



Educational Disc Golf Experience, Inc.
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Mission Statement

The mission of Educational Disc Golf Experience, Inc. is:

1. To produce and provide professional tools (curricula, programs, and equipment) for educators and youth organization leaders that will help them teach disc golf to young people and others;
2. To promote good health and fitness of young and old through learning and playing the lifetime sport of disc golf; and,
3. To continue to research and develop new curricular materials, equipment, and supplies to help our partners carry out their goals of providing education and fitness.

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Educational Disc Golf Experience: A Prospectus

I. Statement of Need

“Disc golf can be played from school age to old age, making it one of the greatest lifetime fitness sports available. Specially-abled and disabled participate, giving them the opportunity to take part in a mainstream activity. Because disc golf is so easy to learn, no one is excluded. Players merely match their pace to their capabilities, and proceed from there.”¹

Until now, there has been no school-based curriculum or other effective training program to teach the basic skills of disc golf. By combining the fundamentals of the sport with educational objectives in the areas of health and fitness, math, science, civics, and the environment, the Educational Disc Golf Experience (**EDGE**) provides a way to introduce more young players to the sport, and indirectly, bring the adults in their lives to the game, as well. This is done in an educationally sound, outcomes-based, measurable way that appeals to the school community as well as other youth organizations.

Another key issue that **EDGE** addresses is the health of young people in our society. Juvenile obesity is rising rapidly. In the United States, where at least 1 out of 10 youngsters 6 to 17 years of age is overweight, the incidence of obesity among children has more than doubled over the last 30 years...“The challenge is to redesign communities, replacing parking lots with parks, playgrounds, and playing fields.”² And a study published in the New England Journal of Medicine in 1999 said that simply walking several times a week is as effective as vigorous exercise in reducing a woman’s risk of heart disease.

The concept of **EDGE** begins at the elementary school level (1st-3rd and 4th-6th grade) with lessons teaching basic throwing skills, putting, distance, and short course (3 targets) play and initial discussion of rules, including courtesy and stance/throwing rules. The next phase involves junior high/middle school students (7th-9th grades) and will take place on a 9 hole permanent or temporary courses set up at the school. Topics of educational import would revolve around the science of disc flight, the mathematics of scoring, handicapping, and standings, environmental concerns, and civic responsibility as a player. The final phase entails competitive club disc golf play between area high schools. In addition to trophies and local recognition, participants would be able to vie for scholarships on a local, regional, and national level.

Recent educational statistics reveal that there are over 63,000 elementary schools in the United States with an average enrollment of 478 students.³ Reaching just one percent of these students would introduce over 300,000 children to the sport of disc golf. The same survey shows over 22,000 secondary schools with an average of 707 students.⁴ If just one half of one percent became involved in a competitive disc golf program, there would be over 75,000 players competing at this level.

II. The Partnership Concept

EDGE seeks to develop partnerships with companies, agencies, and individuals with strengths in several areas. **EDGE** is, from the outset, a professionally organized, competently run, and financially sound operation. School administrators, with limited budgets, are wary of fly-by-night companies, eager to get hold of the educational dollar, without providing a quality program with measurable outcomes. **EDGE** has incorporated and has been recognized by the Internal Revenue Service as a 501 (c) 3 non-profit entity, thereby allowing charitable contributions and support grants to be sought to advance the organization's mission.

The following are examples of how a partnership structure could be used to form an alliance to bring success to **EDGE**. These are some suggestions. There are many more possibilities, of course.

Innova Disc Golf: This leader in disc golf equipment design and engineering, with many recognized names in the sport on staff, has provided financial and intellectual support for the development and production of the initial **EDGE** curricular materials. The name cachet of the company gives immediate legitimacy in the disc golf world and helps to cement relationships with other partners.

Other Disc Golf Industry Companies: As **EDGE** becomes more well known and widespread, other companies in the disc golf industry are being recruited to provide assistance to the program. This could come in the form of supportive funding or other means.

