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Schedule of Events – Part I

Sunday, November 8th

Noon to 5:00 PM — **Check-in** (**Wildhorse's Banquet Room**). Players must check-in for registration material at least two hours before Thursday's designated tee time. Please verify if you are in the Super Ace ($5 extra)!

1:00 PM to Sunset — **Practice Play** for LVC fully-registered players on **All Courses** (badge required). Carts available for $30.

Monday, November 9th

Sunrise to Sunset — **Practice Play** for LVC fully-registered players on **All Courses** (badge required). Carts available for $30 for 4 hours or $60 for All Day. Groups limited to four (4) players. If playing multiple shots, let faster groups play through. Courses not fully set up until Tuesday, so please be patient.

7:00 AM to 5:00 PM — **Check-in** (**Wildhorse's Banquet Room**). Players must check-in for registration material at least two hours before Thursday's designated tee time. Please verify if you are in the Super Ace ($5 extra)!

Ring of Fire — **4:30 PM** — **Ring-of-Fire** (**Pete's Vendor Area**). Free to anyone present! We have putters you may borrow if you forgot yours!

Tuesday, November 10th

Sunrise to Sunset — **Practice Play** for LVC fully-registered players on **All Courses** (badge required). Carts available for $30 for 4 hours or $60 for All Day. Groups limited to four (4) players. If playing multiple shots, let faster groups play through. Courses still being set-up, so continue to be patient.

7:00 AM to 5:00 PM — **Check-in** (**Wildhorse's Banquet Room**). Players must check-in for registration material at least two hours before Thursday's designated tee time. Please verify if you are in the Super Ace ($5 extra)!

Ring of Fire — **4:30 PM** — **Ring-of-Fire** (**Pete's Vendor Area**). Free to anyone present! We have putters you may borrow if you forgot yours!

5:00 PM — **Volunteer Gathering** sponsored by **Par 3 Landscaping** (**Wildhorse's Restaurant**). This is a closed/private venue.

Wednesday, November 11th (Veterans Day)

Sunrise to Sunset — **Practice Play** for LVC fully-registered players on **All Courses** (badge required). Carts available at $30 for 4 hours or $60 for All Day. Groups limited to four (4) players. If playing multiple shots, let faster groups play through.

7:00 AM to 5:00 PM — **Check-in** (**Wildhorse's Banquet Room**). Players must check-in for registration material at least two hours before Thursday's designated tee time. Please verify if you are in the Super Ace ($5 extra)!

9:00 AM to 3:00 PM — **Distance and Putting Competitions** sponsored by **TcToolbox** (**Course Millennium, Hole 1**). Distance is $10 for 5 throws and Putting is $10 for 3 chances. 8 divisions & **$800** in prizes, per contest. Must check-in 15 minutes prior your designated time slot.

3:00 PM — **Pro Clinic** (**Course Millennium, Hole 1/2**). Free to anyone present!

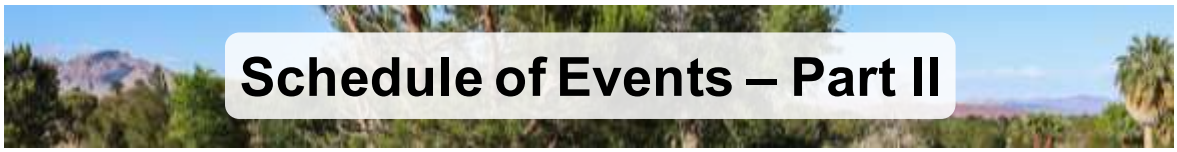
Ring of Fire — **4:30 PM** — **Ring-of-Fire** (**City of Henderson's Driving Range**). Free to anyone present! We have putters if you forgot yours!

5:00 PM — **Players Meeting** sponsored by **Jacquart Events** (**City of Henderson's Driving Range**). Open to all. If a player misses the meeting, they are responsible for knowing the information that was discussed.

5:45 PM — **Firebirds/Toros** sponsored by **Innova Factory Store (**Line starts in **Pete's Vendor Area).** Badged Players & Platinum VIP Spectators may select their **preordered** LVC co-branded Firebird(s) and/or Toro(s) once the meeting has concluded, based on registration date/time. Additional purchases NOT allowed with preorder pick-ups. General sales will NOT occur until Saturday night.

Yes, we are doing the Firebird/Toro sales a little differently this year. To ensure preorders get first dibs on selecting their discs, only those that made a preorder can pick up their disc(s) after the players meeting (and additional purchases are not allowed). General sales will not occur until Saturday night, after remaining preorders are picked up. Three "sales" lines will merged into one based on the following: **Line #1 - Badged Players**, with preorders towards front of the line (for those that didn't pick them up Wednesday evening) and additional purchases NOT allowed with preorder pick ups; Line #2 - **All Other Badged Attendees** (Full-Event Spectators, Caddies, Media Partners, & Vendors); & **Line #3 - All Non-Badged Attendees** (if not sold out). Limit is 1 of each disc, while supplies last. Once preorders or initial purchases are completed, you can get back in the end of the line for a second opportunity to purchase more!

All courses are closed after sunset on Wednesday. No practicing any holes, even after all play has been completed for that day. Walking of courses permitted. Playing a closed course is Player Misconduct and subject to disqualification at the discretion of the TD. Course closure does not apply to the Sunday Junior LVC participants on Course Infinite, after 2:30 PM.



Schedule of Events – Part II

Thursday, November 12th

6:40 AM to 5:00 PM **Course Innova:** Pool D (MP70 & MP60 - ♦) & Pool E (MA2 - ♦ / MP50 & MA1 - ♣).

6:40 AM to 5:00 PM **Course Millennium:** Pool F (MA4 & MA3 - ♦) & Pool A (MP40 & MPO - ♣).

6:40 AM to 5:00 PM **Course Infinite:** Pool B (FA1, FP60, FP50, FP40, FPO - ♦) & Pool C (FA3, FA2, FA60, FA50, MA70, MA60, MA50, MA40 - ♦).

Ring of Fire **4:30 PM** **Ring-of-Fire** (**Pete's Vendor Area**). Free to anyone present! We have putters you may borrow if you forgot yours!

Volunteer Lunch sponsored by Li'Eikoi Massage Therapy.

Friday, November 13th

6:40 AM to 5:00 PM **Course Innova:** Pool B (FA1, FP60, FP50, FP40, FPO - ♦) & Pool A (MP40 & MPO - ♣).

6:40 AM to 5:00 PM **Course Millennium:** Pool D (MP70 & MP60 - ♦) & Pool C (FA3, FA2, FA60, FA50, MA70, MA60, MA50, MA40 - ♦).

6:40 AM to 5:00 PM **Course Infinite:** Pool F (MA4 & MA3 - ♦) & Pool E (MA2 - ♦ / MP50 & MA1 - ♣).

Ring of Fire **4:30 PM** **Ring-of-Fire** (**Pete's Vendor Area**). Free to anyone present! We have putters you may borrow if you forgot yours!

Volunteer Lunch sponsored by Masters Mafia.

Saturday, November 14th

6:40 AM to 5:00 PM **Course Innova:** Pool D (MP70 & MP60 - ♦) & Pool E (MA2 - ♦ / MP50 & MA1 - ♣).

6:40 AM to 5:00 PM **Course Millennium:** Pool F (MA4 & MA3 - ♦) & Pool A (MP40 & MPO - ♣).

6:40 AM to 5:00 PM **Course Infinite:** Pool B (FA1, FP60, FP50, FP40, FPO - ♦) & Pool C (FA3, FA2, FA60, FA50, MA70, MA60, MA50, MA40 - ♦).

3:00 to 7:00 PM **Pyramid of Baskets** (**City of Henderson's Driving Range**). $10 gets you 3 chances, $15 gets 5, & $20 gets 8. Prizes awarded per level: Tier I - $10 Jacquart Events Gift Card; Tier II - $25 Jacquart Events Gift Card; Tier III - $100 Jacquart Events Gift Card; Tier IV – Innova DISCatcher Basket.

Ring of Fire **4:30 PM** **Ring-of-Fire** (**Pete's Vendor Area**). Free to anyone present! We have putters you may borrow if you forgot yours!

5:00 PM **Raffle ticket Sales Close** (**Drawn privately in Wildhorse's Banquet Room**). Tickets cost: $1 for 1 ticket; $5 for 7; $10 for 20; $20 for 50; $50 for 150; $100 for 400; & $200 for 1,000. Results posted at www.lvcdg.com and LVC Facebook group. Prizes can be picked up Sunday in the Banquet Room.

5:00 PM **Firebirds/Toros** sponsored by **Innova Factory Store (**Lines start in **Pete's Vendor Area).** Three "sales" lines will merge into one: **Line #1 - Badged Players**, with preorders towards front of the line (for those that didn't pick them up Wednesday evening) and additional purchases NOT allowed with preorder pick ups; Line #2 - **All Other Badged Attendees** (Full-Event Spectators, Caddies, Media Partners, & Vendors); & **Line #3 - All Non-Badged Attendees** (if not sold out). Limit is 1 of each disc, while supplies last. Once preorders or initial purchases are completed, you can get back in the end of the line for a second opportunity to purchase more!

Volunteer Lunch sponsored by Nexus Disc Golf.

Sunday, November 15th

7:00 AM to 3:00 PM **Course Innova:** 40% of Pool B (FA1, FP60, FP50, FP40, FPO - ♦) & Pool A (MP40 & MPO - ♣).

7:00 AM to 3:00 PM **Course Millennium:** 40% of Pool D (MP70 & MP60 - ♦) & Pool C (FA3, FA2, FA60, FA50, MA70, MA60, MA50, MA40 - ♦).

