

PRESENTED BY KASTAPLAST

ARVIKA OPEN

Digital Players' Meeting

Everything you need before your first tee time

THURSDAY · 19:00



7. - 9. AUGUSTI 2026

PDGA B-TIER

What we'll cover before the first tee time

01

Weekend plan

Schedule, player pack and tournament format

02

Tee-time essentials

Groups, check-in and scoring

03

Rules that matter

Pace of play, lost discs, OB and mandatories

04

Course guide

Facilities, arrival and holes 1–18

05

Contests & prizes

Distance, Instagram, awards and payouts

06

Stay informed

Media, safety, delays and key contacts

HOW TO USE THIS DECK

Follow the route once

LIVE OPERATIONAL UPDATES

Keep Tjing notifications on

Plan your tournament weekend at a glance

FRIDAY

7 AUGUST

07:00–09:50
Course open for warm-up

10:00–~17:00
Round 1

~17:30–21:00
Course open for practice

SATURDAY

8 AUGUST

07:00–09:50
Course open for warm-up

10:00–~17:00
Round 2

~17:30–21:00
Course open for practice

19:00
Distance Contest

SUNDAY

9 AUGUST

07:00–07:50
Course open for warm-up

09:00–~16:00
Round 3

~16:15
Awards ceremony

Awards are presented as each division finishes.

Round finish times are approximate. Check Tjing for operational updates.

Collect your player pack on Day 1

BEFORE OR AFTER YOUR ROUND

- Collect and sign for it at Tournament Central by hole 1.



KASTAPLAST GRID

GADD

GULD

STIG

Three rounds. One layout. No cut.

3

ROUNDS

Every registered player plays all three rounds.

18

HOLES

Each round is played over 18 holes.

1

LAYOUT

All divisions play the same layout in every round.

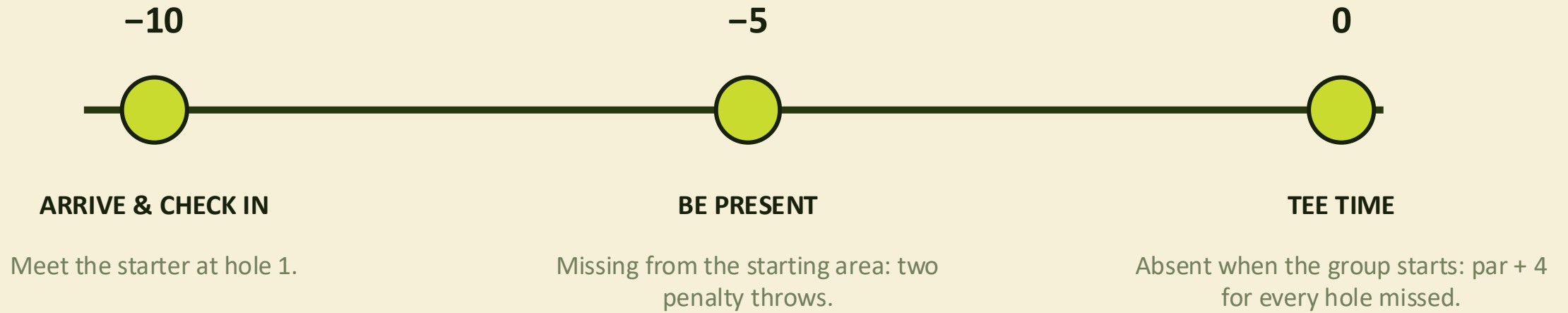
GROUP SIZE

4 players; 3 when numbers do not divide evenly

TEE-TIME INTERVAL

Tee times are scheduled 12 minutes apart

Arrive 10 minutes early; penalties start at five



If the starting hole is missed, the two check-in throws are not added on top.

Every player keeps and submits their own scorecard

1

RECORD

Enter every player's score after each hole—including warnings and penalties.

2

COMPARE

Reconcile all scorecards with the group immediately after the round.

3

SUBMIT

Submit your own card within 30 minutes of finishing.

Late, incomplete or incorrect submission may result in two penalty throws.

30 seconds near the target. 45 on the fairway.

30

SECONDS

Teeing area
Drop zone
Within 20 m of the
target

45

SECONDS

Every other lie

YOUR CLOCK STARTS WHEN

- The previous player has thrown
- You are next and know your lie
- You begin preparing to throw

Mini, rangefinder, wind check and footing all count as preparation.

