

# ARMORY WINTER AMBUSH

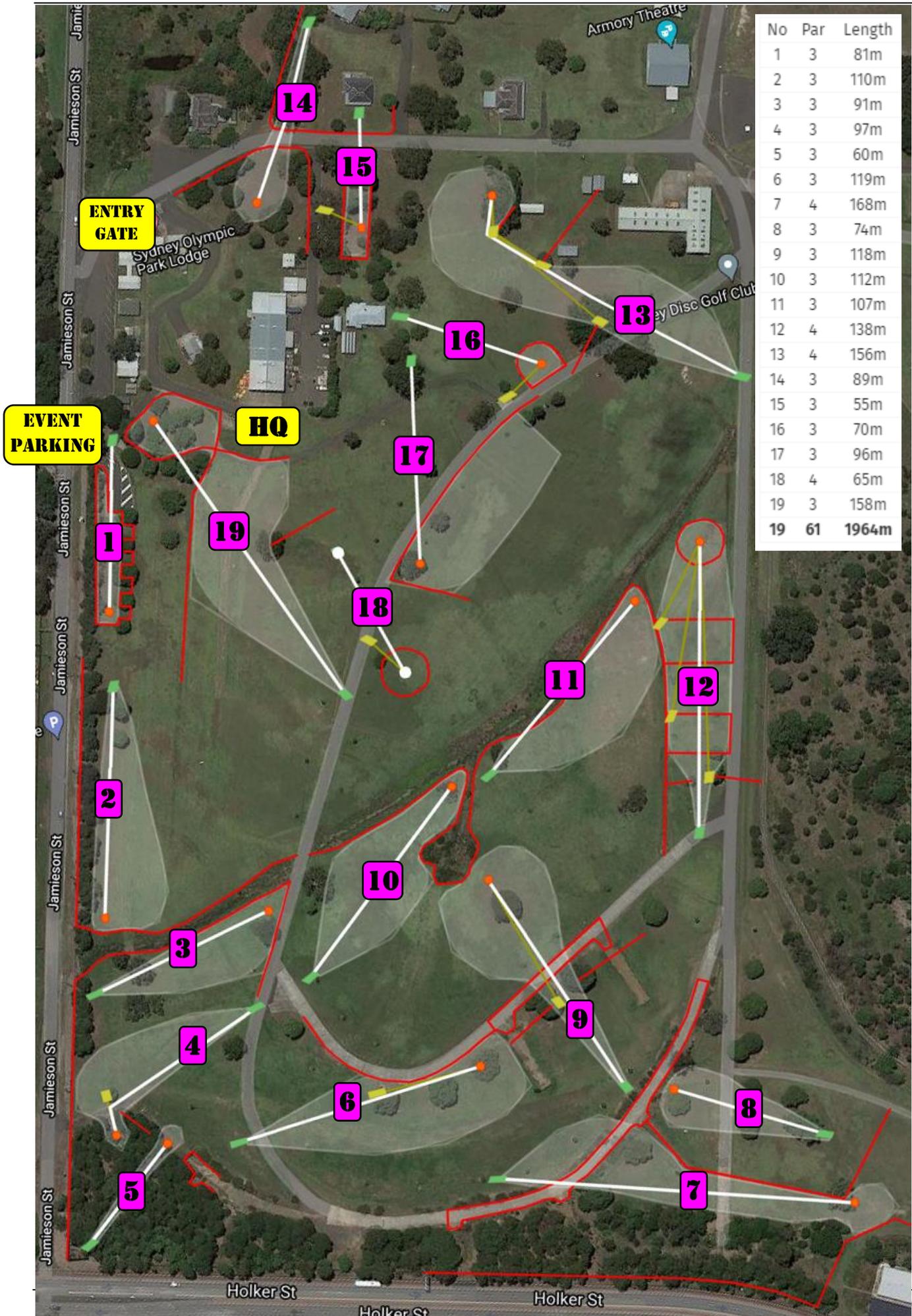
25  
JUN  
2022





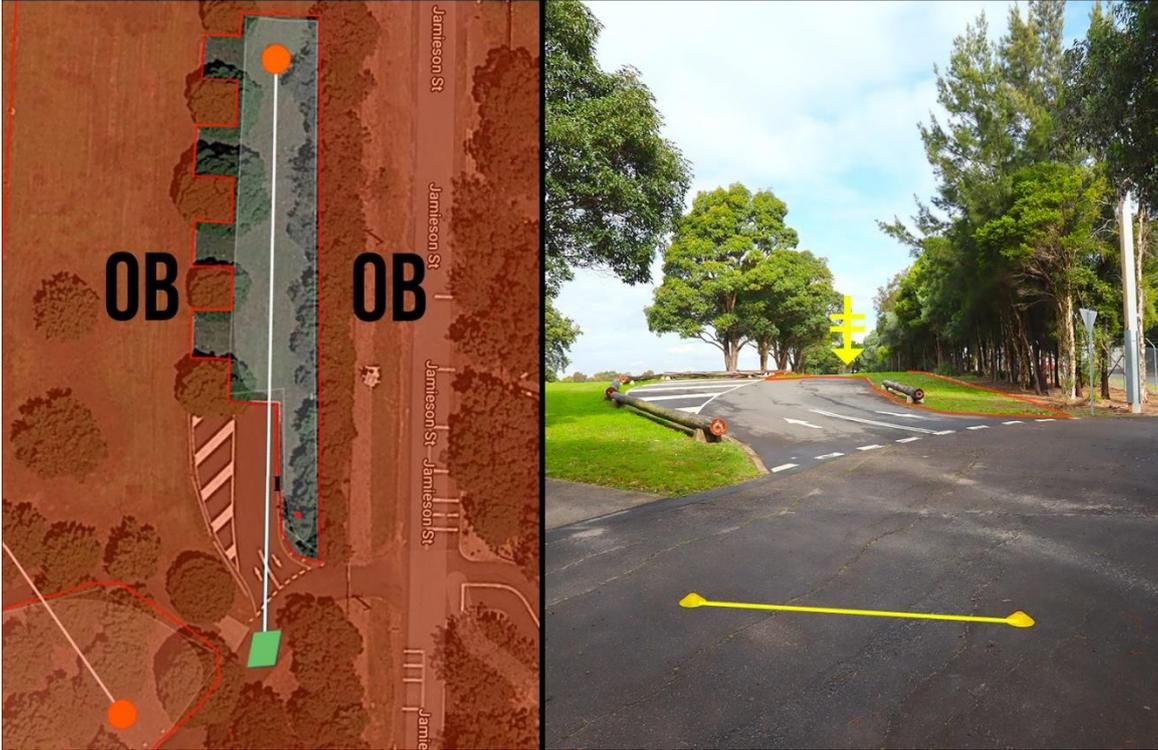
# ARMORY WINTER AMBUSH

25<sup>TH</sup> JUNE 2022



No	Par	Length
1	3	81m
2	3	110m
3	3	91m
4	3	97m
5	3	60m
6	3	119m
7	4	168m
8	3	74m
9	3	118m
10	3	112m
11	3	107m
12	4	138m
13	4	156m
14	3	89m
15	3	55m
16	3	70m
17	3	96m
18	4	65m
19	3	158m
19	61	1964m

## HOLE 1 • PAR 3 • 81 M



### PARKED

Tight fairway with OB on both sides and past the basket.

**OB** – painted lines all around basket. Fairway side of concrete blocks on right side. Point on ground directly below the fairway edge of logs on left side. All road section in front of tee.

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**HOLE 2 • PAR 3 • 110 M**



**RAZORWIRE**

Tight gap through the initial trees before opening up. The trees down the right side of the fairway love to grab your disc.

**OB** – over the right side fence or in the unmown grass or reeds behind the basket. OB line painted behind the basket.

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**HOLE 3 • PAR 3 • 91 M**



**CTP**  
MA40  
MA50

**UP TYPHA CREEK**

Watch the low limbs on the tree directly in front. Take care not to go left or long.

**OB** – long grass down left side defined by edge of mow line (including over the creek) and road behind the basket plus everything on other side of the road.

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**HOLE 4 • PAR 3 • 91 M**



**JAIL BREAK**

Open fairway but tight entry to the green. Attack the basket at your peril.

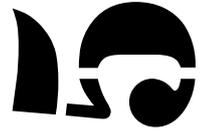
**MANDO** – stay to the right of the mando tree on the edge of circle 1. Tape defines the mando line and extends in a straight line to infinity. If you miss the mando, drop zone is next to lone tree.