7:00 AM to 3:00 PM **Course Infinite:** 40% of Pool F (MA4 & MA3 - ♦) & Pool E (MA2 - ♦ / MP50 & MA1 - ♣) + LVC One Day C-Tier (Juniors - ♦).

Note that tee times may be much earlier on Sunday for those divisions that typically had later tee times. Division awards done immediately after scores verified near Innova Basket 18. All 1st Place sudden death play-offs for divisions playing Course Innova will be Holes 1, 2, 3, & 18; divisions playing Course Millennium will be Holes 1, 2, 3, & 4; and divisions playing Course Infinite will be Holes 16, 17, & 18. Ties for 2nd & 3rd Place trophies based on final hot round.

Noon **Silent Auction** closes. **Volunteer Lunch** sponsored by Peter Beaulieu, Keith Johnson, & John Ricker Jr.

Monday, November 16th

Sunrise to 7:30 AM Course Innova open for pay-to-play by anyone (free to badged Volunteers). Must start Hole 1 no later than 7:30 AM.

On-Site Parking Options & Limits

Parking Options & Limits

An on-site parking pass is provided for all Registered Players, Full-Time Volunteers, Vendors, Media Partners, Platinum VIP Spectators, Full-Event Spectators, and Special Guests. The **Driving Range** (Green Parking Pass – Entire Event) is reserved for Players, Media, Vendors, Volunteers, & Overflow needs. Please be careful driving from the back of the Clubhouse to the driving range, which takes you through Tournament Central. (Note that driving nets are used for driving practice versus the range. If this is unacceptable, the Sunset Park disc golf course is less than 3 miles due west on Warm Springs).

The **Parking Lot** (Black Parking Pass – Entire Event, Yellow Parking Pass – Thursday Only, Orange Parking Pass – Friday Only, Pink Parking Pass – Saturday Only, & Purple Parking Pass – Sunday Only) is reserved for Platinum VIP Spectators, Full-Event Spectators, Daily Passes, and Special Guests.

Caddies and spectators who do not purchase the limited Platinum VIP or Full-Event Spectator Pass (which includes an on-site parking pass) must carpool with someone who has a parking pass, use Uber/Lyft-like transportation options (pick-up and drop-off area provided), or purchase a daily parking pass (limited quantities available at $5 per day). Street parking is not permitted, and vehicles parked on the street will likely be towed immediately by the City of Henderson.



Facility Overview





General Rules – Part I

Emergency Contacts - For emergency situations, please contact the **Tournament Director (Jeff Jacquart at 702-249-0387)**, the **Competition Director (Scott Merritt at 702-370-0605)**, or the **Events Director (Jessica Jacquart at 702-275-9435)** for any situations that cannot be addressed using the PDGA's provisional rule (see OR 809.02).

Awards & Distribution of Prizes - Awards will be done immediately after each division's scores are verified, near Innova Basket 18 (the Trophy Tent). All 1st Place sudden death play-offs for divisions playing **Course Innova** will be Holes 1, 2, 3, & 18; for divisions playing **Course Millennium** will be Holes 1, 2, 3, & 4; for divisions playing **Course Infinite** will be Holes 16, 17, & 18. Ties for 2nd & 3rd Place trophies will be based on final hot round. The LVC is a "**True Amateur/Trophy-Only**" event (no merchandise payout and the amateur payback value far exceeds 125% of the net entry, with over a 300% payback). PayPal is used for Professional cash prizes (via F&F) and will be distributed **within two business days** of the completion of the event (as required by CM 1.10.G.3). A W-9 is required for all payments of $600 or more and may delay payment if not provided.

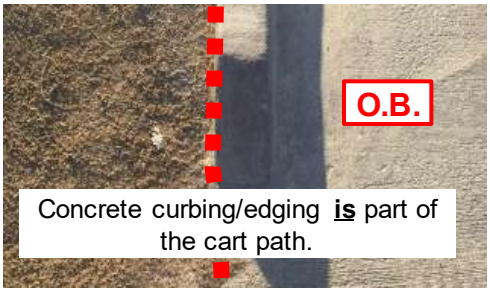
Badges - Badges are not required to be present while on the property, but players must carry them when practicing and display to tournament staff, when requested. Badges are also required to access Lines #1 & #2 for the LVC co-branded Nate Sexton Firebird & Calvin Heimburg Toro sales. Firebird Line #3 is for all non-badged sales.

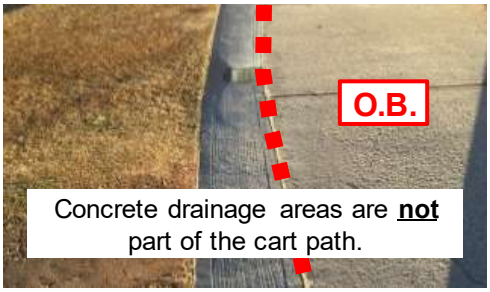
Barbed Wire - Unlike popular belief, there is no automatic relief from barbed wire. (So, unless specifically stated by the TD, it is neither 1 meter nor 2 meters!) The only barbed wire found at Wildhorse is locate on top of 6 foot walls and/or fences. Since the walls and fencing are O.B., 1 meter relief is provided from these barbed wire situations.

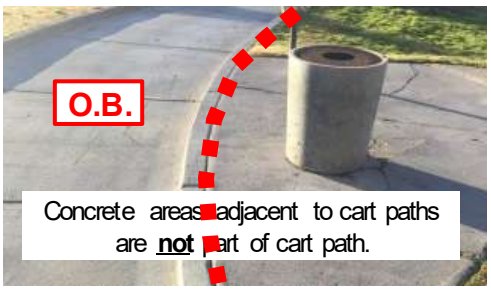
Benefit of the Doubt – Unlike popular belief, the phrase "benefit of the doubt" is not within the PDGA rules. Making a ruling based on what benefits the thrower only comes into play after all members of the group has made their best efforts at determining the ruling. This determination must be made without any regard as to whether or not the decision is beneficial to the player. **Only if the group cannot come to a majority decision (aka, a tied vote) should a ruling be based on what is most beneficial to the player.**

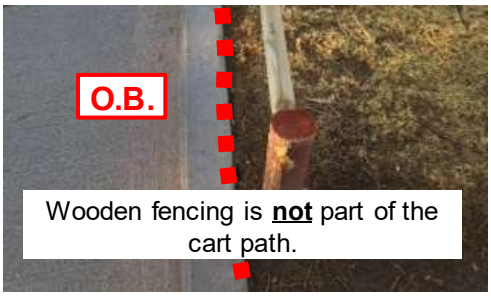
Caddies - A caddie is a person who carries a player's equipment and/or assists the player during their round. Players may designate one caddie at a time during their round and **they must wear the provided caddie badge**. A caddie must be at least 13 years of age and must comply with the same rules & requirements as their player, including the dress code. 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). A PDGA waiver has been approved to enforce CM 4.03 at the LVC.

Cart Paths (defining O.B.) - 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.)

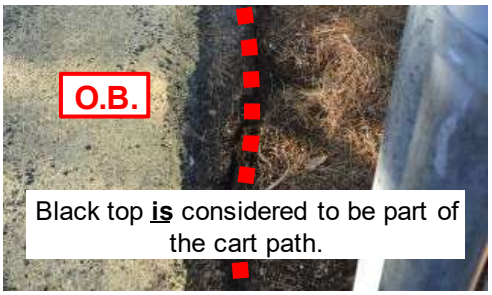












Casual Water - By default, any body of water that is in-bounds and has not been explicitly declared O.B. is a Casual Area (see OR 806.03). When in a Casual Area, a lie may be relocated to the nearest lie which is farther from the target and is on the line of play, at the nearest point that provides relief, without penalty.

Check-In (for Event) - All players are required to check-in for the event at least two hours before your Thursday tee time. Event Check-In is located within the Banquet Room. Any player who does not check in shall forfeit their official place and entry fee (see CM 1.04.C).

Check-In (before Tee Time) - All players must check in with their Course Starter no less than 5 minutes prior to their tee time each day and be present at the starting hole for the **5 minutes preceding their tee time**. Players who do not check in with the starter by this time or who are not present at the starting hole for the 5 minutes preceding their tee time **receive a two-throw penalty** (see CM 1.04.E). If a player is not present at the start of the round for their assigned group, the player is considered absent, does not play the hole, and receives a score of par plus four (see OR 811.F.4).



General Rules – Part II

Course Availability & Practice Play – The Wildhorse Courses are closed after Wednesday evening. No practicing any holes, even after all play has been completed for that day. Walking of courses permitted. Playing a closed course is Player Misconduct and subject to disqualification at the discretion of the TD. Course closure does not apply to the Sunday Junior LVC participants on Course Infinite, after 2:30 PM.. The historic disc golf course at Sunset Park is less than 3 miles due west of Wildhorse, down Warm Springs and right on Eastern. The Wildhorse facility's main gate is locked from sundown to sunrise.

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.

Dress Code (applies to All Divisions & Caddies) - All players and their assigned caddie are expected to dress appropriately and to maintain a clean and well-groomed appearance. CM 4.04 is being enforced for players and caddies and a waiver is not necessary from the PDGA since Wildhorse is a private facility. At a minimum, the outermost upper garment cannot be a tank-top or t-shirt. Shirts that hang down lower than the bottom hemline on the player's lower garment shall be tucked in. No ripped shirts, shorts, or pants are allowed, including unhemmed garments, or garments with torn or cut "vents" at the shirt collar. No offensive, profane, or obscene slogans or logos are allowed on clothing.

Flagged Lines/Paths - Flagged lines used to identify a handful of the spectator paths are not out-of-bounds lines. Out-of-bounds lines are marked by rope, paint, cart path concrete/curbing, or black top/pavement.

