

Winter Links Series

LINKS at Quail Valley Disc Golf Courses - Oct. 19, 2008 - March 1, 2009

10,110'

LINKS Largo

6,100'

Lil' LINKS

Join us for this fun and challenging all-winter series starting Oct. 19. The **WLS** will be played on the new Par 68 LINKS Largo and on the original Lil' LINKS at Quail Valley. **WLS** players can qualify for a big-payout, PDGA sanctioned Finals.

Here are the basics:

- You must play a minimum 3 qualifying rounds (2 on Lil' LINKS & 1 on LINKS Largo) to be eligible to qualify for the Finals.
- Qualifying rounds are **2:00 PM every Sunday, Oct. 19 – March 1**. Out of the 20 qualifiers, 15 will be on Lil' LINKS and 5 will be on LINKS Largo.
- You can also play qualifying rounds on your own schedule!
See **Postal Qualifying** on the **WLS** Format and Rules Sheet
- Sunday Qualifying Rounds: \$4 Entry All Divisions. If another player(s) in your division shows up you must add and compete for a payout of \$11 per person. (\$11 payout / \$3 to Finals Bonus / \$1 to HFDS/TxStates -- No Ace Pot, No Mulligans)
- All Divisions, including One Person Divisions, welcome during Qualifying Rounds. Divisions in Finals will require at least 2 players as per the **WLS** format rules.
- **Finals: Only 36 spots** will be available in the PDGA Sanctioned Finals.
Finals will be 2 rounds – 1 on the Lil' LINKS and 1 on LINKS Largo. There will be cash added beyond the weekly bonus \$ collected making a minimum of \$500 bonus/added cash.

Complete **WLS** Series Details and Schedule are on the following pages.

Contacts Neal: ndambra@comcast.net or Eric: uceng95-wls@yahoo.com

Winter Links Series

the LINKS at Quail Valley

Schedule

Regular Qualifying rounds are

2:30 PM every Sunday, Oct. 19 – March 1

OCT 19	LINKS Largo	=====
Oct 26	Lil' LINKS	=====
Nov 2	Lil' LINKS	=====
Nov 9	Lil' LINKS	=====
Nov 16	LINKS Largo	=====
Nov 23	Lil' LINKS	=====
Nov 30	Lil' LINKS	=====
Dec 7	Lil' LINKS	=====
Dec 14	LINKS Largo	=====
Dec 21	Lil' LINKS	=====
Dec 28	Lil' LINKS	=====
Jan 4	Lil' LINKS	=====
Jan 11	LINKS Largo	=====
Jan 18	Lil' LINKS	=====
Jan 25	Lil' LINKS	=====
Feb 1	Lil' LINKS	=====
Feb 8	LINKS Largo	=====
Fed 15	Lil' LINKS	=====
Feb 22	Lil' LINKS	=====
Mar 1	Lil' LINKS	=====

Postal Qualifying Rounds

You can play qualifying rounds at any time, on your schedule, on the long or short course, as long as a **WLS Postman** is out there with you.

A WLS Postman is any WLS player who completed the minimal Finals eligibility requirements: 2 Rounds on Lil' Links and 1 on Links Largo in a single division.

Contact a WLS Postman and try to arrange your round at a convenient time for all involved. Whenever possible, make arrangements 12 hours ahead of teetime so we can alert other WLS players in case they want to show up.

The WLS Postman will play on your card but is not necessarily required to compete (play a WLS Qualifying round) during that Postal Qualifying round. WLS Postman will check cards, collect fees, handle the payout, and post the results.

WLS Postmen as of 12/21/08:

Neal Dambra, Jim Hudson, Dave Nesbitt, Kimhak Pech, Rob Engle, Mike Brockmyre, Steve Payne, CJ Hopper, Rick Hopper, Eric Jubin, DeAtra Hunter

WLS Postmen will manage payout when necessary. Payout entry amount is \$11 per person (does **not** include WLS \$4 fee). **IMPORTANT NOTE:** Players are **not** required during Postal Rounds to compete against other same-division players present for that round. Head-to-head divisional matches are required at regular scheduled Sunday play, but are **optional** and only by mutual agreement during Postal Rounds. The Postman present should clarify each players intention **BEFORE** play begins. *See payout chart below.*

Although discouraged, a player may abandon a round and start over but another WLS fee must be collected and all rounds that were begun are charged against that player's 20 total round allocation. Abandoned rounds will be scored at 999. Players must stay with the attending Postman, and starting over is totally at the convenience and final decision of the attending Postman and the other players on the card. Maximum 2 restarts per day (3 total starts). Please keep all scorecards.