**OB** – over the fence long of the fairway.

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**HOLE 5 • PAR 3 • 60 M**



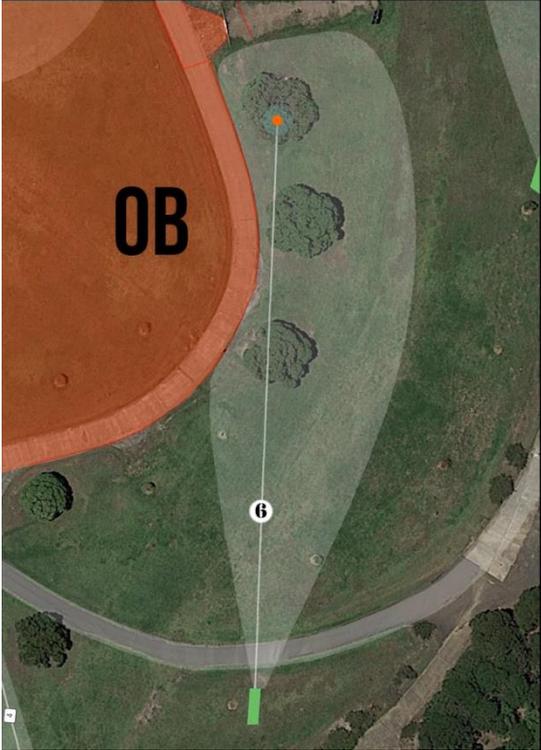
**HIDEOUT**

The only wooded hole on the course. Tight line down the middle with danger right of the basket.  
**OB** – road to the right of the basket or over the fence to the far left.

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**HOLE 6 • PAR 3 • 125 M**

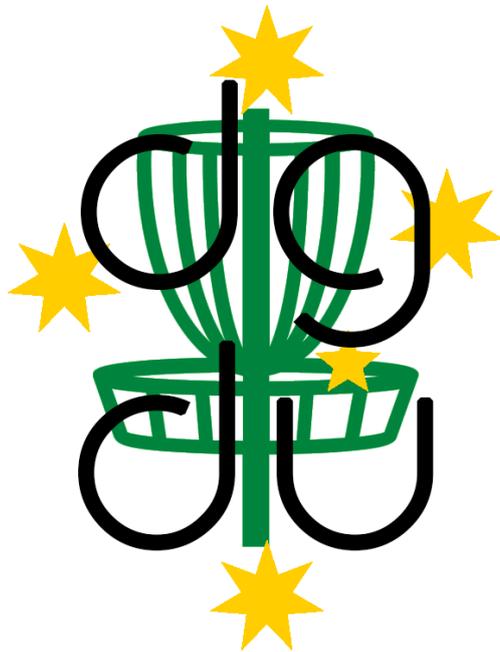


**STORM THE BUNKER**

A big crush required with danger to the left. Will you attack or play it safe out on the right side?

**OB** – on or over the road on the left side. Normal OB rules apply. First road directly in front of the tee is safe.

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**HOLE 7 • PAR 4 • 168 M**



**MINEFIELD**

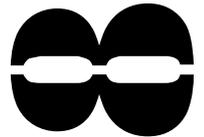
Tight gap through the trees before a fairway that narrows as you get closer to the basket.

**OB** – road in front and right of tee. Over the fence running down right side. On left side after the road, there is a painted line running across the top of the bunker and then a straight line from the end of the bunker to the tree in front of the basket. Opens up behind the basket. Second road closer to the basket is safe (not OB).

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**HOLE 8 • PAR 3 • 74 M**



**ON THE BRAKES**

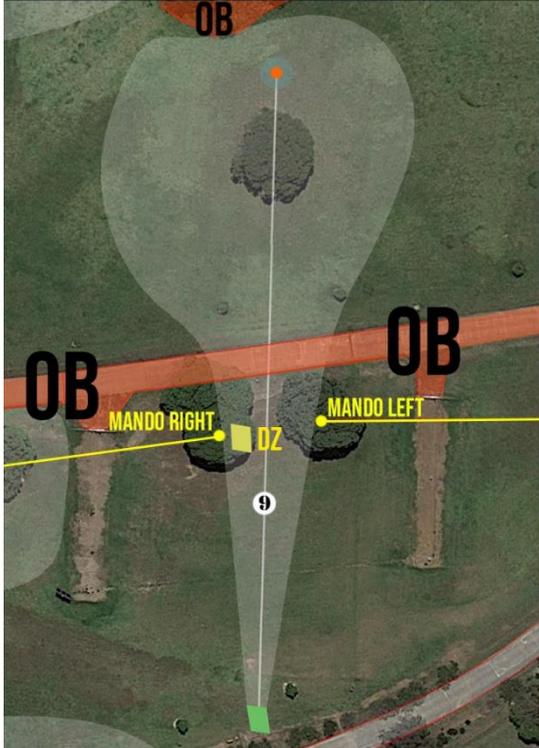
Shoot the gap between the trees and try to get as close to the basket as you dare. Go long and you risk rolling down the hill and OB.

**OB** – shared OB line from previous hole down left side. The road behind the basket (and beyond) is also OB. The road and pedestrian path before the basket are safe (not OB).

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**HOLE 9 • PAR 3 • 116 M**



**MANDO MAYHEM**

An extended version of this popular hole with a tight gap to make between the two large trees. Hit either of these trees and you risk dropping onto the OB road.

