



**WFDF 2024 World Team Disc Golf Champions
Mundaring, Perth, Australia
Format, Procedures and Rules**

Captains Notes and addendums.

Courses

World

Course A - BACK 18 holes. For 1-16 places Rounds 2-6

Kangaroo - holes 4-12 - Rd 1 Pool play

Emu - holes 1-3 & 13-18- Rd 1 Pool play

Mundaring

Course B - FRONT 18 holes. For Pools E and F Rounds 2 -5

Quokka - holes 1-3 & 13-18 - Rd 1 Pool play

Black Cockatoo - holes 4-12 - Rd 1 Pool play

Pool distribution of 9-hole courses. All teams will play all four 9-hole courses plus one extra in Round 5. The distribution is in the table below:

Pool	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5
A	QUOKKA	KANGAROO	COCKATOO	EMU	QUOKKA
B	COCKATOO	EMU	QUOKKA	KANGAROO	EMU
C	EMU	COCKATOO	KANGAROO	QUOKKA	COCKATOO
D	KANGAROO	QUOKKA	EMU	COCKATOO	KANGAROO

FORMATS

Every Round provides a chance for different combinations of players to compete against each other. These are the format combinations for every Round of play.

GAME	Format	Doubles 1	Doubles 2	Singles 1	Singles 2
1	Alpha	3 & 4	5 & 6	1	2
2	Beta	1 & 2	3 & 6	4	5
3	Gamma	1 & 6	2 & 4	3	5
4	Delta	1 & 5	2 & 3	4	6
5	Epsilon	2 & 5	4 & 6	1	3
6 & 6A	Zeta	1 & 3	4 & 5	2	6
7 & 7A	Kappa	1 & 4	2 & 3	5	6
8 & 8A	Sigma	2 & 6	3 & 5	1	4
9 & 9A	Omega	1 & 4	5 & 6	2	3
10 Medal Match	Omega	1 & 4	5 & 6	2	3

Reminder: The Singles match on any hole will always tee first followed by the Doubles.

Distribution of Singles and Doubles matches per player.

All players per division are allocated 3 (three) Singles matches each. All players are also offered 9 (nine) Doubles matches each. With 15 possible pairings available in the doubles and 18 available matches to play there are three pairings that have been repeated - 1 & 4, 2 & 3 and 5 & 6. Giving all divisions and players equal access to compete in the event.

Where teams have more than 6 players and substitute between divisions, some players on a team will not get to play an equal amount as others - but that is a decision for the Captains and Managers to make. Good Luck

Distribution of where teams tee from at the start of each Game.

Over the past three WTDGC's various formats have been applied to ensure fairness and to prevent teams from making unspirited procedural decisions against their opponents. This was dropped in 2022 with the introduction of SOTG scoring and SOTG discussions at the end of each match. The predominant feedback from the last WTDGC was that non-playing Captains and Managers highly appreciated the opportunity to follow and advise their teams when they were on tees close to each other at the start of every game.

This is the principle used here. All 8 matches between two teams will start on tees close to each other. This also had the impact of allowing players from the same country to be able to watch and support their team on holes close to them - especially if they had finished their match, even if they still had to stay with their group to finish other matches.