First violation: warning · Further violations that round: one penalty throw

Start the search clock—or do not search at all

LOST DISC

3:00

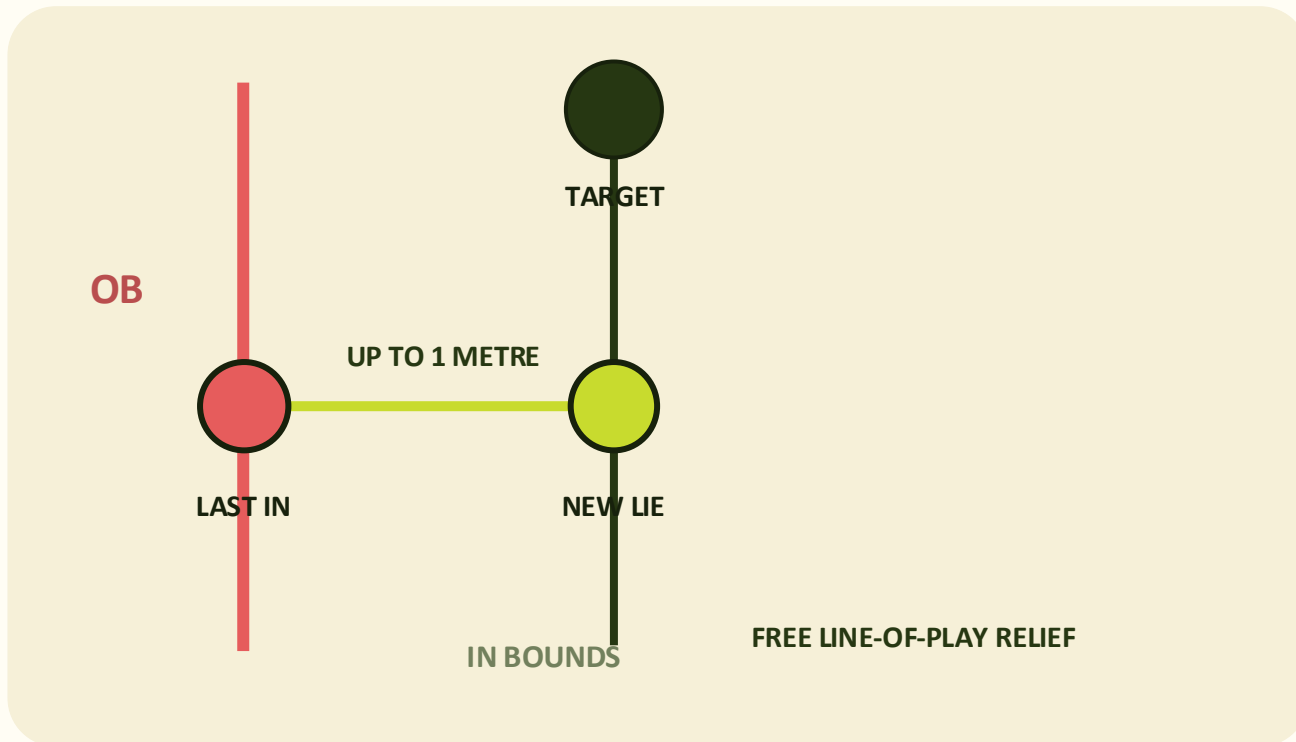
- Timing starts after the group reaches the expected area.
- Anyone may start the clock—tell the group immediately.
- Everyone must help search. Lost = +1 and return to the previous lie.

CLEARLY OB

DO NOT SEARCH

- Compelling evidence is enough—the disc does not need to be found.
- The lost-disc rule does not apply to a disc considered OB.
- Retrieve it only if this does not delay play or your next throw.

Take up to one metre—then move straight back

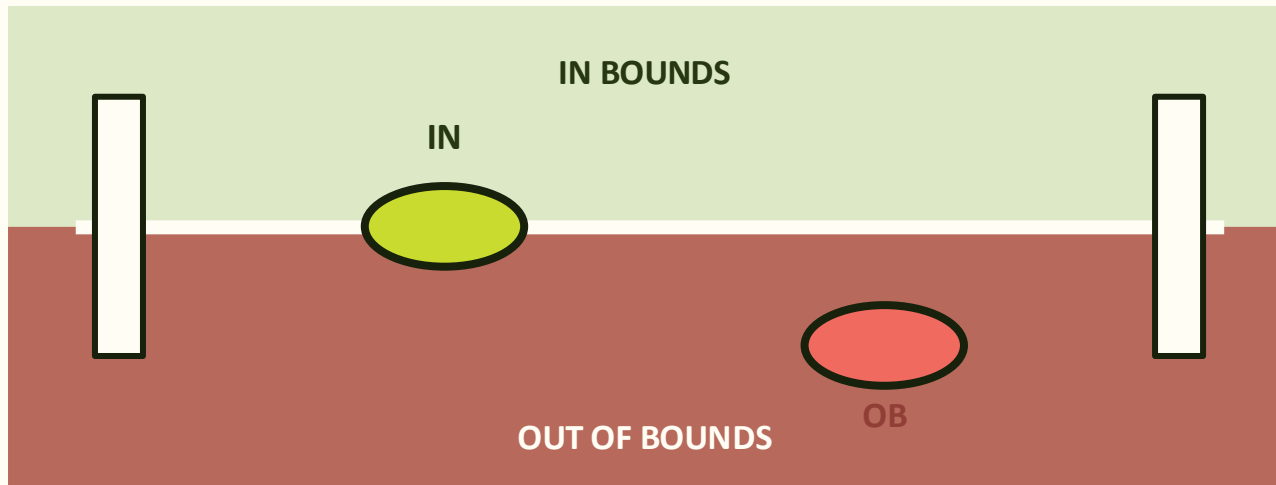


+1 PENALTY THROW

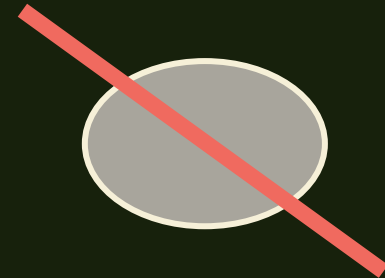
- Mark up to one metre from the point where the disc was last in bounds.
- After establishing that lie, you may move farther from the target on the line of play—no extra penalty.
- One metre is a measured distance, not a number of steps.

Only white stakes define OB. Rocks do not.