Major Corporate Sponsors: Product manufacturers or service companies are being sought provide funding to support the propagation of the **EDGE** program. Future funding could be matched by company affiliates. A portion of the funding could go into a scholarship fund, with the rest for equipment and operating expenses of the training and development aspects of **EDGE**.

National Education Organizations: To help with dissemination of materials and programs, a national education organization may be recruited as a partner. A branch of AAHPERD dealing with recreation issues is considered to be one logical choice for this task.

National Youth Organizations: In order to ensure diversity of project participants, and increase the validity of the program, **EDGE** should also partner with various youth organizations that can provide geographic as well as economic variety.

Professional Disc Golf Association: Acting in an advisory and endorsing partnership capacity, the Professional Disc Golf Association provides rules documents and access to membership rolls and course information. As **EDGE** expands the player base at the grassroots level, the Association benefits from this groundswell. By lending endorsement to the **EDGE** format and assisting in marketing the program, PDGA will gain memberships and increase the ranks of tournament disc golfers.

III. Disc Golf Instructional Components

There are two areas of consideration in this component. These could be described as the “software” or the skills instruction, and the “hardware” or the supplies necessary to carry out the instruction and competition phases.

A well-developed model of teaching basic skills to young players, encouraging them to succeed in the sport, is essential. A success-based curriculum, allowing students to move at a comfortable pace, and giving them the chance to find out just what is possible, gives validity to **EDGE**.

The assembly and provision to educators of quality equipment such as discs, targets, portable obstacles, and promotional materials will also ensure success. An easy to follow layout procedure takes the guesswork out of setting up for the day’s instruction. Well-written materials for advance preparation are provided. The advance materials and consistent follow-up by both **EDGE** staff and affiliated personnel sets a positive tone for the program.

A layout that provides for putting, distance throwing, and short course play is possible on a minimum of land and can accommodate groups of around 30-40 students easily. This basic school package is provided at a \$500 price point to allow discretionary spending at the school level. For a more complete program, a 9-hole portable package, with a price range of approximately \$1500 to \$2500, is offered. Programs choosing to install permanent courses, either on school grounds or in public parks could select packages with costs ranging from \$5000 to \$10,000. Training workshops are also available from highly qualified **EDGE** staff at nominal cost to the schools or youth organizations. Corporate sponsorship, local fund-raising, or other avenues of subsidy could reduce this cost to the school.

Golf discs that are age appropriate for the various groups of students served by **EDGE** are included in the instructional packages. 100 and 130 gram all around discs are provided for elementary school use and 150 gram discs are recommended for the junior high and high school students.

Consumable supplies such as modified rules booklets, scorecards, certificates, and other promotional materials have been designed with a common theme in mind and tie in continuously with the **EDGE** principles.

The **EDGE** website (www.edgediscgolf.org) has both public and private areas and provides new lesson plans, instructional tips and techniques, an honor roll of schools and students participating in the program, and a forum for discussion among Partner Schools and Organizations.

IV. Outcomes Evaluation Component

In the current educational climate, it is very important for any curricular program to have a method to measure outcomes. **EDGE** is no different in this regard and in cooperation with Disc Golf United, a test of disc golf fundamental skills has been developed. Called the SkillShot program, it is level based, progressive in nature and gives teachers a way to evaluate students' progress, as well as providing a positive reinforcement system in the way of patches and certificates. Easily set up on either a disc golf course or a playing field, SkillShot can be done as an in-class test, an intramural activity, or even an inter-school competition. Program set up, scoring documents, rewards, and other needed items are provided by **EDGE**.

V. Competition Component

When students mature physically and have completed the first two phases of the **EDGE** program, it would be a natural step to move them into a competitive model. Using a handicapping system, such as that developed by Disc Golf United, teams of high school students will compete in a "club" format. While it is unlikely that disc golf will find wide acceptance at a "varsity" level in the near future, the very nature of the sport as a lifetime activity makes it perfect for a co-ed, handicapped league format. Templates are being developed to help schools administer leagues, and the idea of a "virtual" league with schools reporting scores on the **EDGE** website and competing with other schools around the world is a real possibility.

