. The island in the middle of the fairway, marked by paint, is also OB. All throws *from the tee* that land OB must be played from the drop zone with a one throw penalty. Any throws from the fairway that land OB are played with normal OB rules.

Hole 4: OB lines the left and right sides of the fairway as well as wrapping around behind the basket (normal OB rules apply)

Hole 5: OB area marked by rope and fence on the right-hand side (normal OB rules apply)

Hole 6: OB behind the basket (normal OB rules apply)

Hole 7: OB on left side of fairway in the woods (normal OB rules apply)

Hole 8: OB on left side behind the trees (normal OB rules apply)

Hole 9: Mandatory on the right-hand side about 300 feet from the tee. Disc must pass the left-hand side of the marked tree. Missed mandatory shots must be played from the drop zone with one-throw penalty.

Hole 10: Disc must come to rest past the rope at the top of the cliff to be in-bounds. All throws from the tee that fail to land in-bounds must be re-thrown from the tee with one throw penalty.

Hole 11: OB lines the left side of the fairway and wraps around the perimeter of the green area (normal OB rules apply). All three ponds are also OB *if water is present*. Disc must be completely surrounded by water to be OB. All water OBs must be played from the drop zone with one-throw penalty.

Hole 13: OB area on left side beginning a bit over halfway to the basket (normal OB rules apply) OB area far right of fairway marked by rope and fence (same as hole 5)

Hole 16: OB area on the right side of the fairway near rock wall (normal OB rules apply)

Hole 17: OB lines the right side of the fairway (normal OB rules apply)

Hole 18: OB lines the perimeter of the entire fairway. The island marked by rope and paint in the middle of the fairway is OB. It is one big island, the path through it is also OB (normal OB rules apply)

## TALON COURSE RULES/SPECIAL CONDITIONS

Consult the maps on the tee signs for more detail.

All water is casual unless it is within marked OB areas.

Brush piles are considered casual areas. For safety, players are encouraged to take line of play relief behind piles rather than try to play from on/in them. Stacked log walls are considered solid obstacles, *not casual obstacles*. See PDGA rule 803.02.B.

OB areas are marked by yellow wooden stakes unless otherwise noted. The line runs directly from stake to stake as measured from the near fairway edge of the stake. In the case of a disc close to the line, if the group cannot make a distinct call after a quick look from one stake to the next (1-2 seconds), the disc should be ruled *in-bounds*.

Hole 1: Mandatory located between the short and long tees. Discs must pass left side of marked tree. The drop zone for any throws that pass the incorrect side of the mandatory is the short tee. Mando is only in play when playing the long tee. OB along the rock wall on the right side of fairway and OB rope on far left side (Red Dragon 18's fairway).

Hole 10: OB lines the left side of the fairway (normal OB rules apply). Log bordered "pond" just shy of the basket is a required relief area (806.04). Any throws that land inside this area must be played from the drop zone with *no* penalty. Drop zone is *not* to be used for OB shots.

Hole 11: OB area on the left side of fairway behind the trees (normal OB rules apply)

Hole 12: OB area on the left side of fairway and green (normal OB rules apply)

Hole 13: OB lines the left side of fairway (normal OB rules apply)

Hole 14: OB lines the left side of fairway (normal OB rules apply)

Hole 15: Street/road and beyond on left hand side is OB (normal OB rules apply). Road is determined by whether there is gravel under the disc. If group cannot make a quick call (1-2 seconds) on a disc close to the edge, the disc should be ruled in-bounds.

Hole 17: OB along the rock wall on the right and behind the basket (normal OB rules apply)

Hole 18: OB on the right side of the fairway (normal OB rules apply)

## **DRAGON'S TAIL NINE (Sunday only)**

This showcase round will feature the top nine MPO players from today's DDGC. Groups of three players each will go out in trickle start fashion from DT9 hole #1. \*\*\* Note: if round cannot be started before 6:30pm, DT9 will be canceled. \*\*\*

In the event of a tie that causes more than the prescribed number of players to be eligible for the DT9, the players who are tied with the last qualifying score will all begin the round, but not all will finish. Some of the tied players will be eliminated in sudden death fashion until only the prescribed number of players remain in the Final.

### **THE COURSE**

DT9 Hole 1 - Tee from special DT9 tee on the bridge, playing to Red Dragon basket 2. Yellow rope and the tall net fence along the left side of the fairway is an OB line. Do not retrieve discs that go over this property line (staff can retrieve for you). Yellow rope also marks an OB line running the length of the right-hand side of the fairway.

DT9 Hole 2 = Red Dragon Hole 3, played with regular OB and conditions.

DT9 Hole 3 = Red Dragon Hole 4, played with regular OB and conditions.

DT9 Hole 4 = Red Dragon Hole 5, played with regular OB and conditions.

DT9 Hole 5 = Red Dragon Hole 9, played with regular conditions.

DT9 Hole 6 = Red Dragon Hole 12, played with regular conditions.

DT9 Hole 7 = Red Dragon Hole 13, played with regular OB and conditions.

DT9 Hole 8 = Red Dragon Hole 17, played with regular OB and conditions.

DT9 Hole 9 - Tee from Red Dragon Tee 18, playing to the Black practice basket near the clubhouse. Hole 18's normal OB lines are in play with one exception, and that is the line that must be crossed to reach the target basket. Additional OB lines will be in play on both sides of the fairway leading to the target, extending around behind the target as well.

## RED DRAGON COURSE MAP



## TALON COURSE MAP

Easiest walking route to starting holes from shop/parking lot

- Tees 9 - 16 = walk down street, enter course on cart road just past basket 15 (see X)
- Tees 7, 8, 17 = above route OR walk down 1, then 17 backwards
- Tees 2 & 3 = walk down 1 or Red Dragon 18 backwards
- Tees 4, 5, 6 = walk down 1 or Red Dragon 17