STRAIGHT LINE BETWEEN WHITE STAKES



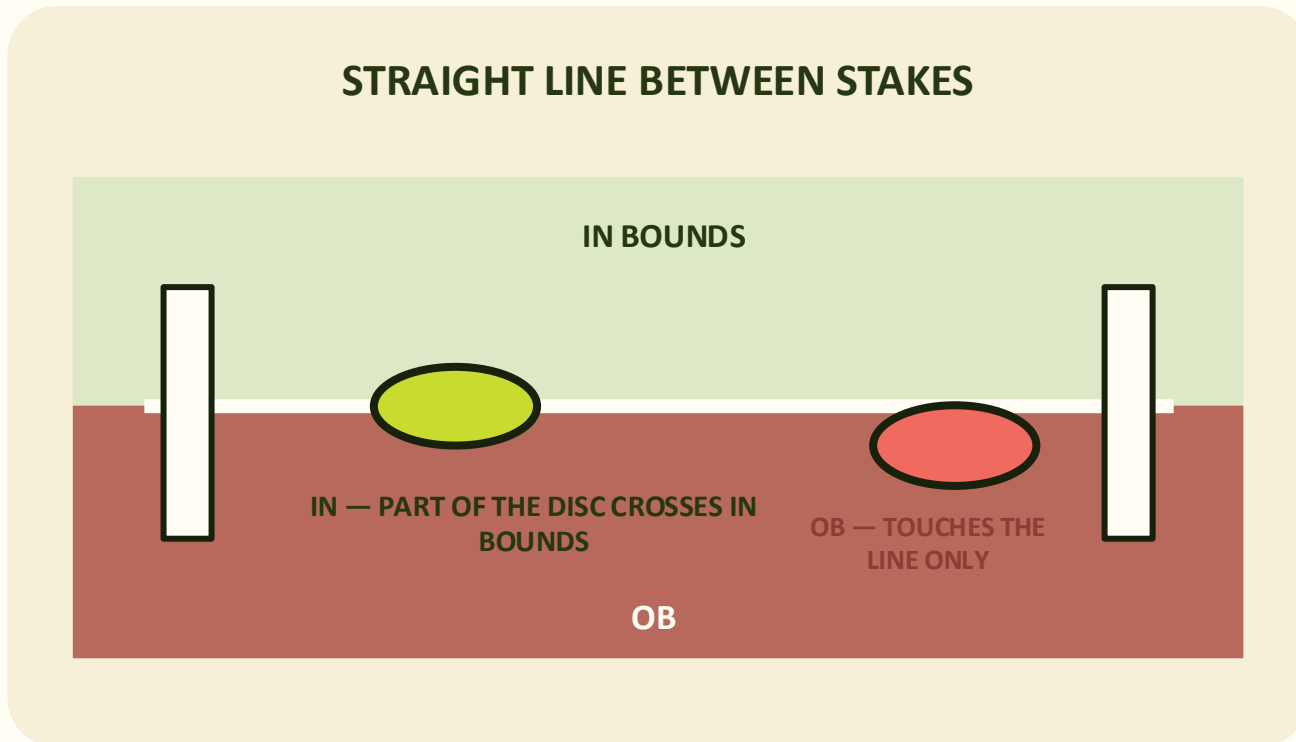
ROCKS ARE NOT OB



Rocks and stone features are decorative only.

Do not use them to determine whether a disc is OB.

Measure the line from the in-bounds edge of each stake

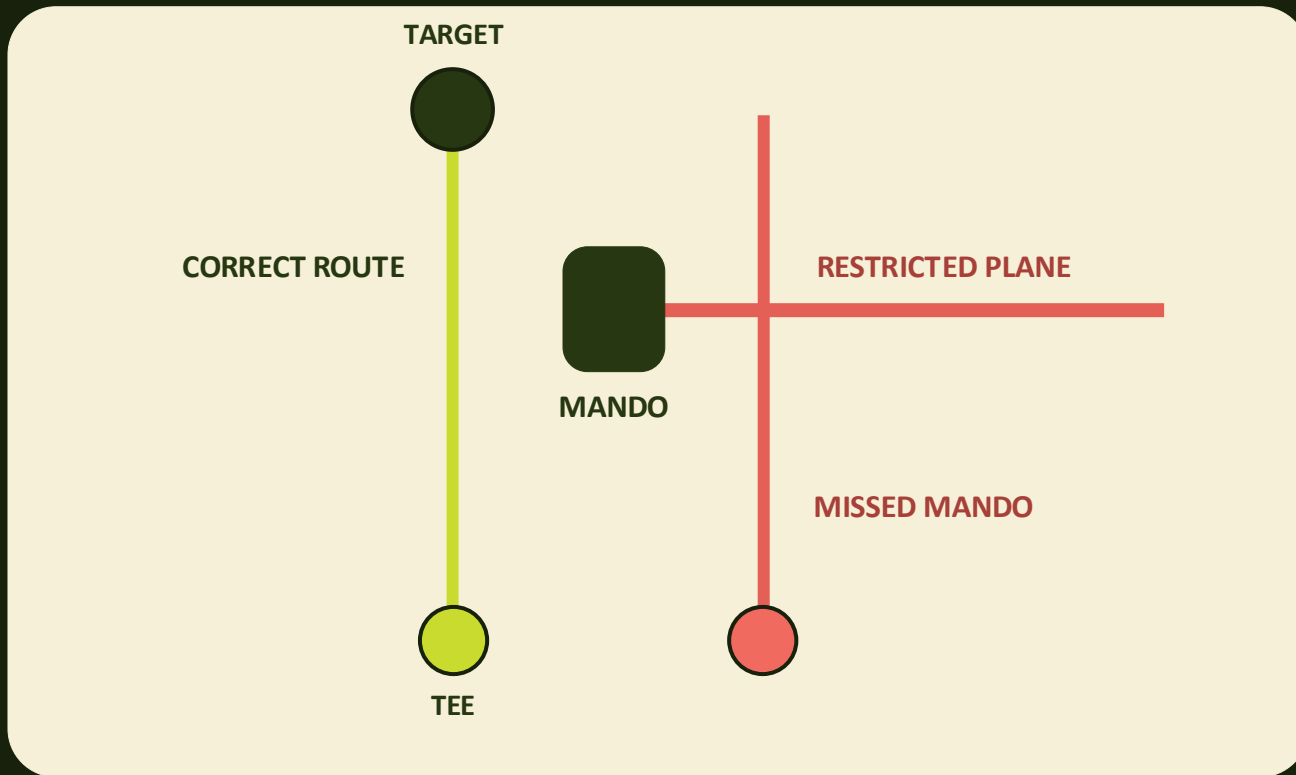


IF THE CALL IS UNCLEAR

- The group determines the disc's position or status.
- The first vote excludes the thrower. The majority decides.
- If the vote is tied, the thrower votes to break the tie.

Still disputed? Play a provisional and appeal to the TD.

Do not cross the mando's restricted plane



THE MANDO LINE IS A VERTICAL PLANE

- The marked object and course information define the restricted plane.
- If any part of the thrown disc clearly enters the plane, the mando is missed.
- +1 penalty throw. Continue from the mando drop zone—or the previous lie if no drop zone exists.

DOUBLE MANDO: The disc must pass between the two marked points.