VI. Scholarship Component

As students reach the end of their high school careers, it is a natural progression for the disc golf community to reward its young players with scholarships that could be used in college or technical school training. Funded in a variety of ways, these awards could take place on three levels:

A. Local awards of \$200-\$500 could be made in the name of a national corporate sponsor's local affiliates, with financial participation of that affiliate.

B. Regional awards of \$1000 could be made in each of the PDGA's 16 regions and might be called **The PDGA EDGE Scholarships**.

C. On a national basis, **The Corporate Sponsor EDGE Scholarships** in the amount of \$5,000 - \$10,000 could be made to one boy and one girl for outstanding disc golf skill, academic achievement, and leadership in the disc golf and youth communities.

VII. Summary Statement

EDGE is a professionally designed and developed program of educational tools that will bring new players to the sport of disc golf. By presenting the sport in an educational light, legitimacy is gained in the schools community. By making the experience enjoyable for the students and meeting their various social needs, lifetime players will be gained. This is a benefit to the disc golf community, both economically and socially. The donor partners of the project will gain a new audience for their products and services and those with a program stake will have benefitted by presenting a worthwhile program to their constituents.

Footnotes:

1. PDGA website
2. Brown, L., Earth Policy institute on Obesity in the Exercise Deprived Society, 2001
3. US Dept of Education, National Center for Educational Statistics, August 2000
4. US Dept of Education, National Center for Educational Statistics, August 2000
Discabilities.org website

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Who Contributed to EDGE?

The EDGE project was developed by a group of collaborators, each of whom is a disc golfer, but who comes to the program with differing talents and interests. In alphabetic order, the authors and editors of the EDGE project are:

Jeff Burley's professional career in adaptive sport started in 1996. Jeff became interested in the field while studying Therapeutic Recreation at Sacramento State University in California. While working on his major, Jeff volunteered for many programs offered by Disabled Sports USA Far West, Tahoe/Sacramento. Following his university studies, he interned at the National Ability Center in Park City, Utah and continued on for two years afterward as a full time employee. He recently completed his master's degree in therapeutic recreation and is currently working on a PhD in Adaptive Recreation at the University of Utah. Jeff is writing a book on adaptive sport to be published by Human Kinetics and occasionally speaks on adaptive sport to clients such as Kaiser Hospitals. As a new disc golfer, Jeff is interested in finding ways to make the sport accessible to people of all abilities and used his knowledge of "ball golf" adaptations to contribute to the EDGE project.

Muffy Davis started dreaming of an alpine skiing career as a young girl in Sun Valley, Idaho, and was named to the United States Development team. Two years later, she ran off course in a training run and crashed, with a resulting complete paraplegia. She was just sixteen. Muffy then poured her attention into school, graduating as the valedictorian from her high school class, and then choose Pre-Med as a field of study at Stanford University. Following Stanford, she decided it was time to try competitive skiing one more time, and aimed her sights on Paralympic competition. Again she made the US Alpine Ski Team, and competed in Nagano, Japan in 1998, winning a Bronze medal, and in Salt Lake City in 2002, winning 3 Silver Medals. Along the way she also won seven World Cup season titles including two overall World Cup titles. Two months after the 2002 games Muffy joined 3 other paraplegics

for the climb to the top of 14,132-foot Mount Shasta, becoming the world's first female paraplegic mountaineer. She took up disc golf at the urging of her Idaho friend, Jon Lyksett, and is taking the sport to members of an outreach group she leads for students with disabilities at the University of Utah.

