



Beal Distributing - Great Amusement 2nd Annual Summer Classic

Golden Tee LIVE! Closest-to-the-Pin Format and Rules

Overview: There will be one overall Grand Prize winner each week at the specified location. Each location could have as many as 4 or more people per night qualify for the quarter finals.

1. There will be one qualifier each half-hour (unless there is a hole-in-one).
2. Each half-hour qualifier (and any hole-in-one shooters) will play off to see who is the winner in the finals of that night.

We'll determine the half-hour qualifiers in the following manner:

1. We will select one hole and use this one hole for the entire half-hour.
2. The player who is closest-to-the-pin at the end of the half-hour is that half-hour's qualifier.
3. Players who shoot a hole-in-one automatically qualify for the finals of the night, and the quarter finals in week 7.

Qualifying Rounds:

Each qualifying round will start with a new hole.

Each player gets 3 shots to get a hole-in-one. If he doesn't get an ace he must be closest-to-the-pin to be that half-hour's qualifier.

The player who is closest-to-the-pin has his name written on the board with the distance noted.

Players can compete in as many half-hour qualifiers as they want to, but they can only compete once in each qualifier. The event staff will use a different colored marker each half-hour and make a small mark on a player's hand to denote that he's already competed.

Most contest nights are 2 hours long meaning there will be at least 4 qualifiers in the finals.

Hole-in-one Bonus: Players who shoot an ace during a qualifying round automatically make the finals of that night AND a spot in the quarter finals in week 7.

Finals: All the half-hour qualifiers and hole-in-one shooters will have their names placed in the computer. The computer will randomly generate the names and place them in a double elimination bracket.

1. Select a new hole for each match
2. Each player to get 3 shots.
3. Player who hits the green first waits to see the result of his opponent before hitting again.
4. Please note: a "ball on the green" is denoted by the distance remaining to the hole. A ball "not on the green" is denoted by the words, "Ball Not on Green."
5. Example: Joe goes first and with his first shot hits the green. His opponent, Bill, then has 3 shots to beat Joe's shot. If Bill, who is second, does it with his first shot, then Joe has 2 shots remaining to beat Bill. And so on.
- 6. In other words, whomever is furthest continues to shoot until he uses up his 3 shots.**
7. Another example: Tom goes first and misses the green. He will immediately hit his second shot. If he misses again he immediately hits his third shot. If he misses all 3, then his opponent Matt has 3 shots to hit the green. At this point any shot on the green will take the lead and advance in the bracket. If both players fail to hit the green in their 3 shots, then sudden death will decide.
8. A player who hits a hole-in-one can only be tied. If both players shoot holes-in-one, then sudden death occurs.
9. In sudden death a coin flip will determine the order. A new hole will be selected and play starts over with each player getting 3 shots in the same format as above.
10. Play continues until a winner is decided.
11. All players in the bracket will qualify for the quarter finals, the winner of the double elimination bracket will win the 'grand prize' of that location for that night.