Greens (defining O.B.) - Unless marked by rope or paint, defined as the area within the first grass cut around a ball golf hole.

Island Holes (defining O.B.) - Disc must come to rest on marked islands (Course Innova, Holes 5 & 6♠, and Course Infinite Discs, Holes 7 and 18). If island missed, with a waiver approved by the PDGA, take one-stroke penalty and player must take next shot from the designated drop zone(s).

Media Rights - Jacquart Events LLC (Producer) and Innova Champion Discs (Title Sponsor) owns all media rights to the LVC. Any type of professional media equipment is prohibited without approval from the Producer and Title Sponsor. Sharing LVC images, videos, and stories on personal social media outlets via non-professional equipment such as cell phones are welcomed, as long as such personal posts are in no way monetized or promote a brand, business, product, or service.

Player Group - For all LVC 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 individuals may be with the playing group. All others (including players who have already finished their round) are considered spectators and must remain in designated spectator areas. A PDGA waiver has been approved to enforce CM 4.03 at the LVC.

Rule of Verticality - Unlike popular belief, the phrase "rule of verticality" is not within the PDGA rules. The out-of-bounds line extends a vertical plane. If your entire disc is beyond this vertical plane, including being above the surface/playing area, then it is out-of-bounds.

Sand Traps - Sand traps are hazards (see OR 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.)

Scoring - Each player must keep an independent scorecard recording scores after each hole for the entire group. A player who refuses to keep score will be disqualified. Players may delegate scorekeeping duties only to their designated caddie. (see CM 808.) When the round is completed, as a group, verify scores at the Scoring / Millennium tent (located in the Throw & Flow Garden). A "group" submission is needed to address any provisionals, questions, or concerns a player or the group may have as a whole. It is easier to address such concerns with everyone present.

Selling of Merchandise - Permission is not 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.

Smoking Areas - The designated smoking areas for all individuals present include parking lots, streets and service roads, outside balconies, and within 30 feet of any restroom or port-a-potty. Pace of play rules still apply. Any open and visual possession of any product banned under the smoking policy will be treated as a courtesy violation, and violators will be asked to put away the product until after the round has concluded. A PDGA waiver has been approved to enforce CM 4.04 at the LVC.

Speed of Play - All competitors shall play without undue delay and make every effort to keep up with the group in front of them. Undue delay means delays in play, other than as permitted by rule, that affect the pace of play of the group behind them. (See CM 3.02.) The rules permit you to check for wind, use rangefinders, change discs, discuss options with your caddie, etc. – but all must be done within your allowed 30/45 seconds. The 30/45 seconds starts when a reasonable amount of time is given to arrive at and determine the lie, and the playing area remains clear. (See OR 802.03.) Loud or annoying noises do not reset the 30/45-second clock. A player causing undue delays should be issued an excessive time violation. Players are expected to call a violation when one has clearly occurred. A call must be made promptly to be enforceable. If a group as a whole causes undue delay or refuses to enforce rules is a courtesy violation and may be issued a tournament warning for overt failure or refusal to enforce rules.

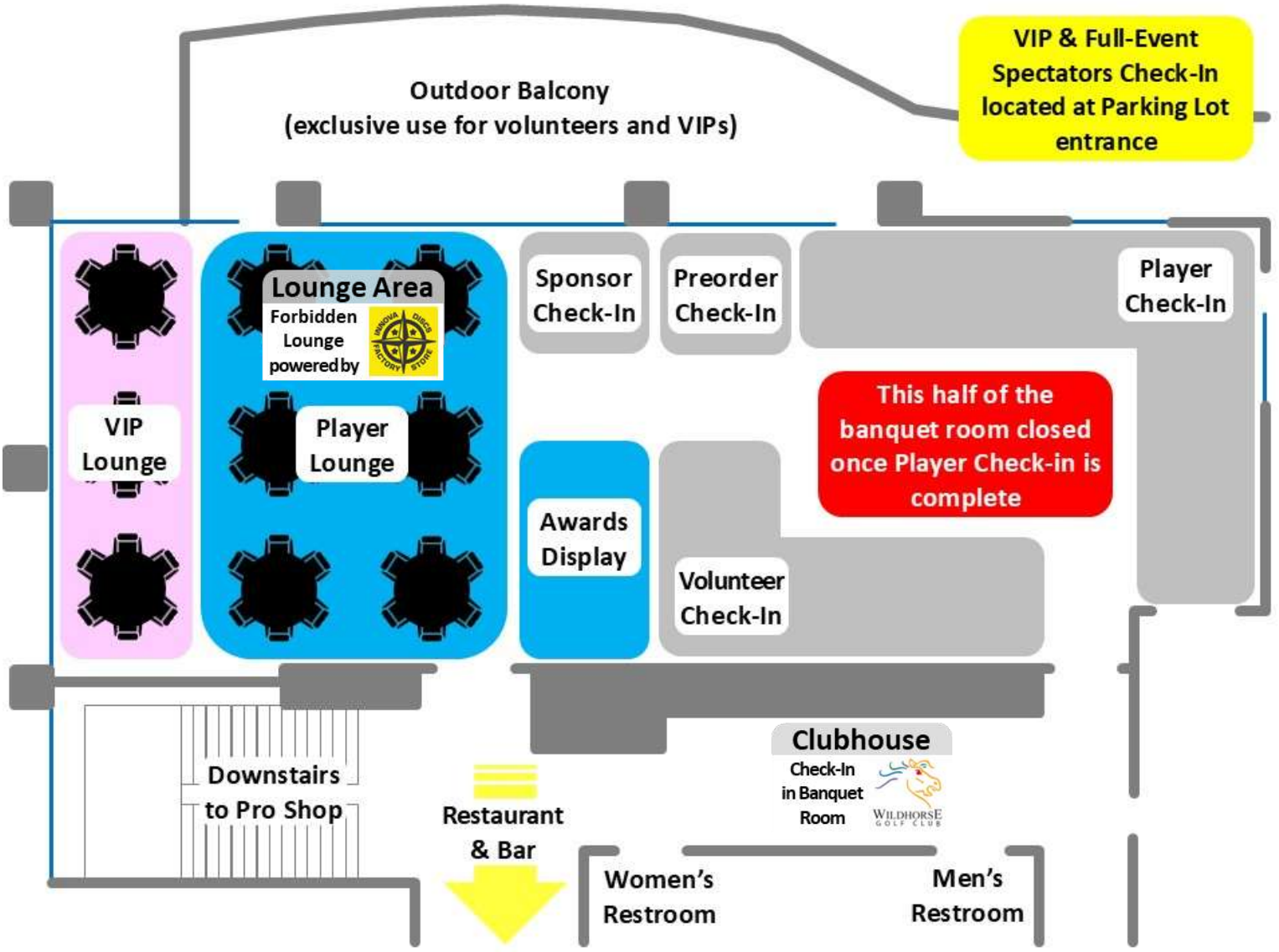
Teeing Areas - The teeing area is defined by the area bounded by the edges of the provided tee pad (the artificial turf). When in use, Teeing Areas are in-bounds.

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

Water Areas – Unless marked by rope or paint, 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.

Banquet Room & Event Check-In





Tournament Central & Firebird/Toros







Contests & Fun – Part I

Aces - $100 Each (Contest for Players)

All official Tournament Aces (no longer the longest, per day, per course) are worth **$100** and the player receives a **LVDGC Ace disc** too! Everyone in at no extra cost. Over the last five years, we had 6 Aces hit in 2025, 5 Aces in 2024, 1 Ace in 2023, 2 Aces in 2022, and 4 Aces in 2021. **Total prize estimated around $500**!

Ace Pool - Super Pot / $5 Buy-In (Contest for Players))

The $5 Super Ace Pool is split between those that paid into the Super Ace Pot, and the player receives a LVDGC Ace disc! Over the last five years, we had 2 of the 6 Aces hit in 2025 be "Super" (worth $1,675), 3 of the 5 Aces hit in 2024 be "Super" (worth $1,625), 0 of the 1 Ace hit in 2023 be "Super" (worth $12,290), 0 of the 2 Aces hit in 2022 be "Super" (worth $1,790), and 2 of the 4 Aces in 2021 be "Super" (worth $1,700). **Total prize estimated around $1,500!** Don't miss out on this gamble!