Dave Dunipace has a background in science and sports and, to a lesser degree, music. He was a pre-med student as an undergrad before switching to psychology and earning a PhD. In addition to the medical sciences, he has a background in the physical and social sciences. Sports at college level included football, basketball, baseball, softball, swimming, water polo, lacrosse, track and field, and volleyball. He has been involved in disc sports since 1977. His honors include: 1980 World Champion in disc golf (pre-PDGA), 1981 World Distance champion, 1982 PDGA 2nd place to World Champion Harold Duvall (his protege), 1983 Wham-O disc golf champion, 1985 World PDGA Doubles Champion with partner Harold Duvall. In 1983, Dave started INNOVA Champion Discs with Harold and Tim. He has two sons, Taber and Koby. Dave currently holds about a half dozen patents related to disc golf.

Harold Duvall was first introduced to flying discs in 1978, through the Frisbee physical education class at San Marino High School in Southern California. In 1982, and again in 1985, he won the Disc Golf World Championships. In 1983, he co-founded INNOVA Champion Discs with his brother Charlie, and two friends, Dave Dunipace and Tim Selinske. INNOVA produces targets, discs and other products for disc golf courses. In 1985, Harold graduated from the University of Southern California with a BS in Accounting. He is a licensed Certified Public Accountant in South Carolina. For the last fifteen years, Harold has participated in a multitude of activities that share the basic truth that disc play is fun for the whole family. From designing and building dozens disc golf courses across the US, to sharing the gospel with a Frisbee, to currently organizing the US

Disc Golf Championship, Harold is one of our most active and respected promoters of disc sports. He has made a substantial contribution to a New York non-profit organization, DiscAbilities, by assisting in the design, and providing targets for, the disc golf course on Randall's Island in New York City.

Chuck Kennedy has been a disc golf developer in several capacities from the local to the international level since 1989. He is co-founder of the worldwide Disc Golf Course Designers group, co-founder of Disc Golf United handicapping and educational services, co-developer of the course and player ratings system being implemented by the Professional Disc Golf Association (PDGA) and a former member of the PDGA Rules Committee. His chemical engineering and MBA degrees provide the foundation for his math based disc golf projects and for his regular job as a computer consultant. He has won several Minnesota Master titles and finished seventh in the Grandmaster division at the 1999 World Championships. Chuck enjoys photography, writing and music when away from disc golf.

Jon Lyksett is an Education Specialist who has had a 30 year career in education and disability services, most recently as a highly respected consultant in the area of assistive technology and curriculum development and adaptation. He has taught both at the school and university level and currently advises several school districts in Idaho and Wyoming on special education issues. He brings to the EDGE project many years of experience in sport and recreation and a love for the game of disc golf. He is a member of the Disc Golf Course Designers group and has developed and designed courses for communities in Idaho and is currently working on a dual use disc golf/ball golf facility for a rural town and school district. He has also spent many years as a volunteer leader with the Boy Scouts and has been recognized by that organization with its highest adult honors. As editor and project director for EDGE, he has had the bounty of working with all the collaborators and their talents and knowledge to bring the program to fruition. Jon's wife, Marlene, is his disc golf partner and shares in the operation of Hummingbird Disc Golf Services.

Des Reading was born and raised in Iowa's Heartland, and grew up in the town of Woodward. There she earned 17 athletic letters, while being an all-state pick in athletics and music. She attended the University of Northern Iowa on a Softball scholarship, earning a Bachelor's Degree in Public Relations and Coaching. After only four short years of competitive Disc Golf, Des won the Women's World and National Championships in 2002. She has spearheaded an after-school Disc Golf program with her husband, Jay, and gives her time to teaching women and others interested in the sport. Des' other passions include travel, backpacking and canoeing in her hand built cedar strip canoe. She has zest for life and Disc Golf and for the power, possibilities and opportunities they open throughout one's lifetime. Des currently teaches in Austin, TX in between touring seasons.

