



September 12 - 13 Las Vegas

**Thursday, September 11**

**11:00 a.m. – 8:00 p.m.** 12 Team USA and 12 World Team members arrive in Las Vegas. Ballroom A at the Las Vegas Hilton is transformed into Tournament Central. Room not open to the public.

**8:00 p.m. – 9:00 p.m.** Meet and greet at Tournament Central. Incredible Technologies and Team USA welcome our International Partners and the World Team to America. Teams and staffs meet. Team gear distributed and format and rules discussed. World Team captain elected. Slotting sheets for team competition distributed to both captains.

Room open to teams and staffs only. Appetizers, soft drinks and beer will be served.

**9:00 p.m. – Midnight** Private practice for Team USA and World Team members only. Room closed to the public. Games set to free Glory play.

**Friday, September 12**

**8:00 a.m. – 3:00 p.m.** Tournament Central transformation continues. Room not open to the public.

**3:00 p.m. – 7:00 p.m.** Registration opens at Ballroom A in the Las Vegas Hilton. All players must register by 7:00 p.m. All players to receive squad/machine assignment, program book and commemorative player card.

Please note that player cards with World's qualifying rank will not be sent to contestants after the tournament concludes. World ranking to be posted on goldentee.com after event ends.

**3:00 p.m. – 7:00 p.m.** Tournament Central opens for practice. 12 machines reserved for Team USA and World Team, the remainder available for all other players. All games set to free Glory play.

Play "Beat the Champ" and win! During practice try your luck (and skill) against 3-time Golden Tee national champion, Steven Sobe! Players who defeat The Champ win a limited-edition commemorative "I Beat Sobe" free game card!

Cash bar open. Limited food menu available for purchase.

**IMPORTANT! THERE IS NO SMOKING ALLOWED IN TOURNAMENT CENTRAL OR THE LAS VEGAS HILTON'S COMMON AREAS. PLEASE OBSERVE ALL SMOKING RULES.**



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**3:30 p.m.** Captains return slotting sheets and team competition pairings announced.

**6:00 p.m.** Formal team photo shoot in Tournament Central. All team players and staffs in appropriate team clothing. World Team to wear gray team shirts. Team USA to wear red team shirts. Nice jeans or slacks for photos please. No shorts. If necessary players can change into shorts after photos are taken.

**7:00 p.m. – Midnight** Golden Tee World Championship team competition. 48 points. 24.5 points needed to win. 12 machines reserved for tournament play, remainder of machines available for practice. Games set to free Glory play.

The World Team will try to reclaim the Golden Tee World Championship Cup retained by Team USA in 2007.

Festivities kick off with welcoming remarks by emcee Gary Colabuono, IT's marketing director. In attendance will be Larry Hodgson co-creator of Golden Tee Golf, and 3-time national champion Steven Sobe and other company executives. You'll be able to recognize IT personnel by their bright red golf shirts. Don't be afraid to introduce yourself to us – we love meeting players!

**7:30 p.m. – Alternating Hole** A 2-man World team vs. a 2-man U.S. team. Each team member plays every other hole (odds and evens). 6 machines. 6 matches. 24 players. Each match one point. Ties ½ point.

**8:30 p.m. – Alternating Shot** A 2-man World team vs. a 2-man U.S. team. Each team member shoots every other shot. Each team member tees off on every other hole (odds and evens). 6 machines. 6 matches. 24 players. Each match one point. Ties ½ point.

**9:30 p.m. – Singles Round 1** A World Team player vs. a TEAM USA player in a stroke play head-to-head match. 12 machines. 24 players. Each match one point. Ties ½ point.

**10:15 p.m. – Singles Round 2** A World Team player vs. a TEAM USA player in a stroke play head-to-head match. 12 machines. 24 players. Each match one point. Ties ½ point.

**11:00 p.m. – Singles Round 3** A World Team player vs. a TEAM USA player in a stroke play head-to-head match. 12 machines. 24 players. Each match one point. Ties ½ point.

**11:30 p.m.** Photos of winning team with World Championship Cup.

Bar and room open until 1:00 a.m.



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## **Team/Singles Competition Formats and Rules**

### **Alternating Hole Format:**

A 2-man World Team vs. a 2-man U.S. Team. Each team member plays every other hole (one player plays all odd holes, and the other player plays all even holes). The lowest team score wins the match and earns one point. Ties earn both teams ½ point. Dice throw to determine which course is played and which team has honors. Please note that penalty strokes will be enforced on hitting out of turn or holing a teammate's ball.

### **Alternating Shot Format:**

A 2-man World Team vs. a 2-man U.S. Team. Each team member tees off every other hole (one player tees off on all odd holes, and the other player tees off on all even holes). Once the ball is in play, team members alternate shots until the hole is completed. The lowest team score wins the match and earns one point. Ties earn both teams ½ point. Dice throws determine which course is played and which team has honors. Please note that penalty strokes will be enforced on hitting out of turn or holing a teammate's ball. The course used in Alternating Hole play will not be eligible.