CTP by Course - Thursday (Contest for Players)

Hole No. 5 on **Course Innova**, **Hole No. 3** on **Course Millennium**, and **Hole No. 1** on **Course Infinite**. Drive must land in-bounds to qualify. (Sand traps are not considered in-bounds for this contest since you incur a penalty.) Winners win a **Millennium disc**, an **Infinite disc**, & a **LVDGC CTP disc**. **Total prize value around $180 ($60 per course)!**

CTP by Course - Friday (Contest for Players)

Hole No. 5 on **Course Innova**, **Hole No. 3** on **Course Millennium**, and **Hole No. 1** on **Course Infinite**. Drive must land in-bounds to qualify. (Sand traps are not considered in-bounds for this contest since you incur a penalty.) Winners win a **Millennium disc**, an **Infinite disc**, & a **LVDGC CTP disc**. **Total prize value around $180 ($60 per course)!**

CTP by Course - Saturday (Contest for Players)

Hole No. 5 on **Course Innova**, **Hole No. 3** on **Course Millennium**, and **Hole No. 1** on **Course Infinite**. Drive must land in-bounds to qualify. (Sand traps are not considered in-bounds for this contest since you incur a penalty.) Winners win a **Millennium disc**, an **Infinite disc**, & a **LVDGC CTP disc**. **Total prize value around $180 ($60 per course)!**



CTP by Course – Sunday/Final Rounds (Contest for Players)

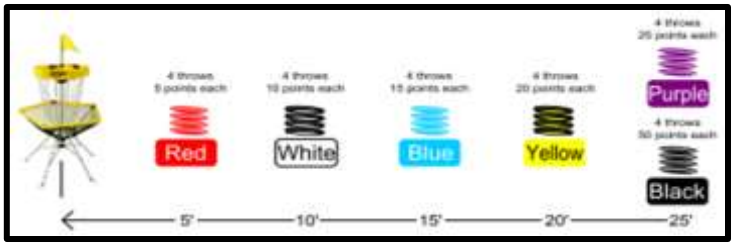
Hole No. 5 on **Course Innova**, **Hole No. 3** on **Course Millennium**, and **Hole No. 1** on **Course Infinite**. Drive must land in-bounds to qualify. (Sand traps are not considered in-bounds for this contest since you incur a penalty.) Winners win a **Millennium disc**, an **Infinite disc**, a **LVDGC CTP disc**, & a **Innova Mini Basket. Total prize value around $510 ($170 per course)!**

CTP with Minis – Sunday/Final Rounds (Contest for Players)

For those that make the cut and play on Sunday, this contest occurs before each group tees the first hole. Overall "Mini CTP" winner wins a **Innova Mini Basket**. **Total prize value over $300 ($100 per course)!**

Distance Competition - Wednesday (Sidebar Activity for Everyone)

Eight divisions (Open, Open Women, Aged-Pros, Aged-Pro Women, Advanced, Advanced Women, Remaining Ams, Remaining Am Women). Occurs on **Wednesday** only, from **9:00 AM to 3:00 PM** near Millennium Hole 1. **(Pre-registration required by Monday, 5 PM PST** via the LVC's registration page on Disc Golf Scene!) **$10 gets you 5 throws**. Each division champion wins **$100 in merchandise ($800 in total prizes)!**



Hott Shott (Sidebar Activity for Everyone)

A putting contest using DX Sonics from five stations, with each station having a different value. Each station is 5 feet in distance from the previous station, starting with Red at 5 feet from the target. Just have some fun!



Contests & Fun – Part II

Putting Contest - Wednesday (Sidebar Activity for Everyone)

Eight divisions (Open, Open Women, Aged-Pros, Aged-Pro Women, Advanced, Advanced Women, Remaining Ams, Remaining Am Women). Occurs on **Wednesday** only, from **9:00 AM to 3:00 PM** near Millennium Hole 1. **(Pre-registration required by Monday, 5 PM PST** via the LVC's registration page on Disc Golf Scene!) **$10 gets you 5 throws**. Each division champion wins **$100 in merchandise ($800 in total prizes)!**

Player's Party - Saturday (Sidebar Activity for Everyone)

Saturday night is the on-site Player's Party on the **Driving Range**. The **2026 LVC co-braded Nate Sexton Firebird & Calvin Heimburg Toro Release** sponsored by **Innova Factory Store** lines start in **Pete's Vendor Area**. **(See map on page 9.)** Three "sales" lines will merge into one: **Line #1 - Badged Players**, with preorders towards front of the line (for those that didn't pick them up Wednesday evening) and additional purchases NOT allowed with preorder pick ups; Line #2 - **All Other Badged Attendees** (Full-Event Spectators, Caddies, Media Partners, & Vendors); & **Line #3 - All Non-Badged Attendees** (if not sold out). Limit is 1 of each disc, while supplies last. Once preorders or initial purchases are completed, you can get back in the end of the line for a second opportunity to purchase more!

Raffle – Closes Saturday Night at 5 PM (Sidebar Activity for Everyone)



Pulled Saturday night with the drawing **ticket sales ending at 5:00 PM**! Ticket costs $1 for **1 ticket, $5 for 7, $10 for 20, $20 for 50, $50 for 150, $100 for 400, and $200 for 1,000**. **Over $2,000 in raffle items**, including a **ZUCA**! Drawing will be done privately in the Banquet Room & results posted at www.lvcdg.com and LVC Facebook group. **Prizes can be picked up Sunday in the Banquet Room.**

Ring of Fire - Nightly (Sidebar Activity for Everyone)



Will occur at the **close of each day, Monday through Saturday, around 4:30 PM**. Over **$450 in sponsor goods per day** given away (**over $2,500 total**)! Free to anyone present! We have extra discs you may borrow if you forgot yours!

Silent Auction (Sidebar Activity for Everyone)



Bids taken at **https://airauctioneer.com/2026-las-vegas-challenge-silent-auction** and items displayed in the Vending Area. **Bidding closes Sunday at Noon** (just after the top MPO card tees off on Hole 1). **Around $4,000 in auction items, including a helicopter tour for two to the Grand Canyon!** You do not have to be present to win, and items that are won can be shipped!



TechDisc (Sidebar Activity for Everyone)

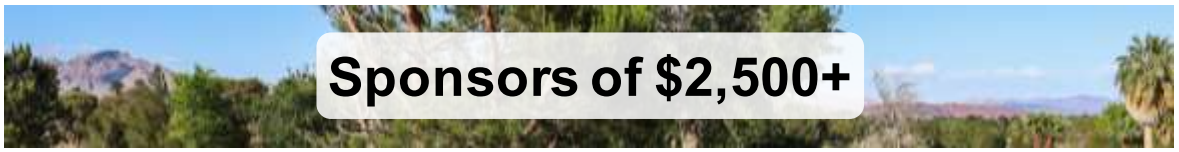
Know Your Throw - Measure the forces and angles on your disc with a single throw to start elevating your game. Understand Your Data - TechDisc simplifies your data, revealing hidden patterns in your game. Instantly find the average spin for forehand and backhand shots, and determine if that 70 MPH throw was a one-off or a reliable skill! Come try it out for fun!

Tic-Tac-Toe (Sidebar Activity for Everyone)

A mini tic-tac-toe station is available in Pete's Vendor Area! Challenge your friend to some mini fun!!!

Tower of Baskets - Saturday (Sidebar Activity for Everyone)

Hosted during the Player's Party, **and likely will start around 4:00 PM. $10** for **3 throws**, **$15** for **5 throws**, or **$20 for 8 throws**. Prizes awarded per level. Top basket (Tier IV) - an Innova DISCatcher Basket. Second from top row (Tier III) - a $100 gift card to Jacquart Events booth. Second from bottom row (Tier II) – a $25 gift card to Jacquart Events booth. Bottom row (Tier I) – a $10 gift card to Jacquart Events booth. **Over $1,000 in prizes expected to be won!**



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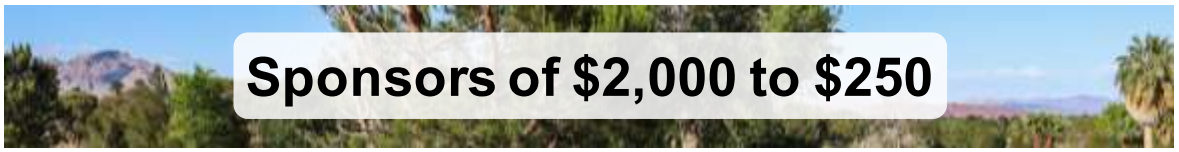
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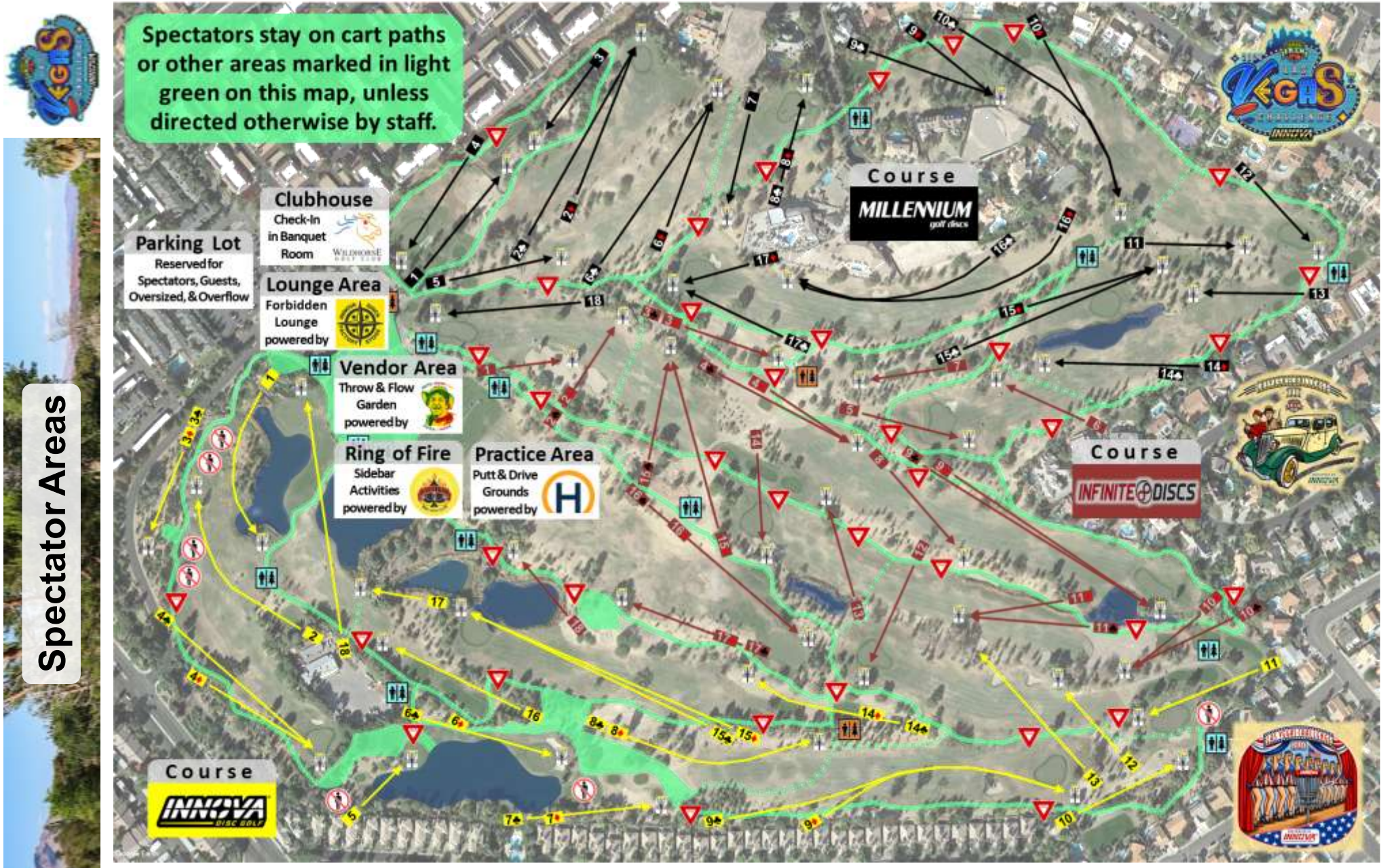