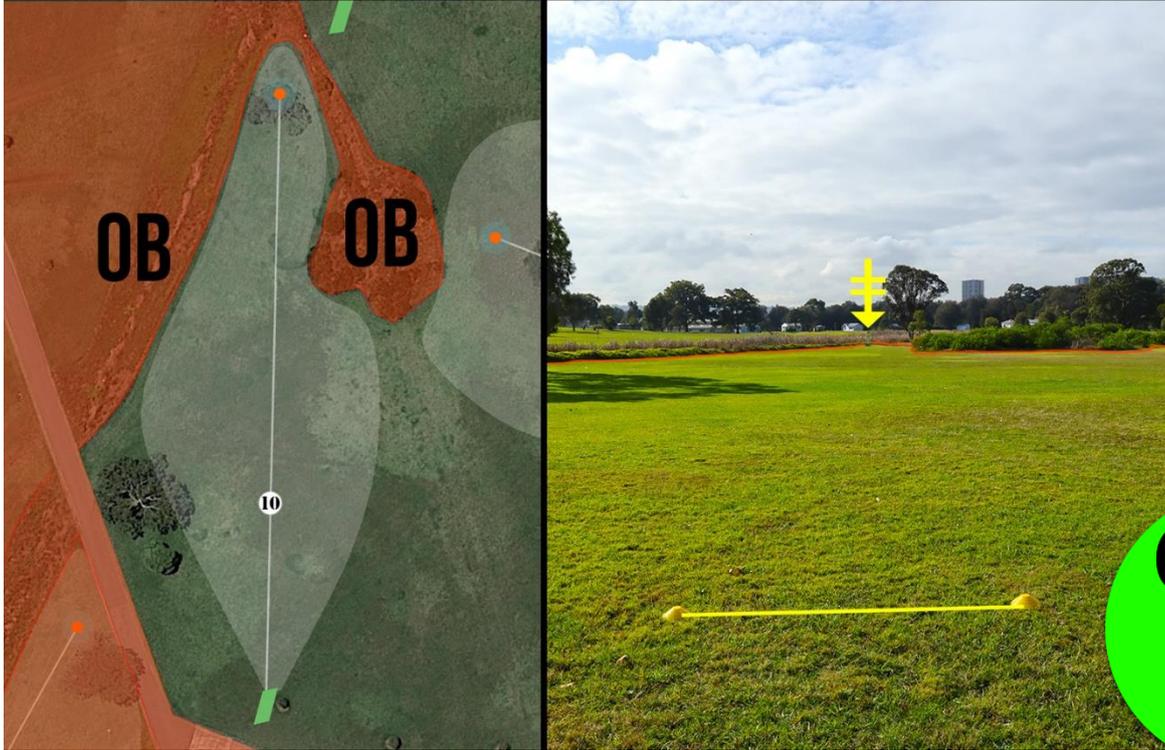
**DOUBLE MANDO** – must pass between the 2 large gum trees. Mando lines painted on either side and extend in a straight line to infinity. Drop zone between the two mando trees.

**OB** – road just past the mandos and long grass behind the basket defined by mow line.

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**HOLE 10 • PAR 3 • 113 M**



**10**

**CTP**  
MPO  
MA1

**OUTFLANKED**

Open fairway but the landing zone narrows the more you attack the basket. How far will you push it?

**OB** – on or over the road on left side and then the edge of the long grass next to the creek (defined by edge of mow line), looping behind the basket and the deep grass right of the basket. Area over right side OB is safe.

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**HOLE 11 • PAR 3 • 103 M**



**RESTRICTED AREA**

Base of the basket can be difficult to see from the tee, making it hard to judge the distance. Go left and you're in the OB creek. Miss to the right and you risk going OB also.