### **Hitting Out of Turn – Alternating Hole/Shot**

Due to the added complexity of play, the Alternate Hole and Alternate Shot formats result in the most instances of hitting out of turn. Please be extra-careful when playing these formats!

- A warning will be issued the first time a player hits out of turn but no penalty will be assessed. If the same player hits out of turn again he will be given a 1-stroke penalty for each infraction.
- Please do not “clean up” putts for teammates or opponents! Nothing good can come from it and a miss could cause your team to lose the tournament!

### **Singles Format – Team Competition**

1 World Team player vs. 1 Team USA player. The lowest score wins the match and earns one point. Ties earn both teams ½ point. Dice throws determine which course is played and which team has honors. Team captains determine player order.

The same course will not be played twice during the three rounds of singles play.



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### **Hitting Out of Turn – Singles Play**

We ask that all team members be vigilant and attentive to whose shot it is. In the event that a player or players shoot out of turn, immediately inform a tournament official. The official will determine if the players should “trade players” for that hole. This will depend on the following factors:

- If there is “no harm done” then they will have the option of accepting the shots as hit or hitting each other’s shots for the remainder of the hole and add or subtract shots at the end of the match.
- If the person who hits out of turn causes his opponent to receive a penalty stroke, then they will switch players for the rest of the hole and then add or subtract shots as necessary at the end. For instance, Player 1 hits Player 2’s ball in the water. Player 2 will become Player 1 for the remainder of the hole. All strokes will be counted and added or subtracted to the totals at the end of the round.
- If both players hit out of turn, they will play each other’s ball until the end of the hole and add/subtract strokes as necessary. A warning will be issued the first time a player hits out of turn but no penalty will be assessed. If the same player hits out of turn again he will be given a 1-stroke penalty for each infraction.

### **Forfeits, Game and Trackball Failures, Power Outages, Unsportsmanlike Conduct:**

- If a player is not at his assigned machine at the designated starting time, a 5-minute grace period will be extended. After 5 minutes the tournament official will announce “Last Call”. One minute later, if the player is not ready to tee off, he’ll forfeit the match. This rule applies to all matches.
- If there is a game failure during play, inform a marshal immediately. The problem will be assessed and a resolution will be implemented. Every effort to accommodate both players will be made but the decision of the tournament director will be final.
- If the players competing in a match contend that a trackball has failed, then those players will stop playing and call an official. Play will resume with an official overseeing the remainder of play. At the end of the match an official will run a diagnostic test on the trackball and make a decision based on the test and his own visual experience. If it is determined that the trackball has failed the players will then



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wait until a new machine is available or until the trackball can be replaced, and start and play a new game in its entirety.

- If a power outage occurs, the match in progress is negated and will be replayed in its entirety.
- Unsportsmanlike behavior will not be tolerated. A warning will be issued after a first-offense. If this behavior continues the player will forfeit the match. This rule applies to all matches.

### **Sudden Death**

Ties after 18 holes during singles competition will be broken using a “Sudden Death” format. A dice roll will determine who tees off first. Players may change equipment if they choose to. The same course is played again, starting on hole 10 with new conditions. The first player to win a hole is declared the winner.

### **Coaching**

During team competition Alternate Hole and Alternate Shot play on Day 1, teammates may converse and give each other advice. During singles play, players can ask teammates on other machines for advice as long as they don't delay the tournament. If opposing players complain of slow play, tournament officials will issue a warning. If slow play persists, the match will be forfeited. No players may ask the audience for advice.

During individual competition on Day 2, no assistance from anyone is allowed – players or the audience.



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**Saturday, September 13**

2008 Golden Tee World Championship individual competition.

World Team to wear individual country shirts. Team USA to wear **white** shirt. Shorts okay.

Cash bar open. Limited food menu available for purchase.

\$100,000 purse. \$20,000 to the winner. The largest tournament prize in the history of video sports. Here's the complete prize money breakdown:

**CHAMPIONSHIP BRACKET**  
24 TEAM MEMBERS + 8 SEMI-FINALISTS

1 <sup>st</sup>	\$20,000
2 <sup>nd</sup>	\$10,000
3 <sup>rd</sup>	\$5,000
4 <sup>th</sup>	\$2,500
5 <sup>th</sup> -8 <sup>th</sup>	\$1,750
9 <sup>th</sup> -16 <sup>th</sup>	\$1,500
17 <sup>th</sup> -32 <sup>nd</sup>	\$1,250