HJ
PHOTOGRAPHY


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Brandon Reesor	Brian Pond	Carlos Womack
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Chris May	Christian Barajas	Dalton Medlin
DGPT	Edge & Lorena Dostal	Elijah Martin
Eric Jenkins	FTA DG	Garg Dog DG
Geoff Hungerford	Harry Tucker	HGR CBD
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Jason Van Proyen	Jeff Meyers	Joe Avansino
Kate Meyers	Kevin Whittaker	Kevin C. Whittaker
Kyle Harrop	Laurie Cloyes-Chupa	Livia Polushkin
Markell Polushkin	Matt Dalanguskas	Michael Wilson
Peter Sontag	Ray Morris	Raymond & Evan Pates
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Sean Golden	Shaun Bagley	TLC Creations
Todd Wilkins	Tyler Racine	Vegas Golden Knights
Bobby Doolittle (2025)	Brad Brammeier (2025)	Carlos Perales (2025)
Charley Quinn (2025)	Colin Vercio (2025)	David Hurley (2025)
Domenic Griffin (2025)	Dustin Hood (2025)	Eddie Gaillard (2025)
Erik Tzibelhorn (2025)	Garrett Beckman (2025)	J.D. Ramirez (2025)
James Atkinson (2025)	Jan Smutz (2025)	Jacob Howe (2025)
Jayson Young (2025)	Jimmy Martinez (2025)	Jeff Fiedler (2025)
Joey Joy (2025)	Johnny Ringo (2025)	Josh Moore (2025)
Marcus Jacobson (2025)	Michael Ballestas (2025)	Michael Raley (2025)
Michael Ynfante (2025)	Nate Gross (2025)	Nathan Bennett (2025)
Pete Ulibarri (2025)	Ray Johnson (2025)	Rich Lang (2025)
Rick Mabbatt (2025)	Shawna Tribelhorn (2025)	Wayne Bias (2025)



Cart Path

Fairway Crossover (Stay in-between the markled areas)

Viewing Area

Yield to / Watch for throws over cart paths)

Spectators remain on designated paths

Port-a-Potty

Permanent Restroom

Note that many cart paths cross in front of tee pads, where players are throwing OVER the cart path. Please be cautious and give way to players.



Course Millennium

Feet	Meters	♠	♦
<300’	<91	0	3
300’ – 399’	91 – 122	11	7
400’ – 499’	123 – 152	2	5
500’ – 599’	153 – 182	0	2
600’ – 699’	183 – 212	2	1
700’ – 799’	213 – 242	2	0
800’ – 899’	243 – 272	0	0
≥900’	≥273	1	0

Club (♠) Layout
MP40/MPO (Thur. & Sat.)

Diamond (♦) Layout
MA4/MA3 (Thur. & Sat.), MP70/MP60/FA3/FA2/FA60/FA50/FA40/MA70/MA60/MA50/MA40 (Fri. & Sun.)

All First Place sudden death play-offs for divisions playing Course Millennium on Sunday will be Holes 1, 2, 3, & 4.

Two-Meter Rule is NOT in effect!

The hole-by-hole detailed maps depict nearby out-of-bounds and hazards. Common sense shall be applied for rulings beyond the areas depicted on these maps.

Club (♠) layout uses shorter tee pad & Diamond (♦) layout uses longer tee pad

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Hole #3 - DAILY CTP

Features

Greens in Play	8
Traps in Play	7
Mandatories	0
Islands	0

Out-of-bounds and other applicable rules depicted on individual maps.

PRACTICE AREA

PLAYER, VENDOR, VOLUNTEER & OVERFLOW PARKING

	Club Layout (♠)		Diamond Layout (♦)	
Hole	Distance	Par	Distance	Par
1	391’ / 119m	3	391’ / 119m	4
2	714’ / 218m	4	557’ / 170m	4
3	322’ / 98m	3	322’ / 98m	3
4	392’ / 119m	3	392’ / 119m	4
5	390’ / 119m	3	390’ / 119m	3
6	649’ / 198m	4	454’ / 138m	4
7	359’ / 109m	3	359’ / 109m	3
8	345’ / 105m	3	255’ / 78m	3
9	394’ / 120m	3	274’ / 84m	3
10	759’ / 231m	4	555’ / 169m	4
11	318’ / 97m	3	318’ / 97m	3
12	402’ / 123m	3	402’ / 123m	3
13	370’ / 113m	3	370’ / 113m	3
14	378’ / 115m	3	478’ / 146m	4
15	635’ / 194m	4	445’ / 136m	4
16	956’ / 291m	4	656’ / 200m	4
17	363’ / 111m	3	273’ / 83m	3
18	425’ / 130m	3	425’ / 130m	3
Total	8,562’ / 2,610m	59	7,316’ / 2,230m	62
Ave.	476’ / 145m		406’ / 124m	

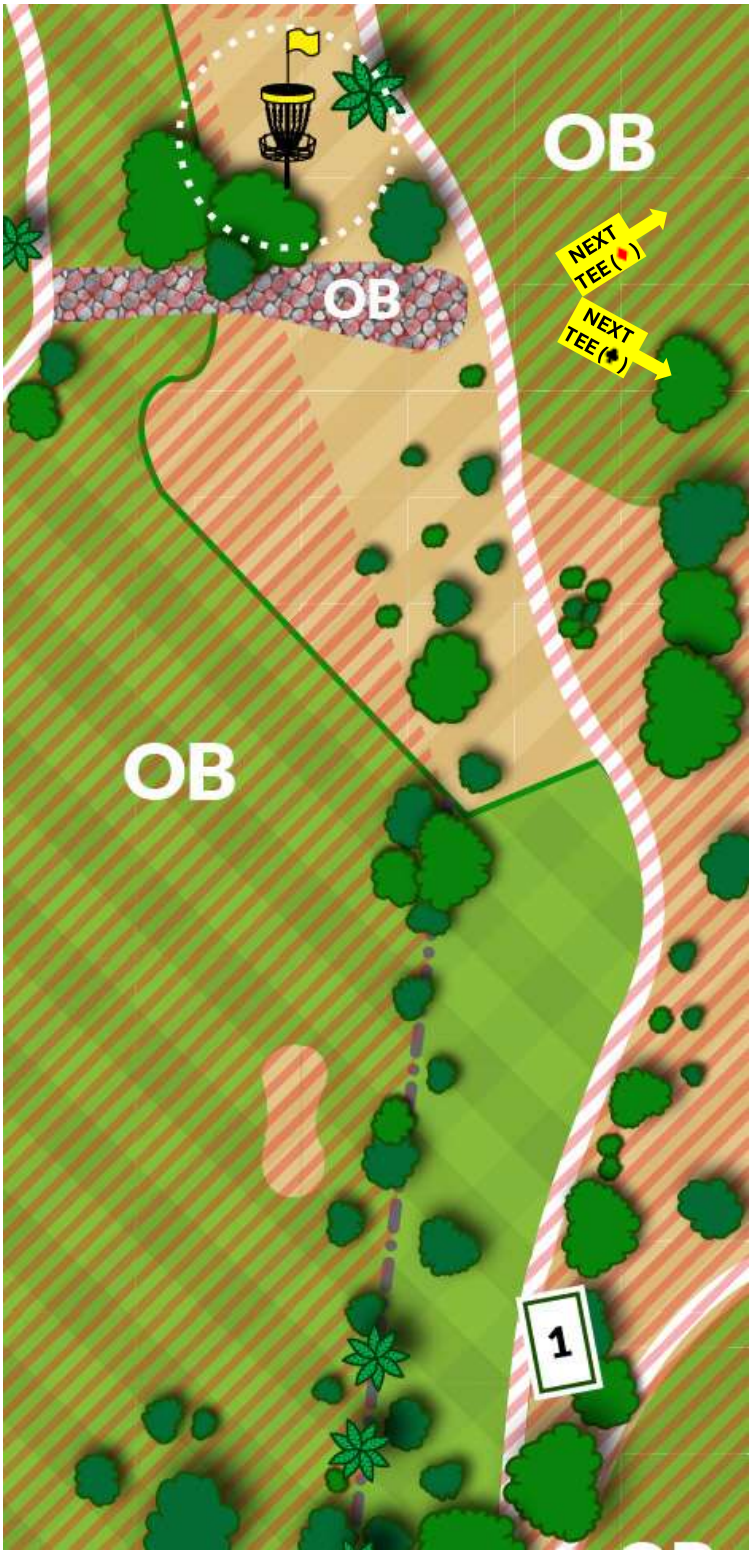
SHORT TEE

LONG TEE

Hole 1

Par - 3 (♠) / 4 (♦)
Distance - 391' / 119m

MILLENNIUM golf discs



O.B.: Cart path & prior in front of tee area; cart path to right, fence to left, rope to left, rope behind basket; rope surrounding the drainage area.