SOURCE: PDGA 804.01 Mandatory Routes - pdga.com/rules/official-rules-disc-golf/80401

Course map and facilities



FACILITIES

HOLE 1

Parking
Tournament HQ & starter
Warm-up area
Toilet and water

HOLE 7

Additional toilet

9–10

Water station

HOLE-BY-HOLE BRIEFING

1-18

18 holes · one shared layout

Follow the hole notes, OB markings, mandatories and drop zones exactly as shown.

HOLE 1

PAR 4 • 229 M

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



HOLE 2

PAR 3 • 118 M

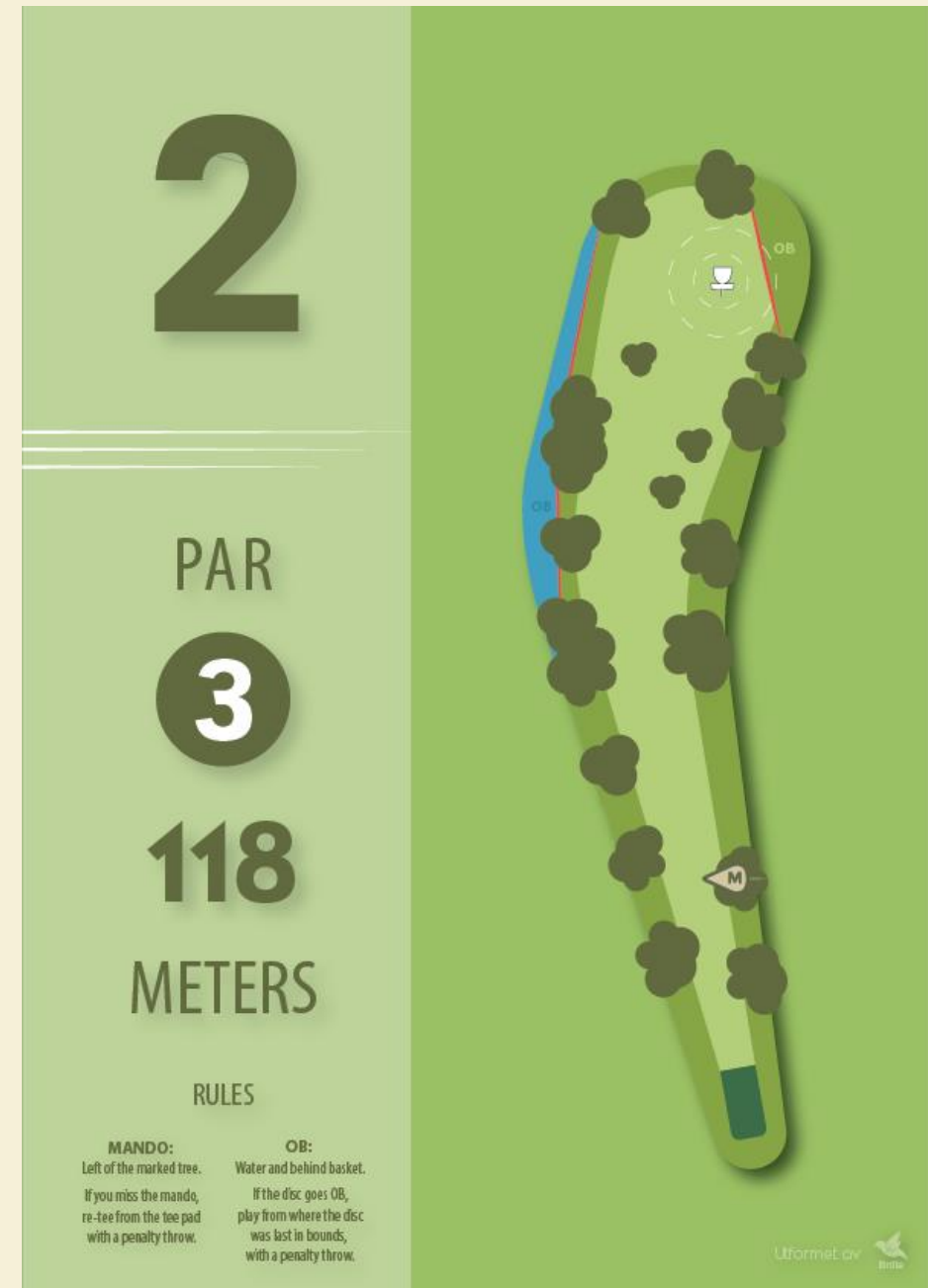
MANDO

Pass left of the marked tree. Missed mando: re-tee with one penalty throw.

OB

Water and behind the basket.

+1 for OB • Follow the marked boundary



HOLE 3

PAR 4 • 236 M

OB

Water and white sticks.

CTP – ONE YEAR TJING MEMBERSHIP

MPO, MP40 & MJ18: Norwegian flag

FPO: Swedish flag

Measure the distance to the basket and enter it as a comment in Tjing.

.

+1 for OB • Follow the marked boundary



HOLE 4

PAR 3 • 68 M

COURTESY

Please be considerate of other users of the area.



HOLE 5

PAR 3 • 95 M

DOUBLE MANDO

Pass between the marked points. If missed, proceed to the designated drop zone with one penalty throw.

BASKET VISIBILITY

A sight line has been cleared so the basket is visible from the tee pad. The hole is not intended to be played blind.