Jay Reading holds a bachelor's degree in K-12 Physical Education and Coaching from the University of Northern Iowa. He was an all-American football player at Bettendorf, IA and a scholarship, three-year starter for the University of Northern Iowa Panthers. There, he blocked for future all-pro quarterback Kurt Warner, while helping lead his team to four straight conference titles. Jay is now a Teacher, Professional Disc Golfer and current mixed doubles World Champion with his partner and wife, Des. The Readings are avid backpackers and Disc Golf promoters. Jay volunteers his free time to hold awareness events, clinics and has created an after-school Disc Golf program. Jay currently teaches in Austin, TX between touring seasons.

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Curriculum Review Samples

The following pages are samples from just a few of the lesson plans and worksheets provided with the EDGE curriculum. They are presented to illustrate the quality and professional presentation of EDGE, as well as to familiarize you with the variety of subject matter that has been linked to disc golf in this program.

The EDGE Curriculum is provided in printed form to the Partner Schools and Youth Organizations. They are also given protected access to an area of the EDGE website that will allow them to download additional materials that are being developed and to participate in forums and online activities.

Using nothing but the best and latest technologies, Educational Disc Golf Experience, Inc. intends to remain on the leading edge of the educational field in sports and fitness. Plans are fully underway to produce an instructional video using the methods in the printed curriculum. This commitment to forward thinking and excellence in program and product will keep EDGE current and viable.



Educational Disc Golf Experience

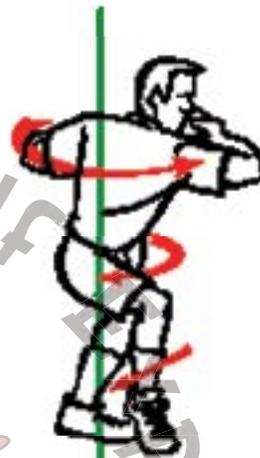
How to Throw Backhand

(Reference)

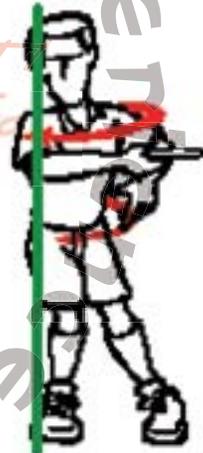
BACKHAND THROW

by Dave Dunipace Illustrations by Tom Bent

The arms are tucked into the torso. The upper body twists opposite of the throw as the front foot moves forward to the plant position. Center of gravity is behind the front foot. The throwing elbow should start as far back as possible while still able to rotate quickly forward.



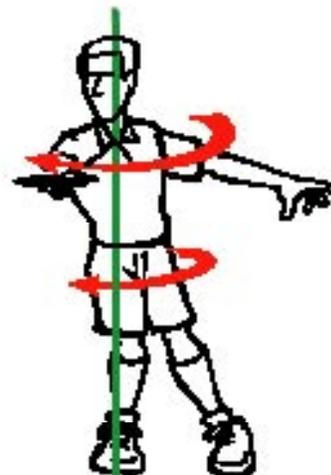
The front foot has been planted and hips have rotated. The shoulders then begin to turn, but the elbow has not straightened yet. Center of gravity begins to shift over the front foot.



Discimus per vita.

We learn for life.

The shoulders and upper arm continue to turn as the elbow extends the disc into the snap position. The disc begins to pivot at the end of the elbow extension and will rip itself out of the grip as the arm and shoulders pull through with maximum force. The center of gravity moves up on the plant foot.



Educational Disc Golf Experience

EDGE: Putting Background

(Lesson Plan 2)

Concept: We talked about putting being the most crucial aspect of the disc golf game in the background section. Like with any skill, practice and drill are what help make us understand technique and concepts. These drills and games are provided to help the teacher introduce practice of the skills involved to the students. These concepts can be used on their own or with any number of the grade level lesson plans provided throughout the EDGE program. Don't be afraid to use some of the lesson plans meant for other grade levels.