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

MILLENNIUM golf discs

Hole 2

Par - 4 (♠) / 4 (♦)
Distance (♠) - 714' / 218m
Distance (♦) - 557' / 170m



O.B.: Cart path to left, fence at back of fairway, & beyond; green.

HAZARD: Sand trap.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 3
Par - 3 (♠) / 3 (♦)
Distance - 322' / 98m

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O.B.: Cart path to right, rope to right, fence to right, cart path to left, rope behind basket, & beyond.

MILLENNIUM golf discs

Hole 4
Par - 3 (♠) / 4 (♦)
Distance - 392' / 119m



O.B.: Cart path & prior in front of tee area; cart path to right, rope to left, fence to left, driveway curbing behind basket, & beyond; green.

HAZARD: Sand trap.

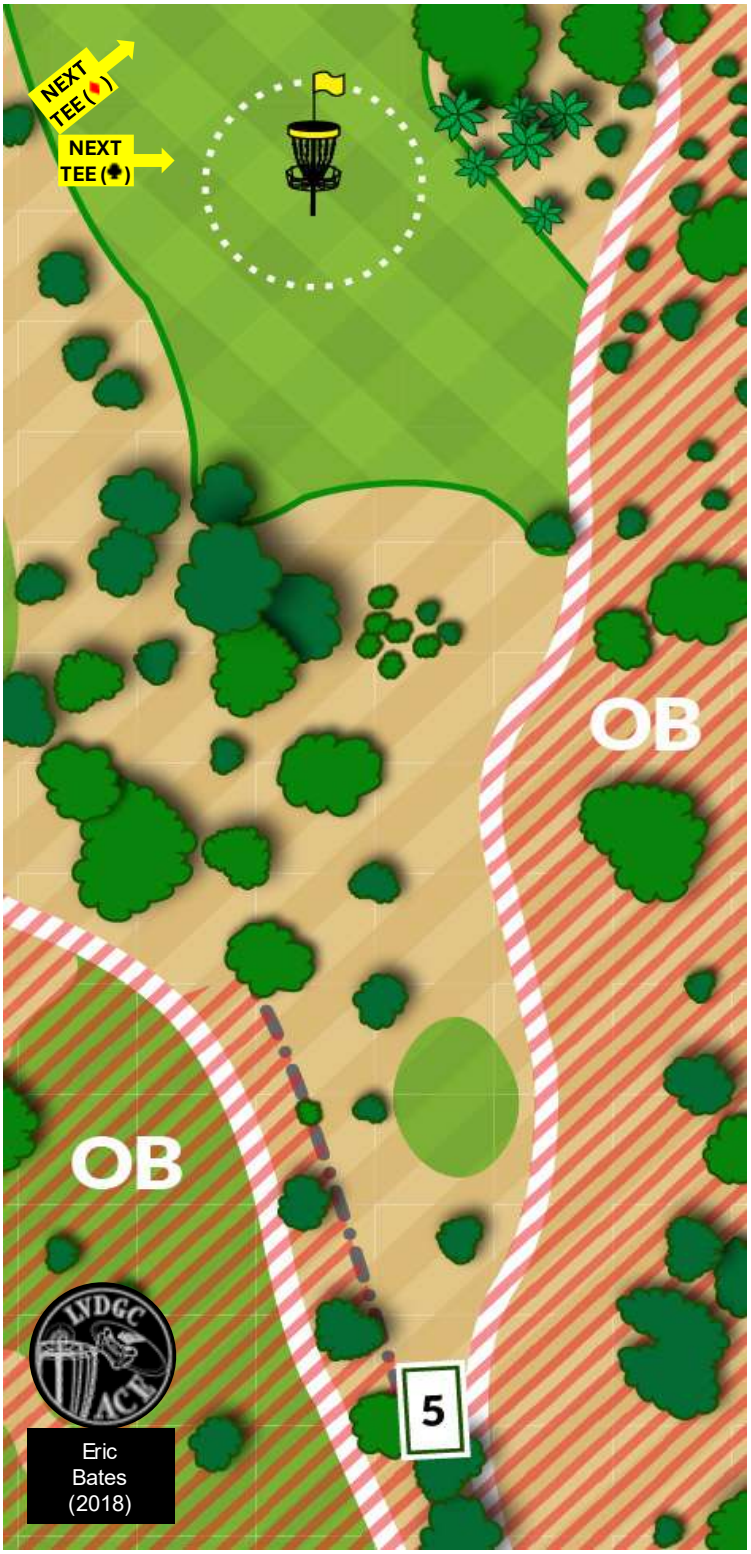
RE-TEE: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty and re-tee.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 5

Par - 3 (♠) / 3 (♦)
Distance - 390' / 119m

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O.B.: Cart path to right, fence to left, rope to left, cart path to left, & beyond.

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Hole 6

Par - 4 (♠) / 4 (♦)
Distance (♠) - 649' / 198m
Distance (♦) - 454' / 138m



O.B.: Cart path behind tee areas, first rope to right, fence behind basket, & beyond.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 7

Par - 3 (♠) / 3 (♦)
Distance - 359' / 109m

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O.B.: Fence behind tee area, first rope to right, short rope segment across cart path to right, cart path **after** short rope segment to right, fence left of basket, & beyond; greens (well behind the basket and well left of fairway).

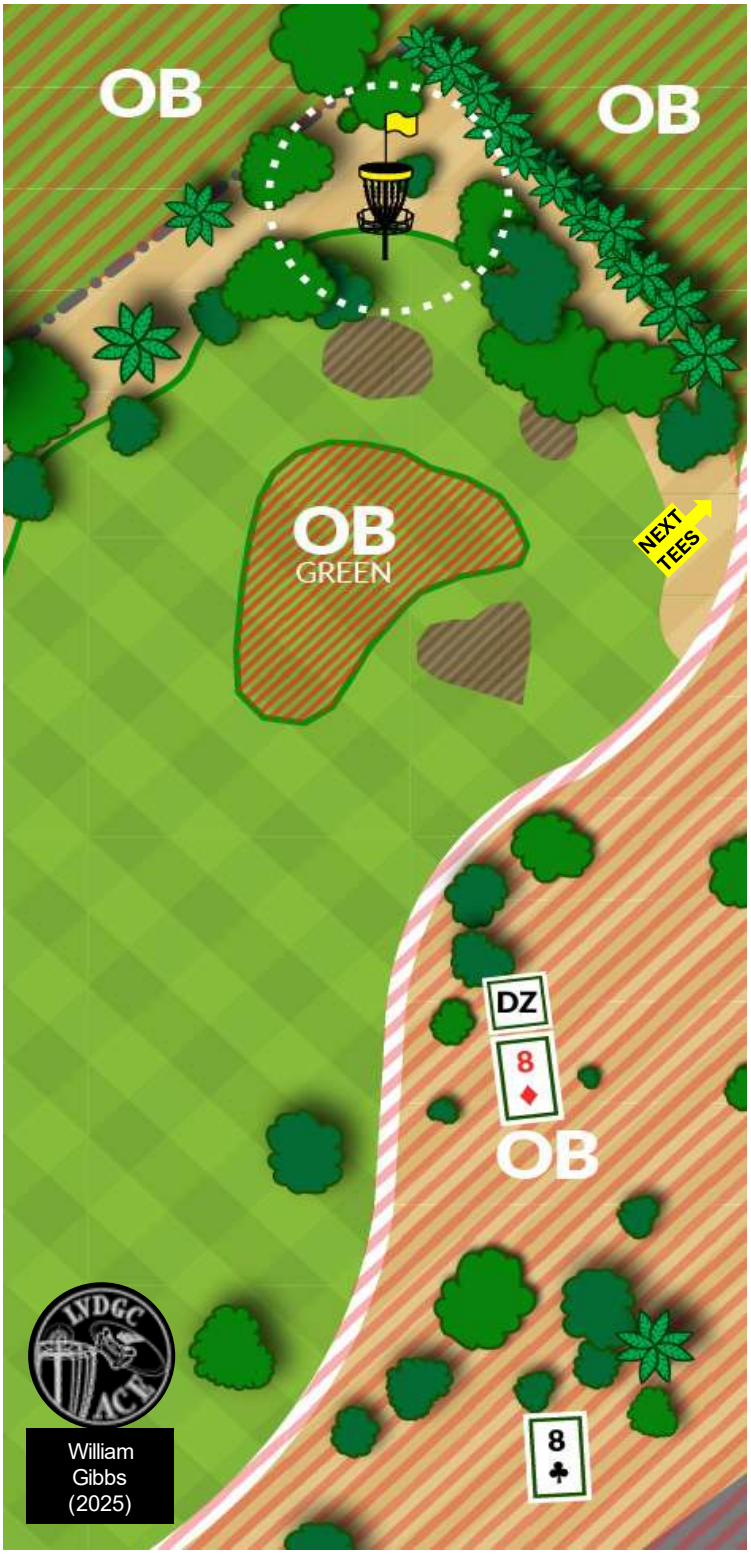
HAZARD: Sand trap (well behind basket).

CART PATH VARIANCE: Only hole on course where a portion of the cart path (and prior/beyond) is in bounds.