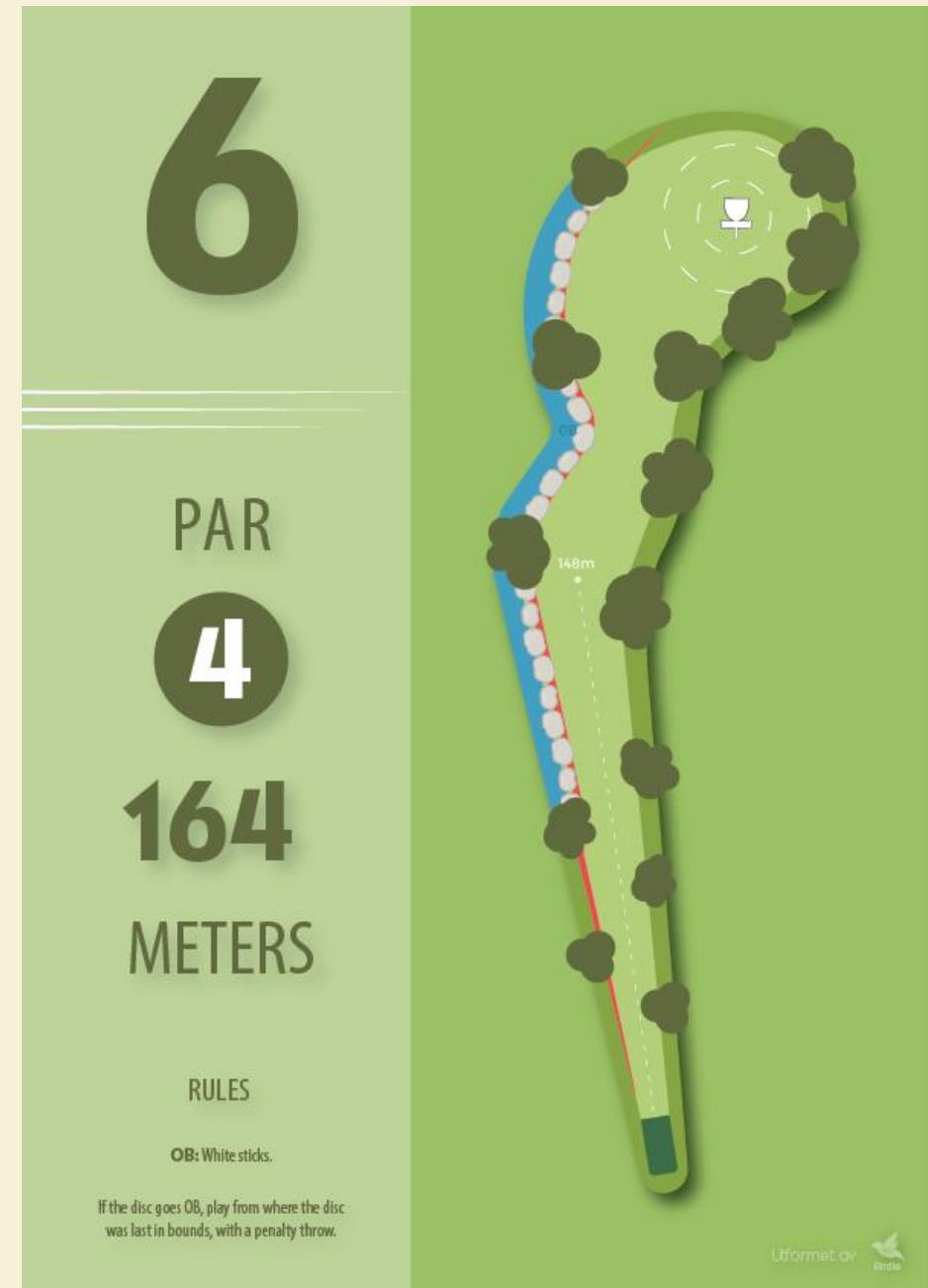
HOLE 6

PAR 4 • 164 M

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



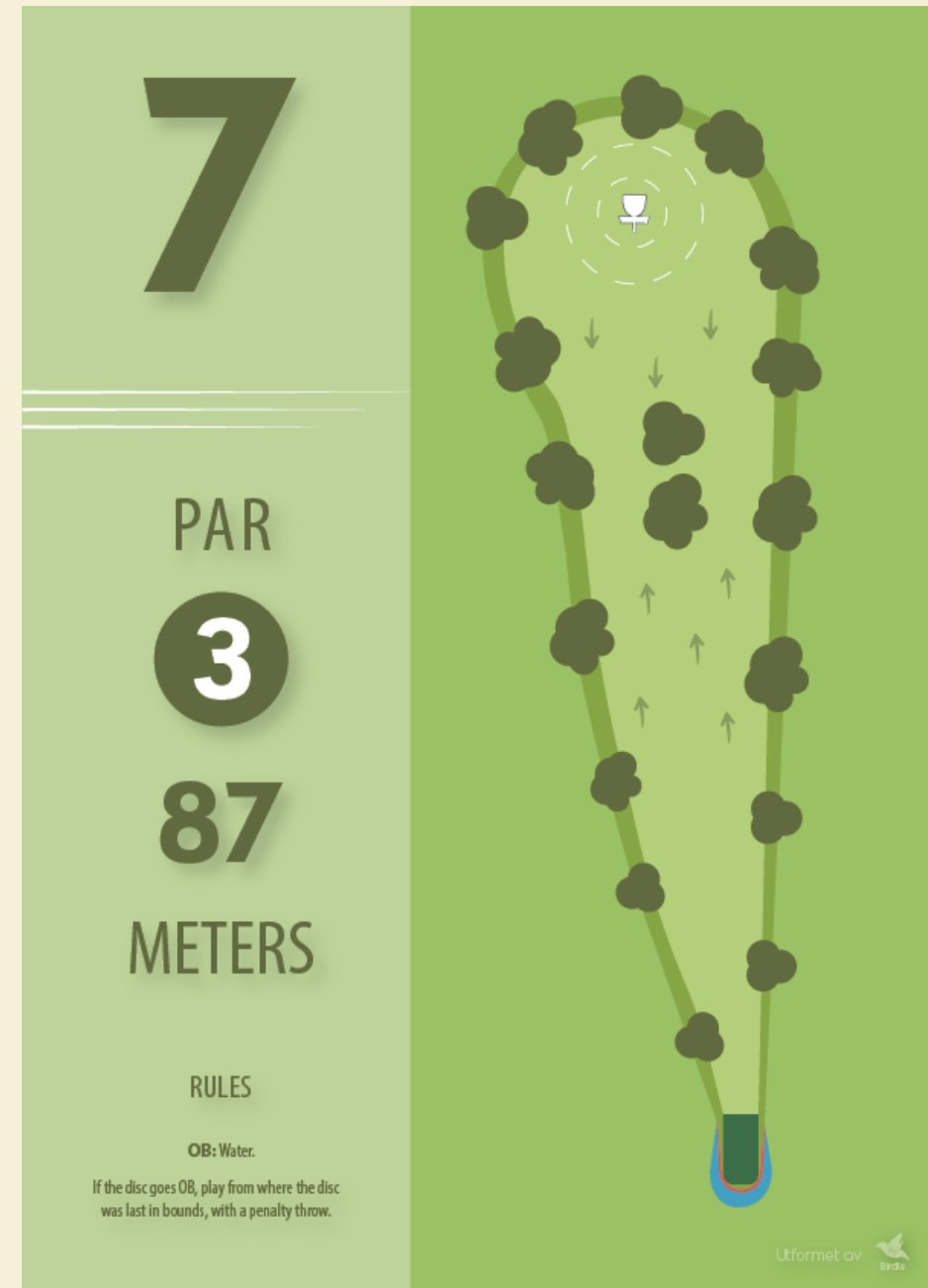
HOLE 7

PAR 3 • 87 M

OB

Water. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



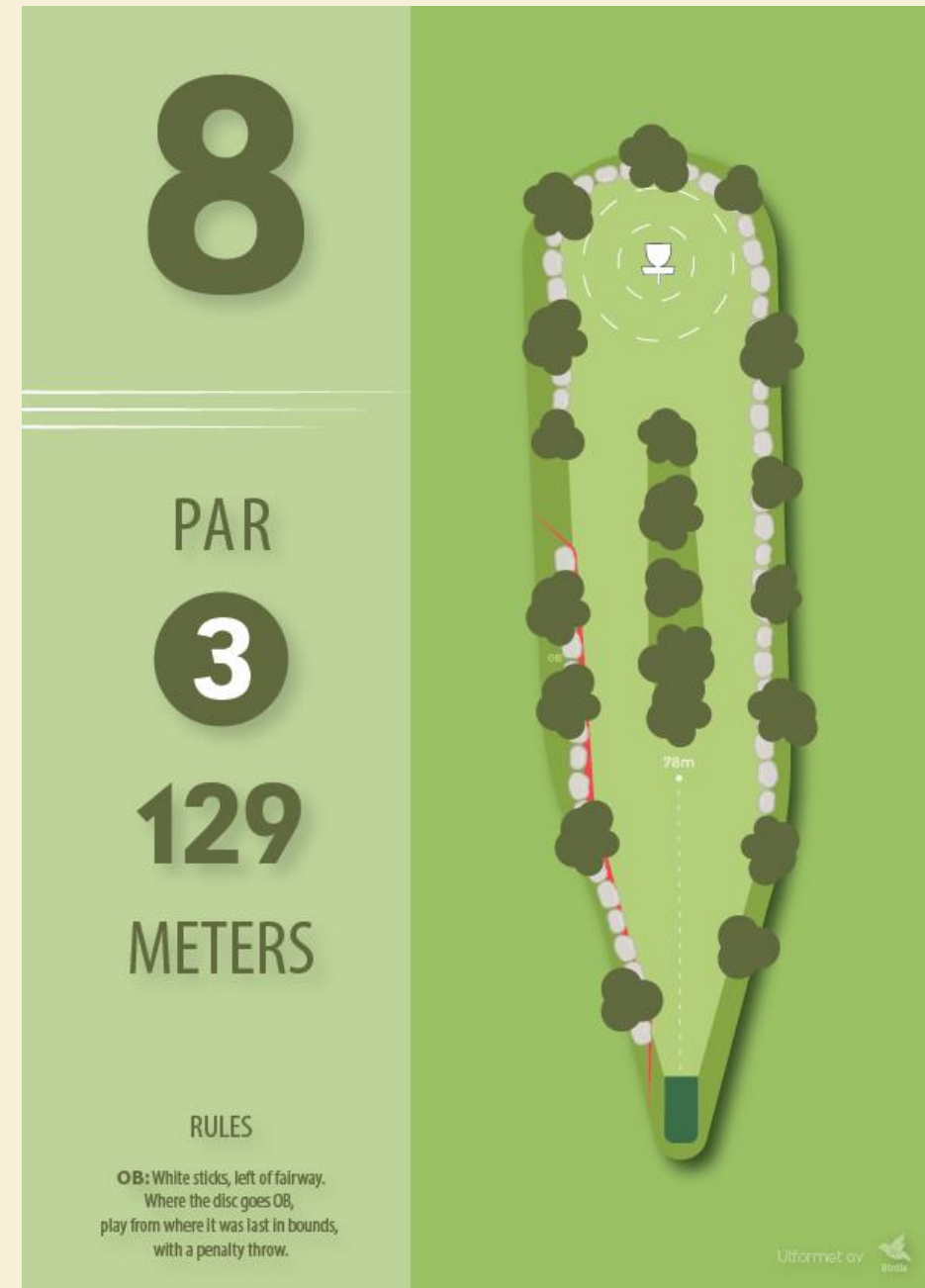
HOLE 8

PAR 3 • 129 M

OB

White sticks, left of fairway. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



HOLE 9

PAR 3 • 99 M

OB

White sticks, left of fairway. Mark where the disc was last in bounds; add one penalty throw.

BASKET VISIBILITY

A sight line has been cleared so the basket is visible from the tee pad. The hole is not intended to be played blind.

+1 for OB • Follow the marked boundary



HOLE 10

PAR 4 • 120 M

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



CADDIE BOOK

HOLE 11

PAR 3 • 100 M



HOLE 12

PAR 3 • 66 M

ACE – Presented by SiGrBags

The first player to ace this hole wins a SigR Balder backpack, packed with a variety of accessories. The ace must be filmed to be eligible for the prize.