**SEMI-FINAL BRACKET**  
32-MAN, SINGLE ELIM. TOP 8 MOVE ON TO CHAMPIONSHIP

33 <sup>rd</sup> -40 <sup>th</sup> (SEMI-FINALISTS 9-16)	\$400	41 <sup>st</sup> -56 <sup>th</sup> (SEMI-FINALISTS 17-32)	\$200
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**MAIN EVENT PRIZES**  
24 TEAM MEMBERS PULLED OUT & SEEDS FOR CHAMPIONSHIP BRACKET  
TOP 32 COMPETE IN SEMI-FINAL BRACKET

57 <sup>th</sup> -100 <sup>th</sup> (1-44 OF NON-QUALIFIERS)	\$100	201 <sup>st</sup> -300 <sup>th</sup> (145-244 OF NON-QUALIFIERS)	\$50
101 <sup>st</sup> -200 <sup>th</sup> (45-144 OF NON-QUALIFIERS)	\$75	301 <sup>st</sup> + (245+ OF NON-QUALIFIERS)	\$25

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### **HOLE-IN-ONE and DOUBLE EAGLE BONUS!**

Again this year we will award players who shoot holes-in-one and double eagles. Just notify a marshal if you hit a winning shot and we'll give you a ticket redeemable for a dozen Top Flite golf balls! We'll be giving them away throughout the day, but when they're gone, they're gone, so bring your A-game early!

Please note that Bayou Bay hole # 8 will not be eligible for the double eagle bonus.

### **QUALIFYING FORMAT**

It's anticipated that all players will play "The Cycle" – all five 2008 courses – under the same conditions. In order to facilitate having "locked" conditions, tournament officials must start each game. They will select the course and swipe a special card before each group tees off on each machine. **ALL PLAYERS ARE TO WAIT FOR A MARSHAL TO START EACH GAME!**

### **IMPORTANT!**

Due to time constraints and the limitations of 50 machines, the number of qualifying rounds may be reduced in order to accommodate all the players who attend. Depending on the size of the field one of the following scenarios will take place.

- **If 200 players or less register on site, the field will be divided into 2 squads of twosomes and all players will play 5 courses.**
- **If 201-300 players register on site, the field will be divided into 2 squads of threesomes and all players will play 5 courses.**
- **If 301-400 players register on site, the field will be divided into 2 squads of foursomes and all players will play 5 courses.**
- **If 401-500 players register on site, the field will be divided into 3 squads of threesomes and all players will play 3 courses.**
- **If more than 500 players register on site, the field will be divided into 3 squads of foursomes and all players will play 3 courses.**

If courses must be eliminated, a dice roll will determine which are cut.

All players must identify themselves at the start of each game. It's highly recommended that the commemorative Gold Card given at registration be used. This special



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commemorative Gold Card is identical to your personal Gold Card and will provide access to your player account including clothing, equipment and balls.

**WARNING!** Make sure you select the proper clubs and balls at the start of each game. No game will be started over to accommodate any player for any reason.

Due to the size of this event, we're going to be on very tight schedule. Please make sure you're ready to play when your squad is called. We suggest you arrive at least 10 minutes early.

When your group is finished on a particular course, signal a marshal that you're done. He will then give the group 5 minutes for a smoke or bathroom break.

**THERE IS NO SMOKING IN THE TOURNAMENT AREA!**

Time will be tight. Do not take more than 5 minutes between games. Players who are not ready after their 5-minute break may be disqualified.

The goal of all players during qualifying is to make the 32-man semi-final bracket. Real-time leaderboards will be displayed on monitors in Tournament Central. They are updated every few minutes so everyone will always be aware of where they stand.

Please note that members of Team USA and the World Team will also be competing during qualifying on Saturday. Since they are already in the finals bracket, they are playing only to determine their seeding in the finals bracket. Their scores will have no impact on who makes the semi-final bracket.

The number of strokes below par will determine your ranking on the leaderboard. Great Shot Points will be used as the tiebreaker for seeding purposes as well as a tie for 32<sup>nd</sup> place. Ties in head-to-head matches will be determined by sudden death.

**BONUS! THE TOP SHOOTERS ON EACH COURSE WILL WIN A \$100 GT GIFT CARD!**

**SCHEDULE OF PLAY**

**9:00 a.m. – 10:00 a.m.** Last-minute registration.

**10:00 a.m. – 3:00 p.m.** Squad 1 qualifying. 50 machines. No games available for practice.

**3:00 p.m. – 8:00 p.m.** Squad 2 qualifying. 50 machines. No games available for practice.

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In the unlikely event a third squad is necessary, Squad 2 will begin at 1:30 p.m. and Squad 3 will begin at 5:00 p.m. Please make sure to check in early for any last-minute changes!

**8:30 p.m.** Round one of semi-final bracket play begins. Seeding determined by qualifying rank. Top 32 qualifiers play head-to-head matches. Single elimination. Dice throw to determine course. Highest seed to have choice of honors throughout all matches.