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Hole 8

Par - 3 (♠) / 3 (♦)
Distance (♠) - 345' / 105m
Distance (♦) - 255' / 78m



O.B.: Cart path & prior in front of tee areas; cart path to right, fence to right, fence behind basket, & beyond; green.

HAZARD: Sand traps.

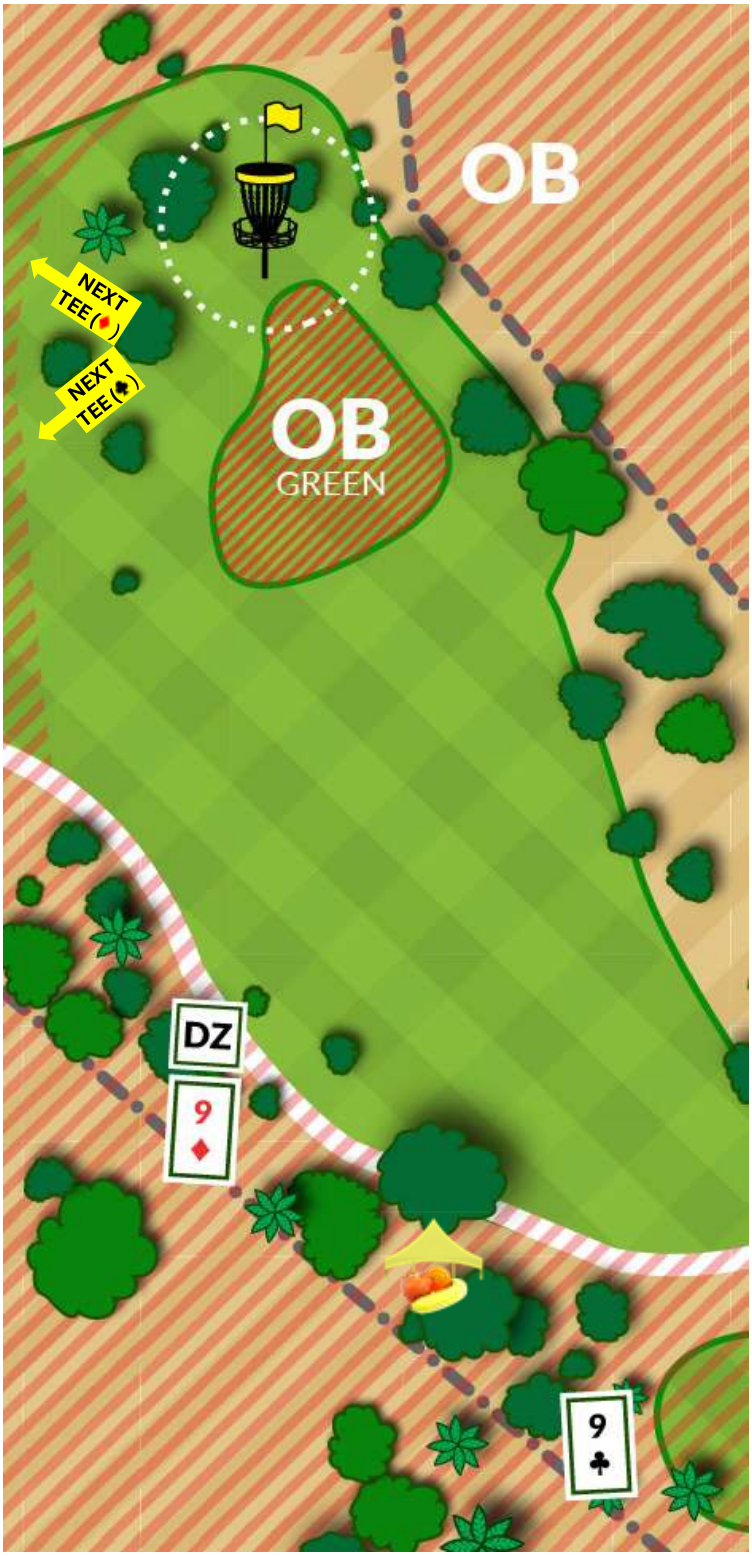
D.Z.: If any throw from either tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (8♦ tee pad) or from previous lie. Follow normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 9

Par - 3 (♠) / 3 (♦)
Distance (♠) - 394' / 120m
Distance (♦) - 274' / 84m

MILLENNIUM golf discs



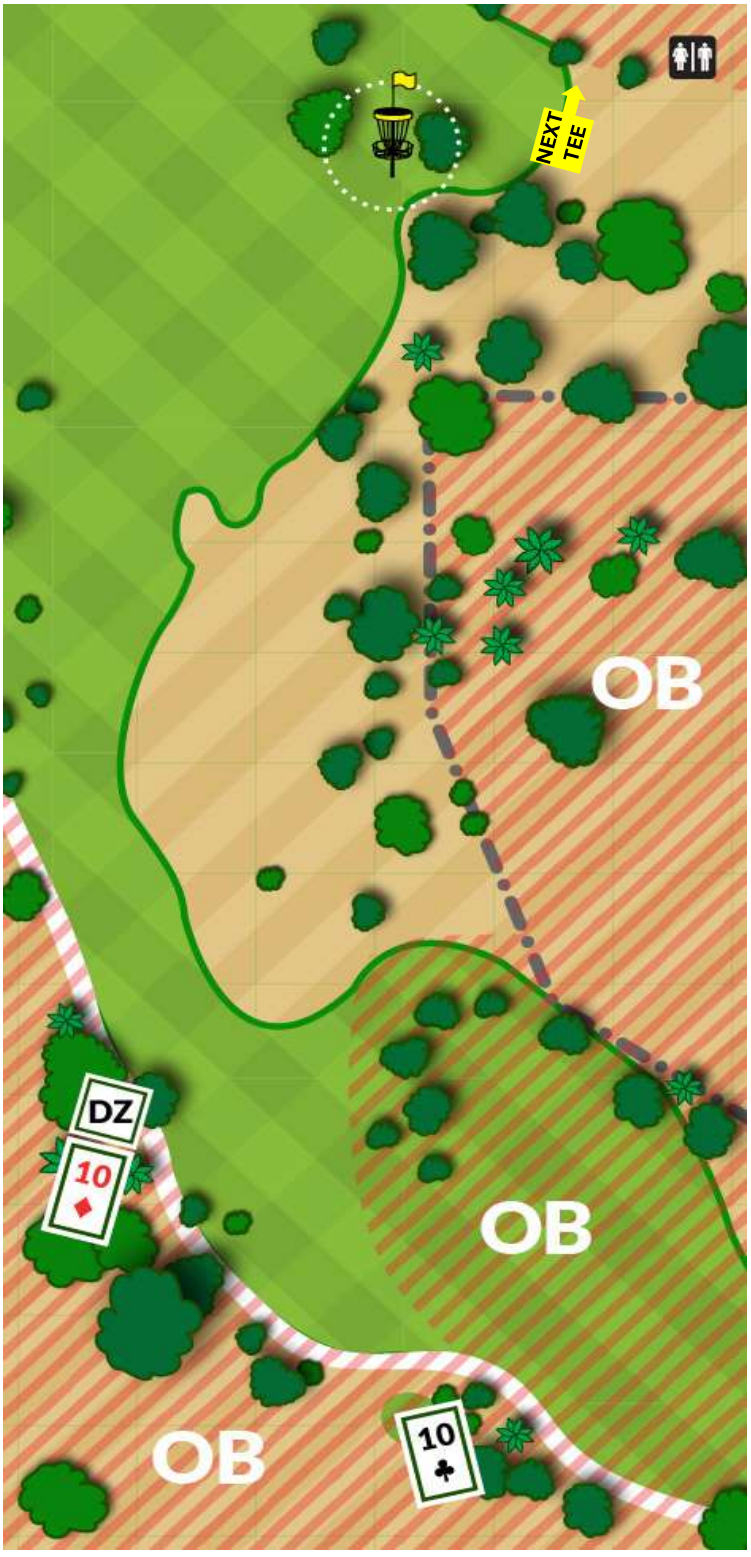
O.B.: Cart path & prior in front of tee areas; fence to right, cart path to left, rope at to left & behind basket, & beyond; green.

D.Z.: If any throw from either tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (9♦ tee pad) or from previous lie. Follow normal penalty rules thereafter.

MILLENNIUM golf discs

Hole 10

Par - 4 (♠) / 4 (♦)
Distance (♠) - 759' / 231m
Distance (♦) - 555' / 169m



O.B.: Cart path & prior in front of tee areas; roped area to right, fence to right, cart path to left, rope well behind basket (not flagged spectator path behind basket), & beyond.

D.Z.: If any throw from either tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (10♦ tee pad) or from previous lie. Follow normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 11
Par - 3 (♠) / 3 (♦)
Distance - 318' / 97m

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O.B.: Rope to left, rope behind basket, & beyond.

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Hole 12
Par - 3 (♠) / 3 (♦)
Distance - 402' / 123m



O.B.: Cart path & prior in front of tee area; rope to right, cart path to left, cart path behind basket, & beyond; green.

RE-TEE: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty and re-tee. Follow normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 13
Par - 3 (♠) / 3 (♦)
Distance - 370' / 113m

MILLENNIUM golf discs



O.B.: Cart path & prior in front of tee area; rope to right, cart path to left, rope behind basket, & beyond.

RE-TEE: If any throw from tee never crosses in-bounds or lost, take one-stroke penalty and re-tee. Follow normal penalty rules thereafter.

MILLENNIUM golf discs

Hole 14
Par - 3 (♠) / 4 (♦)
Distance (♠) - 378' / 115m
Distance (♦) - 478' / 146m



O.B.: Cart path & prior in front of 14♦ tee area; rope to right, water to right, cart path to left, rope behind basket (not flagged spectator path), & beyond.