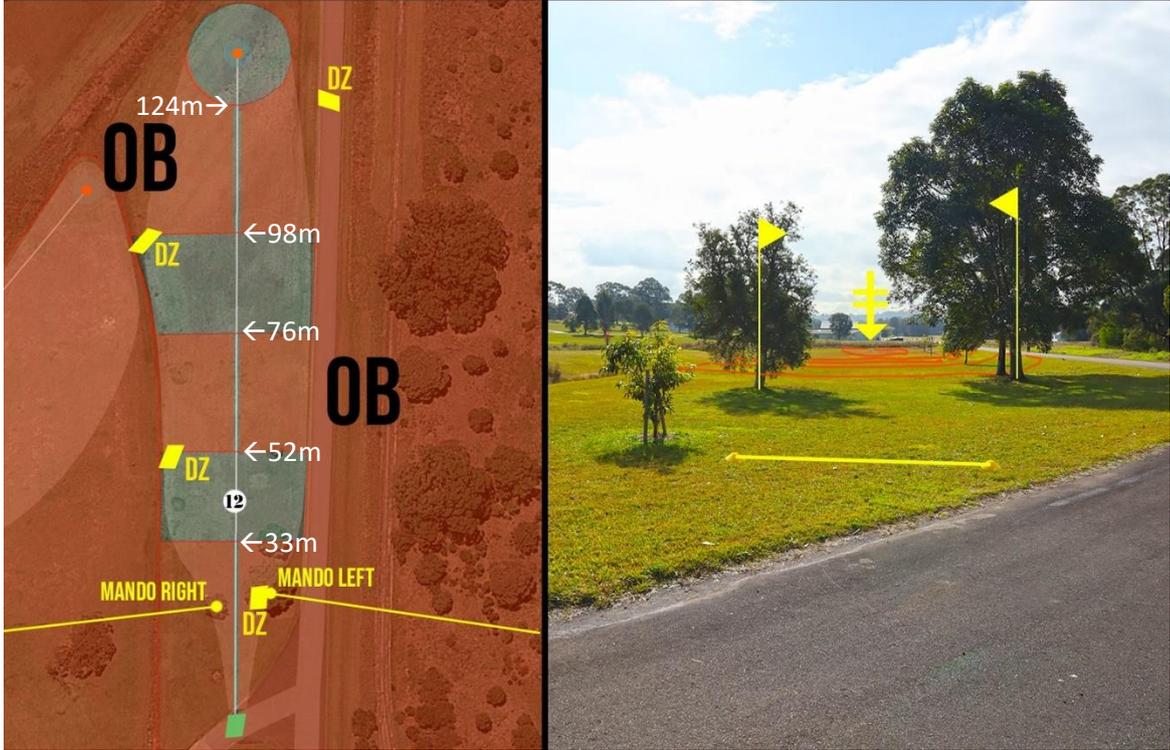
**OB** – in the deep grass down left side including over the creek. OB loops behind the basket and then defined by the edge of the mow line on the right side.

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**Cal Patton**  
**#46796**

**HOLE 12 • PAR 4 • 134 M**



**12**

**STEPPING STONES**

The 3 islands are the only safe area. If you have a long drive, an eagle might be on your radar. Get it wrong and you might see a snowman.

**DOUBLE MANDO** – you must pass between the two trees in front of the tee (painted lines define the mando on either side). If you miss the mando, proceed to drop zone between the mando trees.

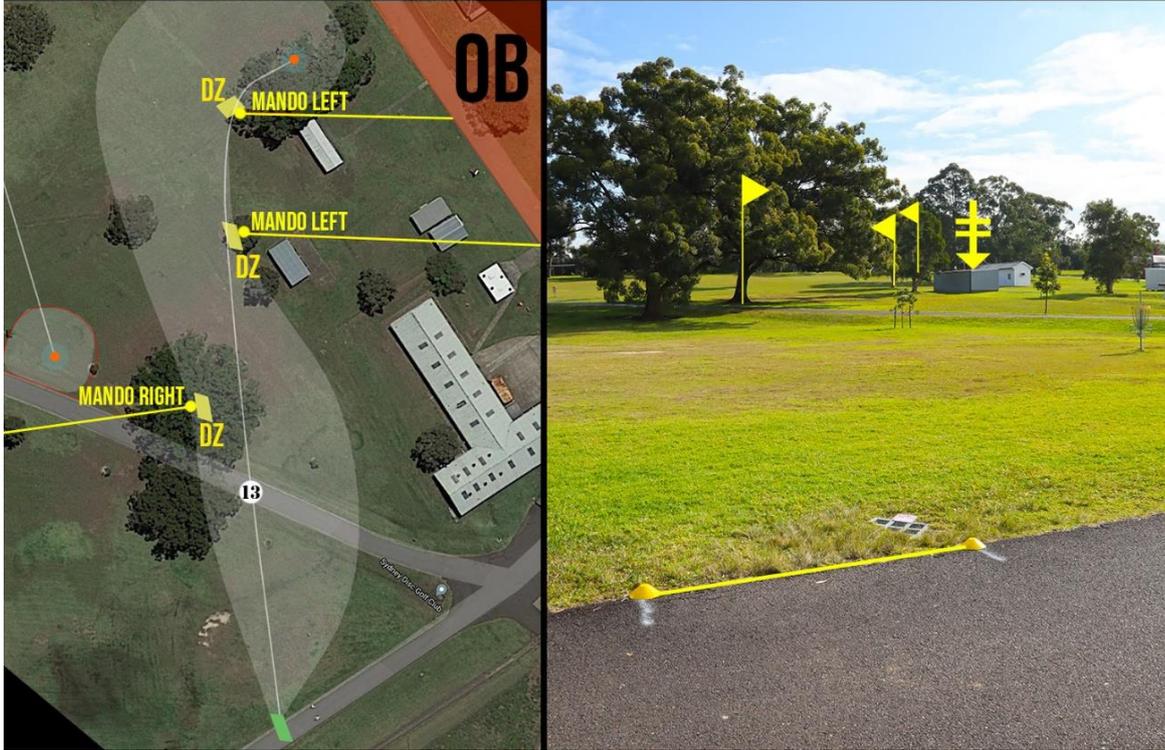
**OB** – all ground is OB except for the 3 islands defined by painted lines. The first island starts just past the double mando at 33 metres and ends a 52 metres off the tee. The next island is slightly over half way starting at 76 metres and ending a 98 metres off the tee. The final island is a 10 metre circle around the basket.

