



## CLOSEST-TO-THE-PIN Instructions

Golden Tee LIVE offers a fun and exciting operator feature called Closest-to-the-Pin (CTP). Machine owners can conduct Closest-to-the-Pin Parties at their locations, in conjunction with other promotions or simply as a way to bring excitement and fun to Golden Tee. CTP is perfect for players of all skill levels, and is fast and easy to setup and play.

### Here's what you'll need:

- ITNet® Operator ID card or machine already set in CTP Mode.
- Pad of paper and pen to keep track of scores each round.
- Optional: Deck of cards or numbered chips to draw for order of play.
- Poster, chalkboard or bracket sheet to post names of winners from each round.
- Prizes for the contestants.

### To Select Closest-to-the-Pin Mode:

1. Swipe your ITNet® Operator Card in the magnetic card reader or push the Test button inside the coin door to access the Operator Test Menus.
2. Using the trackball, select *Golden Tee Settings & Audits*, then press the red Start button.
3. Scroll up and select *Golden Tee Settings*, then press the red Start button.
4. Scroll up and select *Operator CTP*. Scroll left or right to set the length of time (2 hours recommended) for Closest-to-the-Pin to be activated. Time can be selected in 5-minute increments. After the specified time elapses, the machine automatically reboots and returns to normal play mode.
5. Once the time is set, scroll down to *Back* and press the red Start button. Continue pressing the red Start button until you have completely exited Test Mode.
6. After exiting Test Mode, a screen will appear with the CTP logo.

### To Start Closest to the Pin:

1. Press the red Start button.
2. Choose 1 Player game by rolling over the selections and pressing the Start button.
3. Choose any course. You may choose to spin the trackball to select a random course.
4. The hole that appears will be a par 3, showing the closest shot so far as NONE (this shows you that you're starting fresh).
5. Have the contestant shoot at the green to get a hole-in-one.
6. If the ball does not land on the green, a screen will pop up that says: BALL NOT ON GREEN.
7. The ball will appear back on the tee ready for the next shot.
8. If the ball lands on the green a screen will pop up that says: CONGRATULATIONS! YOU'RE XX FEET AWAY FROM THE HOLE!. The distance is measured by hundredths of a foot. The player then has an opportunity to enter his or her initials.
9. The ball again appears on the tee ready for the next shot. If this shot is further than the closest shot so far, the screen will simply show the distance from the hole that shot was as well as the distance the closest shot is. This way the shooter knows how close he was to taking the lead.
10. If the player shoots a hole-in-one, the screen explodes and bells and whistles go off. The player with a HIO is automatically entered into the final round.
11. See the various play formats to determine when the round is over and how a winner is selected.

## **To Skip a Hole:**

- Press the Options button
- Choose Skip Hole and press Start
- A new par-3 hole will appear, and the distance to the pin will be NONE, enabling you to start fresh

## **To Change Courses:**

- Press the Options button
- Choose Change Course and press Start
- Game will return to CTP Attract Mode
- Press Start again
- Choose 1 Player game
- Choose new course
- The distance to the pin will be NONE enabling you to start fresh

# CTP FORMATS

**There are many, many formats that can be used with this versatile and fun promotional program. Here are just a sample of the different kinds of contests that can be run. Some are best used for large crowds, while others are tailored for fewer players, or a specific number of contestants.**

### **One and Done**

This is the most common format for CTP. The contestants get one chance at a hole-in-one each round. This format works well if you have new contestants arriving during the competition, since they can enter any of the remaining rounds. Each round has a predetermined time period. For instance, 10 minutes. During the 10-minute round all the participating contestants get one chance at a hole-in-one. Change hole each round. The closest shooter goes on to the finals. In one hour you have 5 10-minute rounds and a 10-minute finals consisting of the 5 finalists. Finals are run the same way with all players getting one shot. Ties are decided with a one-shot playoff.

This format can handle a very large crowd of 35+ with no problems. For mega-crowds 50 +, increase the length of the round to 15 minutes and qualify the 2 closest shooters each round.

### **Round Robin**

This format is perfect for small groups of less than 12 players. Each contestant takes one shot, and the first to get a hole-in-one is the winner. The players continue to shoot in order until an ace is made. If no one gets a hole-in-one by the end of the time limit, the player closest-to-the pin is the winner. If time permits, the winners can have a finals round using the same format.

### **Rotation**

This is another very popular format. All the contestants get 3 shots each round. They take these shots in rotation, one player after the other. After each player has taken 3 shots, the player closest to the pin is the winner. Each round qualifies one shooter. Change hole each round. An ace immediately qualifies the shooter for the finals. In one hour you can have 5 10-minute rounds and a 10-minute finals consisting of the 5 finalists. Finals are conducted in the same format with the winner being the player who is ultimately closest to the pin.

This format is popular with small crowds. It keeps everyone involved and interested.

## **Zero In**

Similar to "Rotation" but different in that the players' 3 chances to get a hole-in-one during each round are taken consecutively one after the other. In essence they can "zero in" on the conditions and learn from their previous shot. If they come up short on their first attempt, they instinctively know they must hit it harder to get closer on their next try.

Each round qualifies one shooter. Change hole each round. An ace immediately qualifies the shooter for the finals. In one hour you can have 5 10-minute rounds and a finals consisting of the 5 finalists. Finals are conducted in the same format with the winner being the player who is ultimately closest to the pin.

Variations: Depending on the number of contestants, give players more than 3 chances (all players must have the same amount of shots...).

## **Single Elimination Match Play**

1. Participants must register in advance for this format. At registration the player's name is written on a slip of paper and then placed in a container.
2. The slips of paper are then randomly drawn to determine who plays whom in the contest. This format is commonly referred to as a "blind draw."
3. Once registration has ended and the field has been determined, all players are placed into a single-elimination bracket. If needed byes will be drawn in order to fill out the bracket properly.
4. The player that was drawn first shoots first. Each player will get 3 shots during their match.
5. The player who lands on the green first waits to see the result of his opponent before hitting again. Whoever is furthest continues to shoot until he uses up his 3 shots. Each player gets 3 shots with the winner being the player who hits a shot closest-to-the-hole.

Example: Joe goes first and with his first shot hits the green - 20 feet away. That's the distance, Bill, his opponent, must beat. Bill then has 3 shots to beat Joe's shot. If he does it with his first shot, then Joe has 2 remaining shots to beat Bill. If he doesn't with his first, then he immediately takes his last shot. In other words, whoever is furthest continues to shoot until he uses up his 3 shots.

Another example: Tom goes first and misses the green. He will immediately hit his second shot. If he misses 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 win it for Matt. If both players fail to hit the green in their 3 shots, then sudden death will decide. Player 1 will go first and if he hits the green, then player 2 has only 1 shot to beat him.

6. A player who hits a hole-in-one can only be tied. If both players shoot holes-in-one, then sudden death play occurs. A new hole is selected and the same players compete until one has the clear advantage.
7. The player who is closest to the hole at the end of the match is the winner and moves on to the next round. The loser of the match is eliminated. Different holes and courses can be selected for each match if desired.
8. Play continues until the bracket is complete and a winner is decided.

This format is very exciting and works great for final events or promotions with pre-qualified players. A 64-man match takes about 3 hours to play. A scan converter that connects the game to a big screen TV so the crowd can watch the matches, and an emcee who announces the action as it happens, is ideal to making this an intense and satisfying tournament.