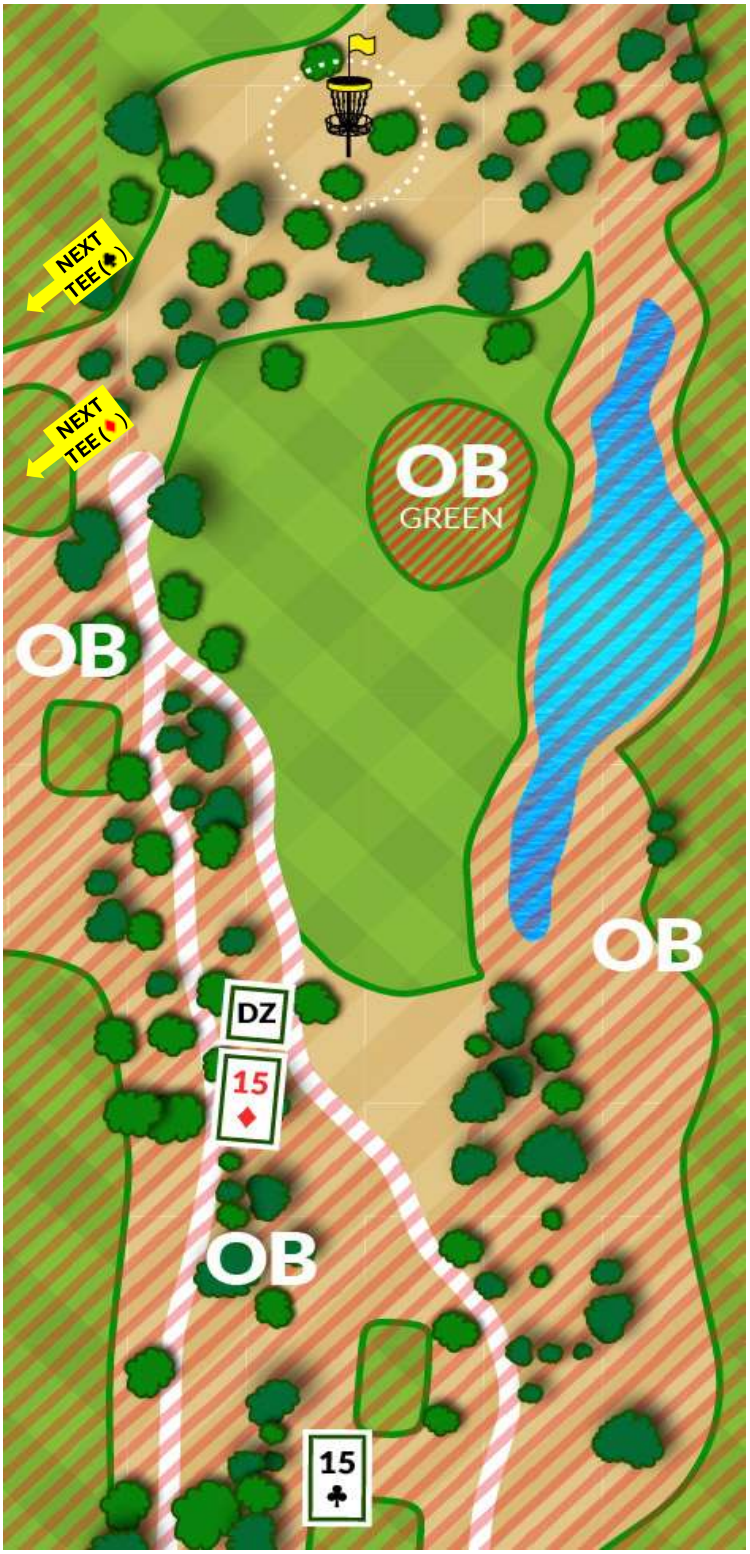
D.Z. (for 14♦ only): If any throw from 14♦ tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (14♣ tee pad) or from previous lie, following normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 15

Par - 4 (♠) / 4 (♦)
Distance (♠) - 635' / 194m
Distance (♦) - 445' / 136m

MILLENNIUM golf discs



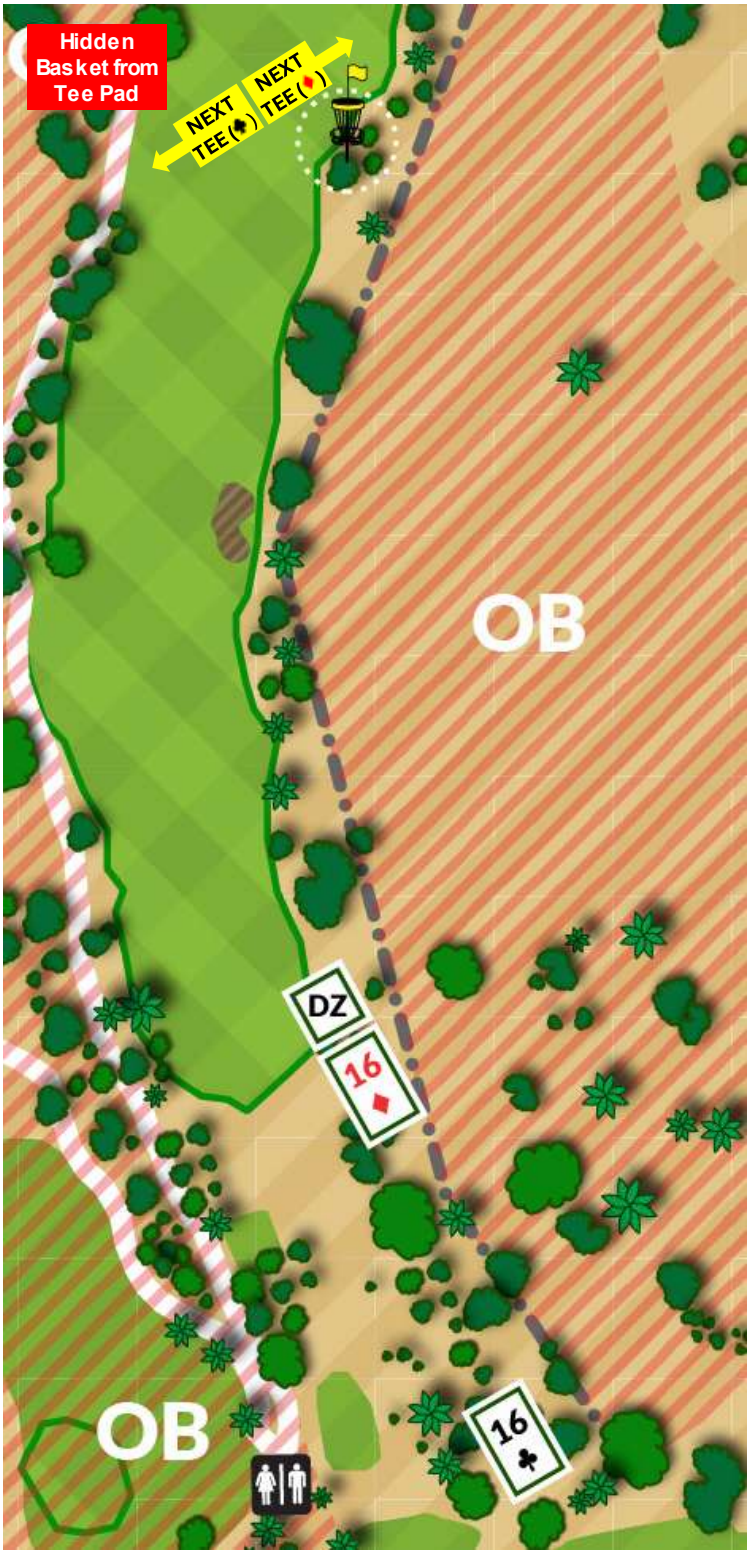
O.B.: Cart path & prior in front of tee areas; water to right, cart path to left, rope to left & beyond; green.

D.Z.: If any throw from either tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (15♦ tee) or from previous lie. Follow normal penalty rules thereafter.

MILLENNIUM golf discs

Hole 16

Par - 4 (♠) / 4 (♦)
Distance (♠) - 956' / 291m
Distance (♦) - 656' / 200m



O.B.: Fence to right, cart path to left, & beyond. (Note basket is NOT the one seen on top of the hill as that is the Basket for Hole 17 … the next hole.)

HAZARD: Sand trap.

D.Z.: If any throw from either tee lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (16♦ tee) or from previous lie. Follow normal penalty rules thereafter.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.

Hole 17

Par - 3 (♠) / 3 (♦)
Distance (♠) - 363' / 111m
Distance (♦) - 273' / 83m

MILLENNIUM golf discs



O.B.: Cart path & prior in front of 17♠ tee area; fence to right, cart path to left, cart path behind basket, & beyond; green.

HAZARD: Sand trap.

D.Z. (for 17♠ only): If any throw from 17♠ tee never crosses in-bounds or lost, take one-stroke penalty and **MAY** take next shot from EITHER the Drop Zone (17♦ tee) or from previous lie. Follow normal penalty rules thereafter.

MILLENNIUM golf discs

Hole 18

Par - 3 (♠) / 3 (♦)
Distance - 425' / 130m



O.B.: Cart path to right, cart path to left, cart path behind the basket, & beyond; green.

HAZARD: Sand trap.

The hole-by-hole detailed maps depict nearby out-of-bounds and hazard areas. Common sense shall be applied for rulings beyond the areas depicted on these maps, as covered under the General Rules section of the caddie book. Rope and/or paint may be used to help define questionable out-of-bounds lines.