

## **COURSE DETAILS | NEVAS**

Updates July 5th: Added text for bunker OB's to hole #10

Address: Sprängmanintie 79, Box, Sipoo (<u>GOOGLE MAPS</u>) Driving to Nevas via Nevaksentie

#### CONTACT

Tyyni Tournament Director: Mikko Wikman (+358 40 556 7789) Main event Course TD: Toni Torvikoski (+358 44 318 6480) Course TD for One Round event: Check Metrix-page, information tab Course TD for After Dawn events: Check Metrix-page, information tab IN CASE OF SERIOUS EMERGENCY, CALL 112

#### **ARRIVING TO NEVAS**

Unfortunately there are very few parking spaces for disc golfers in Nevas during the high-season in golf. Arriving in Nevas IS NOT possible with your own car during practice and competition days.

There are a couple of ways arriving in Nevas:

 Use the free shuttle bus. Bus shuttles every practise and competition day between Neste K Sipoonlahti (<u>Google Maps</u>) and Nevas. Shuttle bus leaves with 40 minutes gaps from both ends. Daily schedules can be found from each practise and competition day Metrix pages. Park your car to Neste, use the shuttle bus to Nevas, use the shuttle bus back to Neste and drive away.

- 2) Get someone (friend, mother, father, taxi) to drop you off at Nevas and pick up after your round without parking there during the round.
- With very good arguments you might request for a parking permission to Nevas. This can be done only in advance by email to <u>events@nbdq.fi</u>.
  We can't promise it is possible as there are only a couple of spaces reserved for disc golfers.

NOTICE: Although it might be easy to drive to Nevas with your own car, DON'T DO IT if you don't have permission for it. We might need to turn you back and you might need to drive to Neste for the bus shuttle. Then you might miss your tee-time. This sounds strict, but it's the only way we are able to use the Nevas course in Tyyni.

#### NOTICES FOR PLAYING IN GOLF COURSE

Golf cars and golf carts are only for golfers, not for disc golfers. Your own Zücas and other carts can be used, but please don't take carts to the golf course tee-pads or greens.

If you are using a chair, do not use it on the grass areas.

Avoid walking on golf greens. If your disc goes there, you can pick it up walking the shortest route. If your disc leaves a mark to the green, tell it to TD. Don't try to fix it, just tell where it happened and golf course staff will fix it.

High-season is going on for golfers and there will be a lot of them playing the other Nevas courses. Respect them and remember we are just visitors here.

#### WARM-UP

Warm-up areas are marked on the course map. There is one area for putting and another area for about 80m throws, both located by the entrance, nearby tee #1. It is NOT allowed to drive on the golf range or to the net next to the putting area. Warm-up on the course is prohibited during the competition round (from first group tee-off until the last group has finished their round).

#### **GENERAL INFORMATION**

Tournament office located near tee #1 First aid kit at tournament office Restaurant and toilet at the golf club.

Sauna at the golf club (free to use with own towel, 5 € with towel rent) One toilet near warm-up area and another one near hole #4 tee.



Bigger version of the map <u>HERE</u>

#### **COURSE DETAILS**

Hole lengths in the map and tee-signs are estimated.

Teepad positions will change a bit after every day. Turf pads must be moved a couple of meters to prevent the grass from being damaged. Changes will be done affecting the throwing lines as little as possible.

Primary marking for OB lines is OB sticks. They can be white, yellow or red.

If there are single sticks or stick lines that are not mentioned in this caddy book, they are not OB.

All golf greens and bunkers are always OB, even though they are not mentioned here.

OB line for bunkers (if not marked with sticks) is the line of grass and sand. If your disc is surrounded by bunker sand, it is OB. No matter if there are some small grass tufts under it.

OB line for golf greens (if not marked with sticks) is the line of the shortest grass. You are allowed to mark your lie up to two meters away from the line.

#### Hole #1

Two OB bunkers in front of the basket. If your tee-shot ends in the bunker, continue from the drop zone with one penalty (PDGA waiver granted).

OB on the left side, road and beyond. Regular OB rules. OB line is the line between sand and grass, closest to the fairway.

#### Hole #2

OB on the left side, road and beyond. OB line is the line between sand and grass, closest to the fairway.

OB on the right side, hole 10. marked with sticks.

#### Hole #3

OB on the left side, road and beyond. OB line is the line between sand and grass, closest to the fairway.

OB water crossing the fairway. OB line marked with sticks.

OB green and bunker further on the right side.

#### Hole #4

OB green and bunker on the right side.

#### Hole #6

OB green and bunker in front of the tee.

#### Hole #8

Island green - Any throw attempting to land on the Island that lands OB beyond the end of the inbounds fairway, plays from the end of the fairway with all subsequent throws using normal OB rules including throws made from the Island itself. (PDGA waiver granted).

There is no drop zone on this hole even though it is marked in course map and tee-sign.

#### Hole #9

OB around the fairway, marked with sticks.

#### Hole #10

OB around the fairway, marked with sticks.

OB bunkers in front of the baskets.

#### Hole #11

OB on the left side (hole #9), marked with sticks.

#### Hole #12

Two OB ponds later on the fairway, marked with sticks.

OB green and bunker beyond the right side pond.

#### Hole #13

OB pond on the left side, marked with sticks.

OB bunkers on the left side.

### Hole #15

OB further on the right side (hole #17), marked with sticks.

#### Hole #16

OB bunkers and green on the right side.

#### Hole #17

OB around the fairway, marked with sticks.

#### Hole #18

OB on the left side (hole #17), marked with sticks.

OB bunkers and green on the right side.

Always check the fairway is safe to play before you throw. You are always responsible for your throws. Use a spotter if needed.

# HAVE A GREAT ROUND!