HOLE 13

PAR 3 • 78 M



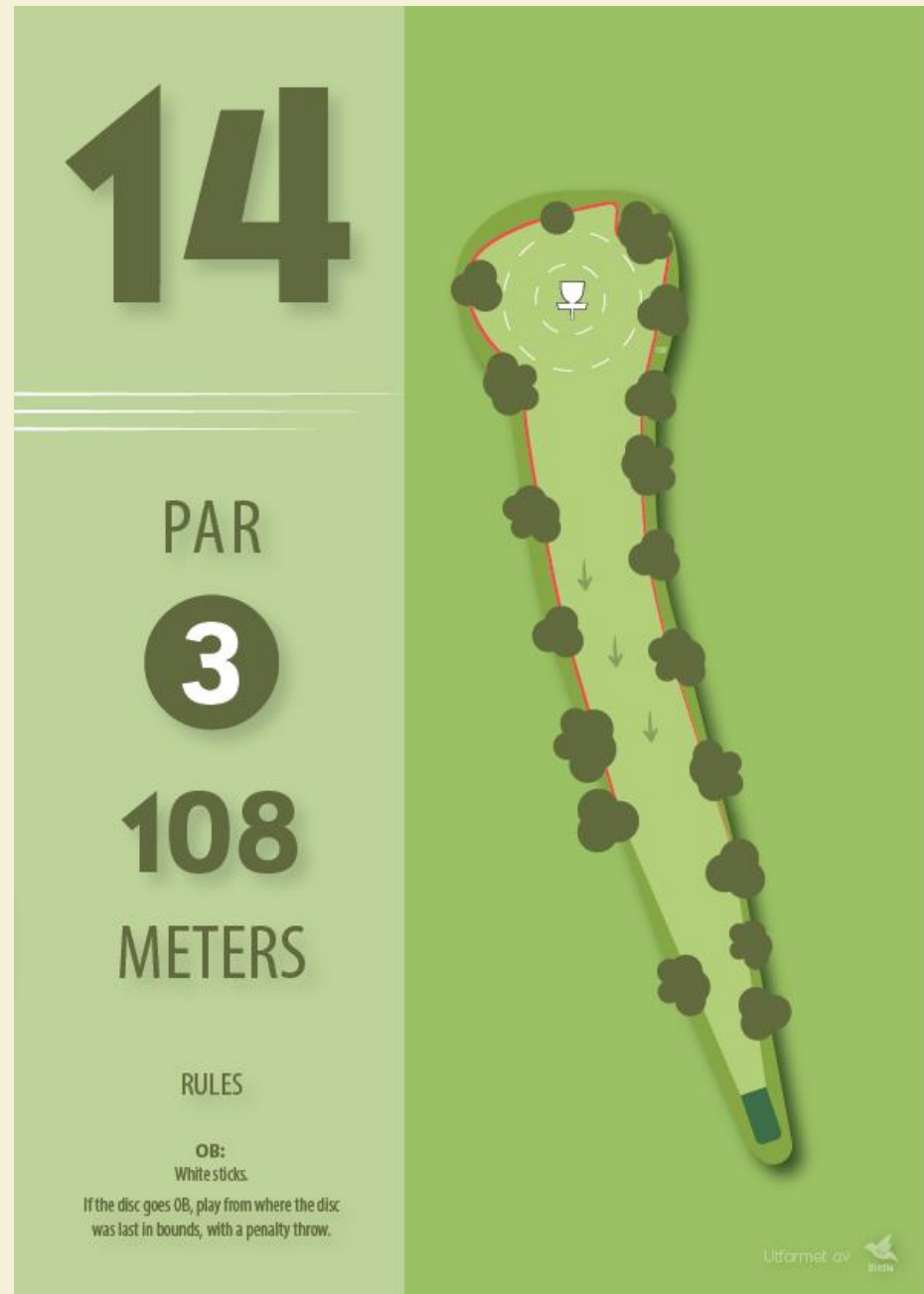
HOLE 14

PAR 3 • 108 M

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



HOLE 15

PAR 3 • 132 M

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



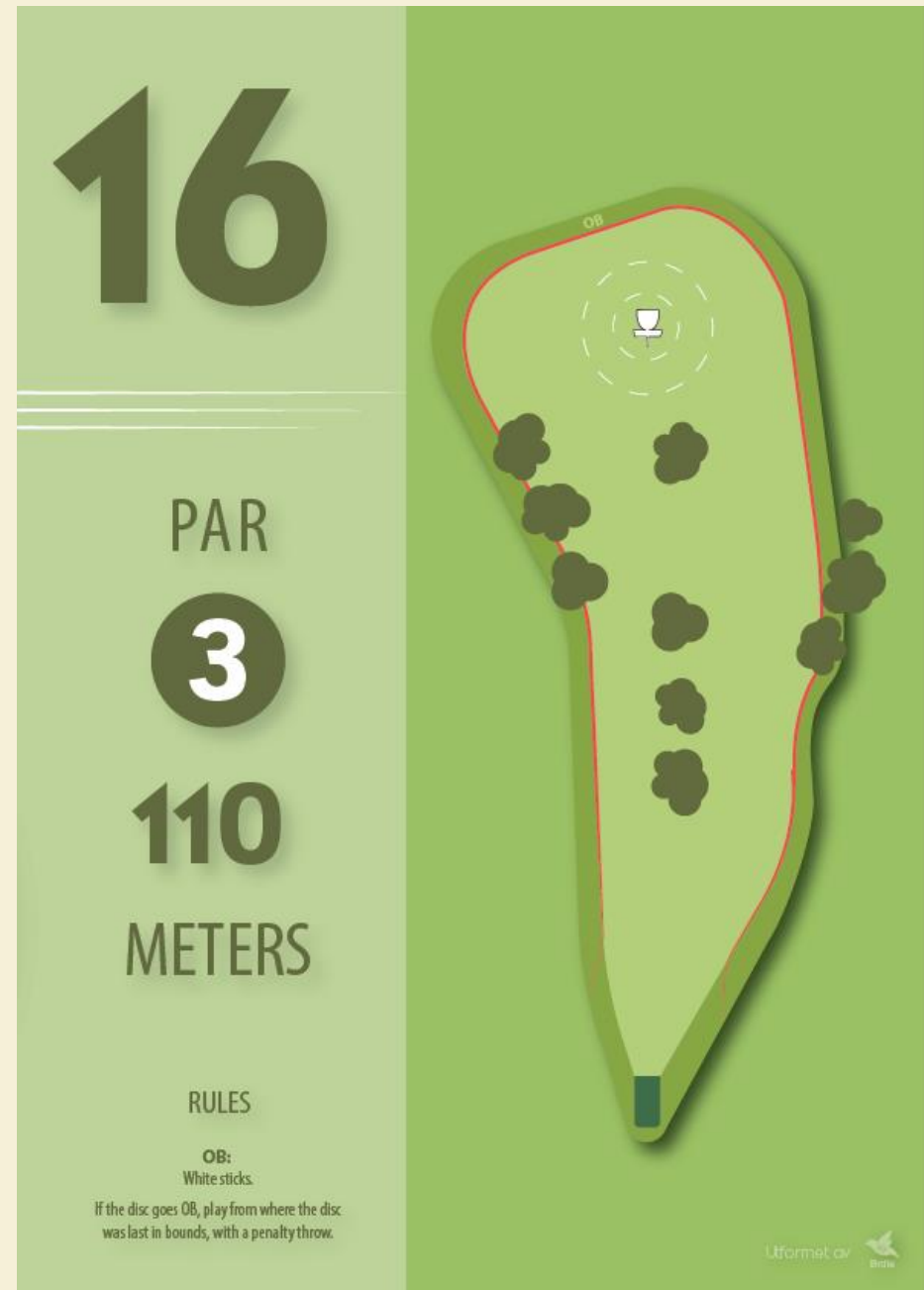
HOLE 16

PAR 3 • 110 M

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



HOLE 17

PAR 3 • 137 M

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary



HOLE 18

PAR 5 • 308 M

MANDO

Pass left of the marked tree. Missed mando: play from the drop zone with one penalty throw.

OB

White sticks. Mark where the disc was last in bounds; add one penalty throw.

+1 for OB • Follow the marked boundary





Three attempts. Only the longest counts.

WHEN & TURN

SATURDAY · 19:00

LINK IN COMMENTS

Register in Tjing. The TD will call your name when it is your turn. Each player gets 3 attempts.

WHAT COUNTS

LONGEST ONLY

VALID ATTEMPTS

Throws landing behind the marked distance marker, or shorter than your previous best, will be crossed out and not measured. Only your longest attempt is measured.

LIVE & VOLUNTEERS

TJING · BOGEYBOYS

Follow the contest live in Tjing. Bogeyboys will create something fancy from the event. Volunteers are needed to help with measuring and will be rewarded.

Register in Tjing before Saturday evening — measuring volunteers will be rewarded.

Win a brand-new SiGr Odin bag

HOW TO ENTER

Share the best story or post from Arvika Open.

- The photo or video must be from the tournament weekend.
- Tag @arvikaopen, @birdie.diskgolf and @Sigrbags.



Contest closes Sunday at 13:00. If the selected winner has left, the prize goes to the next selected entrant.

Awards Ceremony

PRIZES

Presented as soon as your division finishes the round

- Cash prizes in MPO, FPO and MP40.
- Junior: non-cash prizes. Trophies in all divisions.

TIED PLACEMENTS

**Top 3 in all divisions:
playoff for trophies only**

- Playoff holes: 1, 2, 3, 4, 15, 16, 17 and 18.
- Prize money is combined and divided across tied places.

Example: Two players tied for 4th split the prize money for 4th and 5th.

Prize payout ladder by division

ALL AMOUNTS IN NOK