If you go OB off the tee, proceed to the drop zone at the front left corner of the first island. If you go OB on subsequent throws, you proceed to the drop zone on the next island from where you threw. Once you have landed safely in-bounds on the final island (circle 1), normal OB rules apply.

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**HOLE 13 • PAR 4 • 152 M**



**13**

**DEFUSED**

Get your tee shot right and you might be in position to attack for a birdie. Get it wrong and be ready to scramble. There are 3 mandos on this hole – 1 on the left and 2 on the right.

**TRIPLE MANDO** – Stay right of the large gum tree on left side just after the road. Stay left of the second paperbark on right side near the shed and the gum tree near the basket. Painted lines on ground define the mando plane and extend in a straight line to infinity. Drop zones located next to each mando.

**OB** – road behind the basket and everything beyond. The road between tee and basket is safe (not OB).

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Camden disc golf



**SHEEEEEOOOTT!**

**HOLE 14 • PAR 3 • 84 M**



**14**

**CTP**  
**MA2**  
**FA1**

**AVENUE**

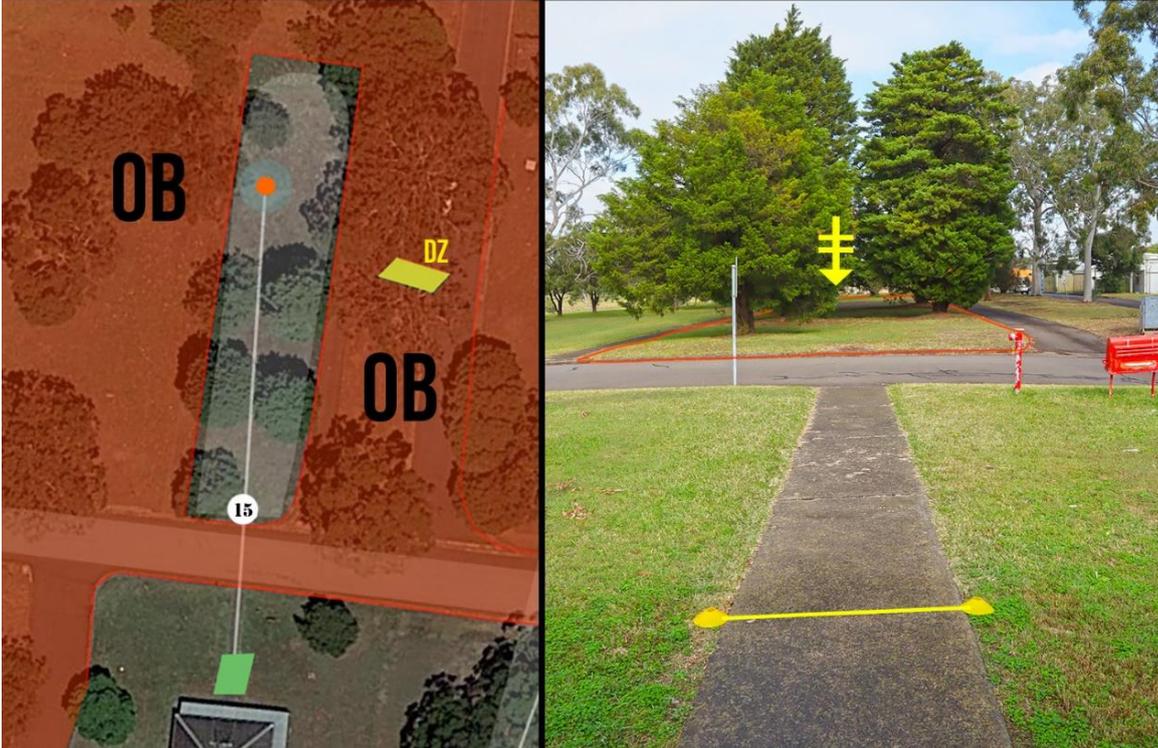
A few different routes off the tee besides the obvious straight down the tunnel. Hit a tree though and there's a good chance you're going OB.