Materials: SkillShot baskets and five discs (putters) per basket

Lesson: "Line Your Putt"

Divide the class into equal numbers per basket. Have students form a line about 15 feet from the baskets. Lines on your gym floor or field may help to facilitate order and distance. Giving the front person as much room as needed, students will take turns throwing five putts from the prescribed distance. Multiple putts will allow students to adjust their throws and begin to feel what a successful putt is like. The instructor will be able to spend time wandering between groups, checking form and helping with technique. Each time through line a different concept could be used. Using different stances, putting styles and distances can keep students on task for a longer duration.

Culminating Activity: Lines should be equal numbers or adjusted to having an existing player shooting twice so that all lines have equal number of putters. Students will go through the line and count the number of made putts out of three for each person. Their individual score will be added to the lines or teams score. The Instructor can keep track on a visible chalk or dry-erase board for all to see. This game should be stressed as not being a race and the more each player concentrates on making their putts, the better the team will do. After everyone has gone through the line, the team sinking the most putts wins! Again, you can switch the required type of putt or distance for more variety.



Discimus per vita.

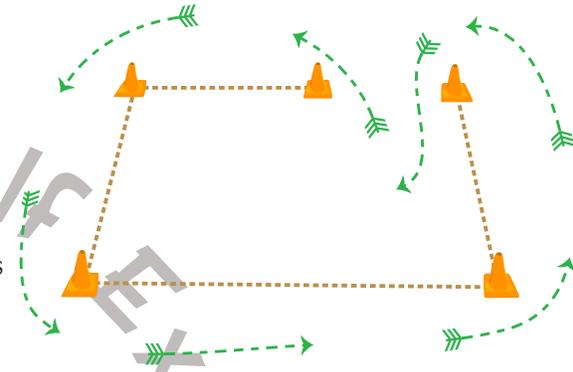
We learn for life.

Educational Disc Golf Experience

Disc Fitness: Let's Stretch (Elementary Example)

Concept: The proper warm-up of body, joints and muscles are key to achieving safety and full performance of ones self. This lesson introduces muscles as having the capacity to stretch and loosen up. The focus is not the names of the muscles but merely an introduction. The focus uses familiar plants and animals that will allow students to be able to relate stretches used in Disc Golf with different body forms and positions.

Materials: 5 cones in a square to accommodate class inside box with personal space and still have a movement track around the outside of cones. Place the fifth cone near one of the corners to create a door to the box.
Also, a sheet or towel (preferably red) for later.



Warm-Up: Start with everyone inside the box and explain that this is our house with a door to go in and out of. Explain that we are going to go for a Warm-Up around the World today and may encounter some animals along the way. Have students leave through door and start to walk through their neighborhood staying outside the cones. "Look, there's a cat", "Let's try to talk to it" Encourage everyone to meow. After a lap or two say, "Now your outside the city in the woods". "Its kind of cold in the woods", start to jog a lap or two. Spot a coyote and howl at the moon. "Picking up speed through the Jungle", "Wow, I spot a bunch of monkeys" Everyone makes monkey noises. "Now we're in the great savannah, be on the lookout for Lions", tell students we had better run just in case. When you think students are good and warm, make a huge ROAR and tell them to run back to the house through the door to be safe. Tell them they made it back safe and to give themselves space inside the box for stretches.

Lesson: Proper stretching technique and muscle/body awareness are the focus of this lesson with the added component of locomotion. Using the Stretch Guide, follow the stretches in order emphasizing proper body form and technique. Stress how each stretch is similarly representative to the body structure or actions of chosen plants, animals or object. While following the Stretch Guide you can pause between stretches and add some loco-motor activity for variety and to break up the concentration involved in stretching.