MPO			
13 OF 65 PAID • TOTAL PAYOUT KR 35,190			
1	kr 10,000	8	kr 1,750
2	kr 4,500	9	kr 1,540
3	kr 3,550	10	kr 1,300
4	kr 2,900	11	kr 1,150
5	kr 2,500	12	kr 1,000
6	kr 2,150	13	kr 900
7	kr 1,950		

FPO	
1 OF 2 PAID	
1	kr 1,020
TOTAL PAYOUT kr 1,020	
Highest total value relative to entry fees	

MP40	
3 OF 12 PAID	
1	kr 3,200
2	kr 2,500
3	kr 1,440
TOTAL PAYOUT kr 7,140	

MJ18
NO CASH PAYOUT
Non-cash prizes
Player pack
Trophy
Other prizes
DIVISION VALUE KR 2,396

VALUE BREAKDOWN	MPO	FPO	MP40	MJ18
Entry fees	kr 33,150	kr 1,020	kr 6,120	kr 1,175
Player packs	kr 19,500	kr 600	kr 3,600	kr 1,500
Trophy value	kr 250	kr 250	kr 250	kr 250
Other prizes	kr 4,637	kr 1,347	kr 1,064	kr 646
Division value	kr 59,577	kr 3,217	kr 12,054	kr 2,396
Entry fee payout	180%	315%	197%	204%

HOW TO READ IT

Paying X of Y
cash places / players

Total payout
cash awards only

Entry fees
fees collected

Player packs
goods given to players

Trophy value
value of trophies

Other prizes
additional non-cash awards

Division value
cash + all non-cash value

Entry fee payout
division value ÷ entry fees

Expect cameras—and follow the weekend online

BOGEYBOYS

Tournament, long-drive and final-round lead-card coverage

- Players may be photographed or filmed during the event.
- Bogeyboys will film the lead card during the final round. Stay after your round and follow the action.

FOLLOW

@arvikaopen

@birdiediskgolf

@bogeyboys

News, photos and content throughout the weekend

Important operational updates still come through Tjing.

If something changes, Tjing is the source of truth

WEATHER OR DELAYS

- Suspensions, changes and restart information will be posted in Tjing.
- Report injuries, hazards and incidents immediately.
- Lost discs and found items go to reception.

RUNNING LATE OR NEED TO WITHDRAW?

Contact the Tournament Director
as soon as possible.

SONDRE SKULSTAD

+47 913 31 557

READY FOR ARVIKA OPEN?

- ✓ Tjing notifications
- ✓ Caddie book read
- ✓ Phone charged
- ✓ At Hole 1 ten minutes before tee time for check-in

**SEE YOU
AT HOLE 1**

Questions?

Sondre • +47 913 31 557

We look forward to a fantastic tournament weekend in Arvika.