**OB** – all roads are OB. The area across the road on the right side is OB and the area across the road near hole 15 basket is also OB. If there is a concrete curb, the top edge of the concrete (on the grass side) marks the OB line.

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**HOLE 15 • PAR 3 • 55 M**



**15**

**TAKE COVER**

The shortest hole on the course but deceptively tricky. Trees guard the basket in almost every direction and it plays as an island hole.

**OB** – all roads and the concrete paths down both sides of the hole. Painted line marks OB behind the basket. All OB off the tee progresses to a drop zone near large gum on right side. Normal OB rules apply after throwing from the drop zone or from a safe lie on the island.

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**HOLE 16 • PAR 3 • 70 M**



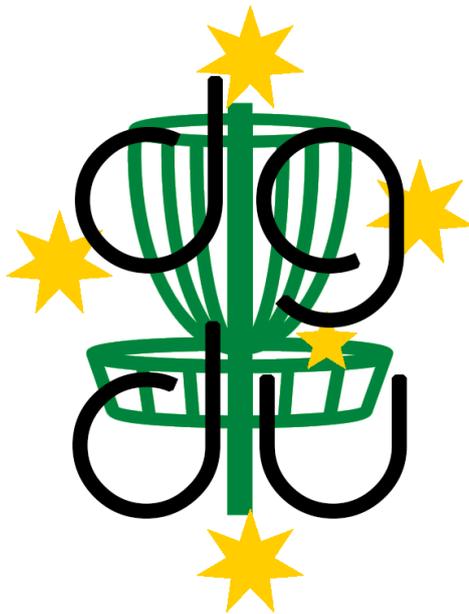
**16**

**THE LZ**

Shorter hole with a good chance of an ace run, but go too long and you're progressing to the drop zone.

**OB** – Road on right side and behind the basket as well as the other side of the road. All OB off the tee progresses to the drop zone on concrete pad on right side of the hole. Normal OB rules apply after the tee shot or throwing from the drop zone.

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**HOLE 17 • PAR 3 • 96 M**



**21**

**NO MAN'S LAND**

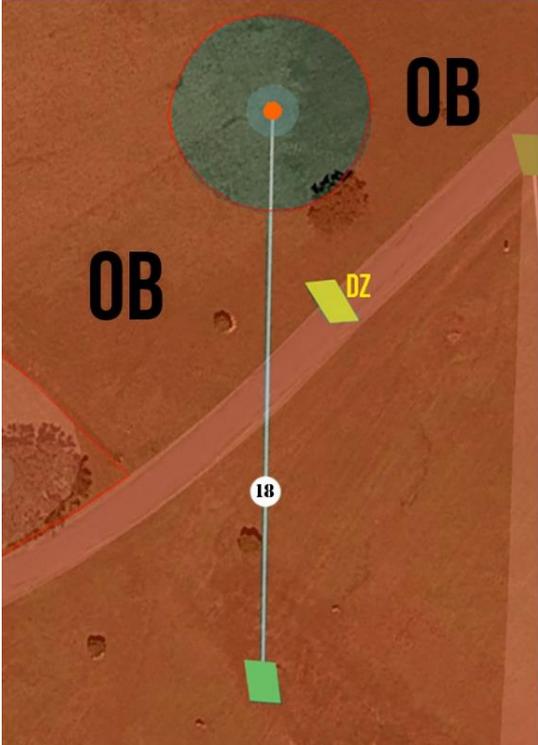
Try to stay out of the hazard between the tee and the road. Play it safe down to the left or attack if the conditions are right.

**HAZARD** – The road and all ground between the tee and the road play as hazard as well as a painted line behind the basket. Play any disc in the hazard where it lies and add one penalty stroke.

