



# SPRING BAG TAG CHALLENGE

**Fallow Ridge** is hosting a Spring Bag Tag Challenge commencing **March 4<sup>th</sup>** at Snowflake and concluding **Saturday, May 12<sup>th</sup>**. Every tag holder is invited to take part in the finals on Saturday, but only the top eight tag holders will be playing for a chance at the cash prizes. For tag holders #9 and higher, the lowest score at the conclusion of the finals receives the lowest tag, the highest score the highest tag.

The Bag Tag Challenge consists of many players buying numbered tags to display on their disc golf bags. The object of the challenge is to work your way up to finish with the #1 tag. Have fun winning challenges or defending your tag. You challenge someone, you beat them in a round of 18 or 28 holes then you switch tags with them. The top 3 tags get a cash payout on the final day. This challenge can be played at any time on Fallow Ridge.

## Bag Tag Rules

1. Tags cost \$10 and the official start date will be the morning of Snowflake, March 4, 2007. Tags will be distributed starting with the first person to buy getting tag #1. Following the first 28 holes of the tournament **everyone** who has purchased a tag prior to the start of the round will be swapping tags according to round scores. In this case, the second 10 holes played at this tournament will also count as a round and again tags will be swapped afterwards. Players who miss the start date will start whenever they choose and will receive the next available tag. For example, if 14 players currently hold tags and a new player joins the Bag Tag Challenge, that individual will accept tag #15.
2. All players will be ranked from 1-25 (or more if needed).
3. You must display your tag where it can be easily seen. Concealing your tag is not allowed. **Tag must be present to accept a challenge or to challenge another player. No Exceptions.** Not having your tag at an event constitutes refusing a challenge. All refused challenges should be reported to the tag master, Phillip Allen, at 545-5778.
4. All challenges will be made by challenging up in rank.
5. The TOP 5 must defend their tag on the final day.
6. You can challenge up as far as you want up to and including **Thursday, April 26<sup>th</sup>**. Challenges after that date are limited to the **next 5 tags**. For example, the #10 tag could challenge tag #'s 5-9, but not #4. This applies only to head-to-head matches. Multi opponent matches during tournament play can involve any combination of tags. Multi opponent challenges are permitted through-out the tag season, except for the final day. Multi opponent challenges before April 26<sup>th</sup> can involve any combination of tags. After the 26<sup>th</sup>, multi-opponent challenges can only involve individuals within 5 tags of each other. Example: A group of 4 players with tags ranging from #6 to #2.
7. During tournament play, all participating players who play from the same tees to the same baskets will automatically be involved in a multi-opponent match. Note that head to head play on the same scorecard may not be accommodated in tournament play. The lowest score at the end of the tournament gets the lowest tag, the highest score the highest tag.

8. When you arrive for club play (Wednesdays & Thursdays) you subject yourself to being challenged by the first person who challenges you, even if you are looking for another challenge (unless you have already issued a challenge yourself). It is mandatory to accept challenges in these cases.

9. It is mandatory for the person being challenged to agree on the # of holes played (18 or 28) and the course configuration.

10. Failure to accept a challenge will result in the exchange of tags. The only exceptions are if the challenged was leaving the course or is already in the middle of a round. Report challenge refusals to the Tag Master, Phillip Allen, at 545-5778.

11. You cannot play back-to-back challenges against the same player until 3 days have elapsed or until the challenged player has played in another challenge.

12. The coveted #1 tag may not remain out of play for more than 7 days. DO NOT FALL IN LOVE WITH IT!

13. One on one matches (except for the final round of the season) ending in a tie will result in all affected players keeping their original tag.

14. You may phone or email a player for a challenge at any time of the week. The challenger must provide 2 dates to make during the week. If the challenged can not make the dates, every attempt to schedule the match must be made. Failure to coordinate a date voids the challenge. If a second incident of unavailability arises, the challenged and/or the challenger must report this to the Tag Master.

15. Play continues in all weather except for lightning, which voids the round and the challenge. All other DNF rounds, including injury, results in that player forfeiting their tag to the opponent if the opponent's tags is higher.

16. Two reported refusals to the Tag Master will result in the player starting at the bottom.

17. \$\$ awards will be given out at the conclusion of play on May 12<sup>th</sup>. 30% of tag fees go toward the cost of the tags and the remaining 70% will go to the final top three tag holders: 35% tag #1, 20% #2, and 15% #3.

18. Upon every player's bag tag purchase, a phone number and e-mail address will be required. An updated list will be posted at the clubhouse so that players are able to contact each other. The list will be revised every time a new player joins the system.



**Remember, it's only a Tag so HAVE FUN!!!**