**9:00 p.m.** The 16 round-one winners play for the final 8 spots in the World Championship finals bracket. Head-to-head. Single elimination. Dice throw to determine course – round one course will not be eligible.

**9:30 p.m.** World Championship finals bracket determined and 32 finalists compete in head-to-head matches for World Champion title. Single elimination. Dice throw to determine course. Highest seed to have choice of honors throughout all matches.

**10:00 p.m.** Sweet Sixteen continue play. Dice throw to determine course – round one course will not be eligible.

**10:30 p.m.** Elite Eight continue play. Dice throw to determine course – round one and round two courses not eligible.

**11:00 p.m.** Final Four continue play. Dice throw to determine course – courses from rounds one two and three not eligible.

**11:30 p.m.** World Championship Finals begin. Best 2-of-3 format. Dice throw to determine course – all courses eligible.

Third-place match. Dice throw to determine course – all courses eligible.

**Midnight** World Championship Finals – Game 2. Dice throw to determine course. First game course not eligible.

**12:30 a.m.** Finals – Game 3 (if necessary). Dice throw to determine course. First two courses not eligible.

World Champion is crowned. Champion is inducted into the Golden Tee Society and presented with traditional Golden Tee Society bomber jacket. Photos of Final Four winners and champion with BIG check and trophies. Event over.



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## **Individual Competition Rules of Play**

Incredible Technologies' main goal for the Golden Tee World Championship is to shine a spotlight on Golden Tee and the best players in the world. With \$100,000 and international pride on the line, we understand the importance of outlining rules and guidelines that will keep disputes and confusion to a minimum. Please take a moment to read these rules so there are no misunderstandings during the competition.

### **Hitting Out of Turn:**

Hitting out of turn is the most frequent problem in live tournaments. We ask that all contestants be vigilant and attentive to whose shot it is. In the event that a player or players shoot out of turn, immediately inform a tournament official. The official will determine if the players should "trade players" for that hole. This will depend on the following factors:

- If there is "no harm done" then they will have the option of accepting the shots as hit or hitting each other's shots for the remainder of the hole and add or subtract shots at the end of the match.
- If the person who hits out of turn causes his opponent to receive a penalty stroke, then they will switch players for the rest of the hole and then add or subtract shots as necessary at the end. For instance, Player 1 hits Player 2's ball in the water. Player 2 will become Player 1 for the remainder of the hole. All strokes will be counted and added or subtracted to the totals at the end of the round.
- If both players hit out of turn, they will play each other's ball until the end of the hole and add/subtract strokes as necessary.
- A warning will be issued the first time a player hits out of turn but no penalty will be assessed. If the same player hits out of turn again – anytime during the tournament – he will be given a 1-stroke penalty for each infraction.
- Please do not "clean up" putts! Careless players cause delays by missing easy putts. In that regard a new rule has been added: Any player who misses another player's putt will immediately be assessed a 1-stroke penalty. No warnings! Please note: there is no penalty assessed for holing out an opponent's ball (except if the attempt misses), but playing out of turn is always strongly discouraged. Again, players must report these instances of hitting out of turn to an official. If no player reports a problem, play continues as normal.



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## Choosing Equipment

Players can choose which clubs and balls to use up until they hit their first shot on hole 1. Once a player tees off the game will not be re-started for any reason.

## Forfeits, Game and Trackball Failures, Power Outages, Unsportsmanlike Conduct:

- If a player is not at his assigned machine at the designated starting time, a 5-minute grace period will be extended. After 5 minutes the tournament official will announce "Last Call". One minute later, if the player is not ready to tee off, he'll forfeit the match. This rule applies to all matches.
- If there is a game failure during play, inform a marshal immediately. The problem will be assessed and a resolution will be implemented. Every effort to accommodate both players will be made but the decision of the tournament director will be final.
- If the players competing in a match contend that a trackball has failed, then those players will stop playing and call an official. Play will resume with an official overseeing the remainder of play. At the end of the match an official will run a diagnostic test on the trackball and make a decision based on the test and his own visual experience. If it is determined that the trackball has failed the players will then wait until a new machine is available or until the trackball can be replaced, and start and play a new game in its entirety.
- If a power outage occurs, the match in progress is negated and will be replayed in its entirety.
- Unsportsmanlike behavior will not be tolerated. A warning will be issued after a first-offense. If this behavior continues the player will forfeit the match. This rule applies to all matches.

## Sudden Death

Ties after 18 holes during individual competition will be broken using a "Sudden Death" format. A dice roll will determine who tees off first. Players may change equipment if they choose to. The same course is played again, starting on hole 10 with new conditions. The first player to win a hole is declared the winner.

## Coaching

During individual competition on Day 2, no assistance from anyone is allowed – players or the audience.