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**HOLE 18 • PAR 3 • 65 M**



**8**  
**1**

**CTP**  
**MA3**  
**FA2**

**SNIPER'S NEST**

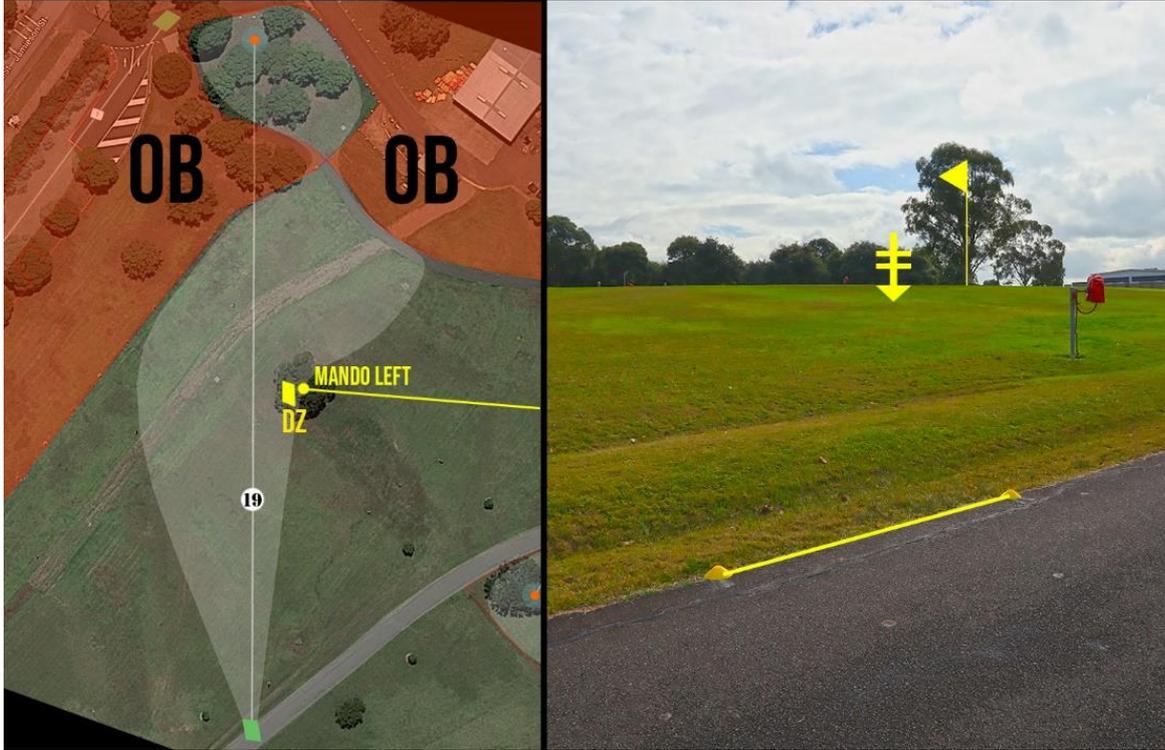
Downhill to an island. Beware the tree on the right and short of the island – it loves to collect discs.

**OB** – all ground except for the marked island around the basket. All OB off the tee progresses to the drop zone on the road short of the island. Normal OB rules apply once you have landed safely on the island, i.e., if you throw OB from the drop zone you do not progress and you must throw from the drop zone again with penalty.

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**HOLE 19 • PAR 4 • 165 M**



**61**

**HACKSAW RIDGE**

Huge open tee shot – just make sure you stay right of the mando tree. Follow this up with an approach to a well protected green with lots of OB. Discs love to land in the trees around this basket and rarely come down.  
**MANDO** – stay left of large gum tree on right side. Mando line marked on ground. Drop zone left of tree.  
**OB** – a painted line in line with the water taps on the left side up to and including the path on the left side of the basket. The road behind and right of the basket is also OB. The grass and concrete on the other side of the path on the right side is also OB.

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## **IMPORTANT**

No parking is available inside the Armory.

Free all day parking is available in the car park across the road from the main gate. After turning onto Jamieson Street from Holker Street, turn left after 400 metres into the car park.

NOTE: The car park located next to the main gate is 2 hour limited parking.

## **OUT OF BOUNDS**

Refer to hole notes. All unmowed grass on either side of creek is OB and painted lines where mow line not well defined.

## **CIRCLE ONE**

A 10 metre string can be found at the base of each basket so you can check if you are inside the circle before putting.

## **SCORING**

2 players on each card must score using PDGA web app:

<https://www.pdga.com/score> [Password: **ambush22**]

## **CONTACT**

Any questions or issues before or during the event, please contact the Tournament Director, Mat Wallis on 0412 346 520 or message Sydney Disc Golf Club on Facebook.



# **SCHEDULE**

## **Saturday 25<sup>th</sup> June**

- 8:30 Players registration
- 9:00 Mandatory players meeting
- 9:30 **Round 1** commences
- 12:00 Lunch (bring your own)  
Drinks available for purchase from Event HQ
- 13:00 Round 2 Players meeting
- 13.30 **Round 2** commences
- 16:00 Round 2 finishes (approx.)
- 16:15 Presentation

# **CREDITS**

A huge thanks to members of Sydney Disc Golf Club who assisted with setup of the course and thanks to our event sponsors.

# THANKS TO OUR EVENT SPONSORS