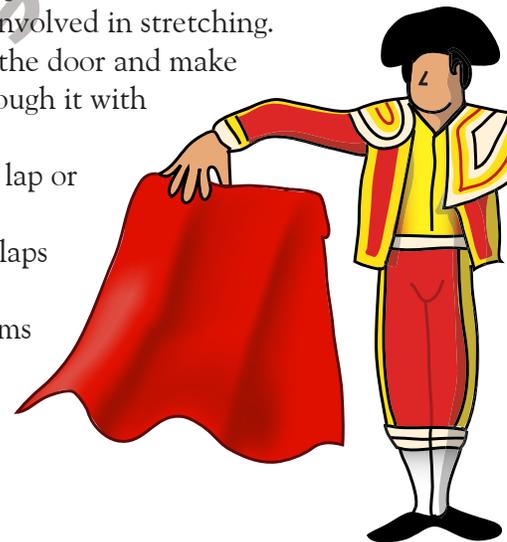
-After the Back-End/Bull Stretch have students make like Bulls and run out the door and make several laps. You can hold out the red sheet/towel and have students run through it with their finger horns.

-After Calf Stretch/Sniffing Rabbit have students hop through the door for a lap or two around the cones.

-After Quadriceps and Knee Stretch/Flamingo have students make a couple laps flapping their wings out wide.

-After Arm Stretch/Windmill have students take a few laps while winding arms around in circles.

Culminating Activity: With any time left, you could demonstrate a stretch and have the students identify the thing it is associated with by making its noise. Use this as another time to plug the muscle group used. (upper back, arms, lower leg)



Educational Disc Golf Experience

It's in the Numbers – Student Worksheet #3

Name: _____

Course Information

The TopNotch Disc Golf Course has two sets of tees on each hole, called Blue and Red. It also has two basket locations on each hole, called White and Yellow. This gives a number of configurations for casual and tournament play. Use the information given in the table to answer the questions about the course.

Hole #	Blue/White (BW)	Blue/Yellow (BY)	Red/White (RW)	Red/Yellow (RY)	Average
1	189	214	205	231	
2	307	344	314	366	
3	322	361	329	354	
4	243	276	233	261	
5	275	299	312	335	
6	341	333	317	349	
7	306	327	311	324	
8	388	399	412	444	
9	300	309	328	299	
Total					
Average					

1. Which course configuration is the longest?
2. Which course configuration is the shortest?
3. Figure the average hole length on each course.
4. Figure the average length of each hole.
5. Using the abbreviations, make up the shortest course you can. (Example: BW 1, BY 3, etc)
6. What is the longest course you can make using one of each of the above 9 holes?

We learn for life.

Educational Disc Golf Experience

Taking Care of the Environment

Worksheet #3 – Human Impact

Inventory Date:	Hole Number:
Student Names:	
Teacher Name:	
Contact phone:	Email:

Survey use patterns on the local course, sampling numbers of people playing, course traffic patterns, litter problems, parking issues, erosion and wear around tee and basket areas. Draft a report for the local park authority or disc golf club and volunteer to assist them in problem solving and maintenance.

Distance from Tee	Description	Comments

SKILLSHOT® AWARDS Color in Skill No. Column denotes marker color on course.			EDGE Scoring Requirements			
			OWL (White)	HAWK (Red)	FALCON (Blue)	EAGLE (Gold)
Skill No.	Dist. (Ft)	Skill Description	Best 1 of 3 attempts	Best 1 of 3 attempts	Best 1 of 2 attempts	One attempt
1	25	Putt, Freestyle	x	x	x	x
2	25	Putt, Freestyle, 180° (directly opposite skill #1)	x	x	x	x
3	50	Freestyle	x	x	x	x
4	75	Freestyle	x	x	x	x
5	100	Backhand	x	x	x	x
6	100	Sidearm/Forehand	x	x	x	x
7	50	Obstructed		x	x	x
8	100	Roller, (from knee) Forehand/Sidearm		x	x	x
9	125	Trouble Shot		x	x	x
10	150	Backhand		x	x	x
11	150	Forehand/Sidearm		x	x	x
12	150	Roller, forehand/sidearm		x	x	x
13	50	Straddle or knee(s)			x	x
14	50	Sidearm or overhand sidearm			x	x
15	75	Trouble Knee Shot			x	x
16	200	Backhand			x	x
17	150	Upside-Down				x
18	200	Roller, Freestyle				x
19	200	Forehand/Sidearm				x
20	250	Freestyle				x
Average throw value			25	30	30	32.5
Total to Qualify			150	300	480	650