General WLS Rules to Remember:

- No mulligans, no practice shots, no ace pot, no 2-meter rule.
- OB defined by white stakes along property, and in some cases a line is painted to connect the stakes.
- NO sidewalks are OB. Only road and beyond.
- Parking lot edge to white stake is OB.
- LINKS Largo Hole 8 Double Mando: Must pass between the marked trees in the direction toward basket. If player misses the mando s/he must simply throw back through the trees and break the plane, then throw back through in the correct direction. Each throw counts, but there are no penalty strokes added.

WLS Etiquette:

- Please remember that you are within sight and earshot of the neighbors surrounding the course. Avoid loud language and behavior that would reflect badly on disc golfers or the sport. All other PDGA Rules apply as normal.

Bathroom:

- The bathroom can be opened if you feel it is necessary for your group (call Neal); or, in an emergency, the bathrooms at the Pro Shop at QVGC are available (note Pro Shop closed on Mondays).

Qualifying/Postal
Rounds

Players	Place				
	1st	2nd	3rd	4th	5th
1 =	\$ 11				
2 =	22				
3 =	23	10			
4 =	29	15			
5 =	31	16	8		
6 =	36	19	11		
7 =	39	21	12	5	
8 =	40	23	14	11	
9 =	42	25	15	12	5
10 =	44	26	16	13	11

QUALIFYING ROUNDS

You must play a minimum 3 Qualifying Rounds (2 on Lil' LINKS and 1 on LINKS Largo) in any one division to be **eligible** to play in the Finals. If you are eligible in multiple (PDGA) divisions you may qualify in multiple divisions by playing the 3 required qualifiers in each division. Before teeing off during qualifying rounds you must declare your division by disc flip; odd disc declares first. There will be a qualifying round every Sunday afternoon from Oct 19 – March 1 at 2:30 (Finals will be March 28, 2009). Out of the 20 scheduled qualifiers, 15 will be on Lil' LINKS and 5 will be on LINKS Largo. See Schedule attached.

This means at least 20 chances to get in your minimum 3 qualifying rounds. During qualifying rounds, single person divisions are welcome. (Note: Final's will be 2 person minimum per division as per WLS Format Rules). No player may play more than 15 total qualifying rounds on Lil' LINKS and 5 qualifying rounds on LINKS Largo -- no matter how many divisions you try to qualify in. Age protected players may play in 2008 qualifiers in the division they are PDGA eligible for in 2009. Players who play the 3 required qualifying rounds but without accumulating the minimum 3 rounds in any one division automatically become Wildcards as per WLS Format Rules (see below).

Qualifying Rounds: \$15 Entry All Divisions (\$11 payout / \$3 to Finals Bonus\$ / \$1 to HFDS/TxStates -- No Ace Pot, No Mulligans).

IMPORTANT: Finals will be maximum of 36 Players. NOT EVERYONE WHO PLAYS 3 QUALIFYING ROUNDS IS GUARANTEED TO MAKE THE FINALS AS PER THE WLS QUALIFYING FORMULA. (See **Finals Format** page for Finals details)

Snap Qualifiers: Out of town players who want to participate in the finals can make special arrangements to play 2 - 4 qualifying rounds in a single weekend. Contact Neal Dambra (281) 851-8872 to arrange. Anyone who has played a WLS qualifying round will, as soon as possible, be alerted about added dates and times and are welcome to participate. Players may also play qualifying rounds anytime on their own schedule under the **Postal Qualifying** rules (see **Schedule & Postal Qualifying** page).

HOW TO QUALIFY FOR THE FINALS

The WLS Qualifying Formula:

- 1 Developed (Final's) Divisions: Divisional inclusion in the Finals will be based on representation of that division during the qualifying rounds. The calculation will be based on total number of qualifying rounds played by a division. Example: If 1/4 of all qualifying rounds are played as MA1, then MA1 will have 9 (Allocated Spots) of the 36 Final spots. In the case of fractional spot allocation, the odd spot will be decided by 1) the total number of rounds played in a division; 2) followed by the best three scores; 3) followed by best average of all Little Links qualifying scores added to the best average of all Links Largo scores in that division; 4) followed by disc flip.
- 2 If a Division has more eligible individuals than spots allocated for the Finals, then these "cut" players become Wildcards. A Wildcard is eligible for any Final's division for which they are legal under PDGA rules. A Wildcard may displace a player in another division if the Wildcard's qualifying scores are better than that player's. However, a Wildcard may never displace the top 2 players in any Final's division. These are called the Protected Spots and cannot be displaced by Wildcards regardless of comparative score.
- 3 Any Displaced player who subsequently misses the cut for his or her division goes on the Displaced Lists where they are ranked in two ways: **List A** is by Division ranked by best 3 scores (followed by normal individual tiebreakers, see clause 12); and **List B** which is ranked by 1) number of total qualifying rounds played, 2) best three scores, 3) best score on Lil' Links, 4) best score on Largo, 5) disc flip. The Displaced list is essentially a temporary waiting list and is used to refill Finals spots after the Wildcard and Opting Out (see clause 11) process is complete. List A supercedes List B only to fill spots opened by players Opting Out (see clause 11) of Finals.
- 4 Players who play 3 required qualifying rounds in a division that does not develop minimally (see Minimal Divisions; clause 7), or fully (Developed Divisions) automatically become Wildcards.
- 5 Players who play 3 qualifying rounds (2 on Lil' LINKS and 1 on LINKS Largo) yet do not accumulate the 3 rounds in any one division automatically become Wildcards. (Note: this route to the Finals is not recommended as it leaves the player the least chance to qualify for the finals. It is recommended to play at least 3 qualifying rounds as required in one or more divisions).
- 6 If some Allocated Final's spots are not used by a Developed Division then those spots will be given to the Displaced List as per the ranking order described in clause 3.
- 7 Minimal Divisions: For a division to be eligible for the Finals it must have had at least 2 players fulfill the minimum 3 qualifying rounds; and at least 9 qualifying rounds played by any combination of players in that division. This includes rounds by players who participate in qualifying but do not become eligible because they do not fulfill the minimum 3 rounds. If a division meets these minimal requirements but does not have a high enough total-rounds percentage to reach the Final's minimum of 2 spots, then that division will be granted a 2 person Final's division automatically. If additional players are eligible in a Minimal Division, those additional players become Wildcards. Players who play the 3 required qualifying rounds in a division that does not develop minimally, automatically become Wildcards.
- 8 Because MPO players with rankings over 969 are unable to move by Wildcard to another division, a Minimal (2 Person) Division for MPO is granted automatically as long as at least 1 MPO player fulfills the minimum 3 qualifying rounds and his/her ranking is above 969 and the division fulfills the minimum 9 total qualifying rounds.
- 9 If Minimal Divisions develop, then the total number of qualifying **spots** allocated to these Minimal divisions will be subtracted from the 36 Finals Spots before determining the final number of finals **spots** available to the Developed Divisions. In addition, the **rounds** accumulated by Minimal Divisions will be subtracted from the total **rounds** before the final percentage **spot** allocations are calculated for the Developed Divisions.
- 10 At the end of qualifying rounds, the calculations above will be applied to the entire field of players to determine the Final 36 qualified players.
- 11 Players who qualify for the Finals but Opt-Out of the Finals by a predetermined date will have their spots designated to next ranked player in their division and all subsequent players move up; and then any remaining spots will be filled by the Displaced List A, followed by Displaced List B. Players who Opt Out go to a traditional Waiting List and will have the opportunity to re-enter the event in the case of last minute cancellations. The Waiting List will be ranked in the same fashion as Displaced List B.
- 12 In the case of an exact tie between qualifiers eligible for the same division the tiebreakers will be 1) total qualifying rounds played; 2) best single Lil' LINKS qualifying round score; 3) best Largo score; 4) second best single Lil' LINKS qualifying round score; 5) disc flip.
- 13 All players who end up qualifying for more than one Final's division will be assigned to the available Final's division in which they have the highest ranking as per above format. A player who has equal ranking in multiple divisions will be assigned to the division in which they had the best 3 scores; then in which s/he played the most qualifier rounds; then it will be a disc flip. This process will be completed before the Wildcard displacement process begins.
- 14 The qualification process will be very dynamic and the qualified lists will change from week to week. We will post a report each week and all participating players will know where they stand and can review exactly what they have to do make the Finals. The qualifying process will end approximately 3 weeks before the Finals so we can sort out the Wildcard, Displaced and Waiting Lists and get everyone signed up.
- 15 **Ooops clause**: If you find any part of this format to be grossly unfair let us know. The directors reserve the right to make changes if absolutely necessary. All players who have played a Qualifying Round will be notified immediately of any changes made.
Directors: Neal (ndambra@comcast.net); or Eric (uceng95-wls@yahoo.com).