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Educational Equipment Packages

Schools or Youth Organizations may become EDGE Partners by purchasing one of the following curriculum and equipment packages. You will be recognized on the EDGE website and will receive a specially designed certificate disc to display. Partner schools and organizations will also be invited to participate in special disc golf events throughout the year.

Other custom packages can be developed to meet your program or budgetary needs. Additional items available to Partner Schools or Youth Organizations at discounted prices. Staff training, demonstrations, course design and construction assistance, tee pads, tee and course signs, and other services are available through EDGE at additional

*SkillShot Awards enrollments include a detailed player's guide, scorecard masters and certificate masters for the program administrator and award patches for the designated number of enrollees. A Partner School or Youth Organization may enroll additional players in the SkillShot Awards program for \$5.00 each or \$125.00 for 30 students.

	<p>The EDGE Basic Package Suitable for introductory play, indoor use, or for itinerant teachers that need an easy-to-transport setup. Includes the EDGE curriculum package, access to the EDGE website, 3 collapsible portable disc golf targets, 30 lightweight golf discs, 30 mini-marker discs, and 30 enrollments in the SkillShot Awards program*. One package per school at \$499.95 including shipping in the continental US Additional packages available at \$699.95 including shipping in the continental US</p>
	<p>The EDGE Intermediate Package Easy to store, this package can be used to set up a nine hole course or run several parallel SkillShot events. Includes the EDGE curriculum package, access to the EDGE website, 9 collapsible portable disc golf targets, 50 lightweight golf discs, 50 mini-marker discs, and 30 enrollments in the SkillShot Awards program*. \$1499.95 including shipping in the continental US</p>
	<p>The EDGE Sport Course Package Featuring Innova's lightweight Sport model basket, this package can be used to set up a temporary tournament course or a high level SkillShot competition. Includes the EDGE curriculum package, access to the EDGE website, 9 Innova DISCatcher Sport disc golf targets, 50 driver discs, 50 midrange discs, 50 putters, 50 mini-marker discs, and 30 enrollments in the SkillShot Awards program*. Discs will be customized with school logo. \$2499.95 including shipping in the continental US.</p>
	<p>The EDGE Park Course Package Intended for those schools that want to install a park quality course, this package features the industry standard in tournament targets. It is also designed to equip your students to play with disc choice and for interschool or intramural competition, as well as providing discs for class instruction. Includes the EDGE curriculum package, access to the EDGE website, 9 Innova DISCatcher Pro disc golf targets, 50 lightweight golf discs, 50 mini-marker discs, 24 competition disc sets (Disc bag with 2 drivers, 2 midrange, 1 putter, 1 mini-marker disc, 1 bag, 1 towel, and a PDGA rule book), and 100 enrollments in the SkillShot Awards program*. Discs will be customized with school logo. \$4999.95 including shipping in the continental US.</p>
	<p>Already Have A Disc Golf Course? - These packages provide the teaching tools to maximize the investment that's already been made in your disc golf course. Starter - Includes the EDGE curriculum package, access to the EDGE website, 30 lightweight golf discs, 30 mini-marker discs, and 30 enrollments in the SkillShot Awards program*. \$349.95 including shipping in the continental US. Custom - Includes the EDGE curriculum package, access to the EDGE website, 100 custom imprinted golf discs (a variety of driver, mid-range, and putter), 30 mini-marker discs, and 30 enrollments in the SkillShot Awards program*. \$799.95 including shipping in the continental US.</p>

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**For Additional Information or
To become an EDGE Program Partner
or an EDGE SPONSORING PARTNER,**

Please Contact:

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