



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

**PLAY HARD
WORK BETTER
LIVE WELL**
First Coast Games

TOP GOLF TOURNAMENT DETAILS

Tournament: Monday, April 8th

Check-in begins at 6:00pm / Golf begins at 6:30pm

Location: Top Golf of Jacksonville

Address: 10531 Brightman Blvd | Jacksonville, FL 32246

Phone: 904.328.2002

Event Director: Burt Cannon / 904-272-4304 / bcannon@fcymca.org

Event Format: Recreation (See tournament details)

TEAM ROSTER

Each team shall be composed of six players. There shall be a minimum of two females and two males on each team. **A maximum of 6 players will be allowed on each roster.**

TOURNAMENT DETAILS

See page 2

BAYS

The bays will be determined prior to the event. When you check in downstairs on the lower level (check in begins at 6pm) you will be assigned a bay.

UNIFORMS

All teams are required to wear the First Coast Games t-shirt that is provided. There is no rule on the color of pants. Pants must be an appropriate length and must be worn properly. It is the tournament director's discretion to hold a player out of a game for inappropriate uniforms.

WAIVERS

All participants must sign a First Coast Games waiver to be eligible to play.



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The Competition will consist of 6 person teams (if you do not have six players, we will select a blind draw for your team). Every bay will hold one team. Competitors will be allowed a warm up time before the competition begins. The tournament will consist of one game of TopGolf and one game of TopChip. In both games each player will have 20 shots to play which will give them a total score. Every player will hit 5 shots and then rotate until all 20 shots have been played.

TopGolf, "Our Signature Game"- A great game for any skill level! If you can bowl or play darts you can play TopGolf. Score points by hitting shots into any target! The closer to the center and the further the distance, the more points you earn. Any shot that does not land in the targets will receive zero points. Refer to the diagram that is located on your ball dispenser for specific target distances. Hitting your ball closer to the center of the target will result in your next ball counting double!

TopChip – For fans of the short game, TopChip uses just the red target (five shots), yellow target (five shots) and green target (10 shots). Hit the correct target and you'll score points, but hit the wrong one and see your points disappear.

Double Point Zones – Hitting a shot in a double point zone allows a player to receive double points on their next ball. If a player continues to hit their shot in a double point zone they will continue to receive double points on their next shot. For the **RED**, **YELLOW**, **GREEN**, and **BROWN** targets double point zones are anywhere in the target except for the outermost ring. As for the **BLUE**, **WHITE**, and **BLACK** targets the entire target is a DOUBLE POINT ZONE!

Bonus Ball – The bonus ball is key to scoring a lot of points in both games. The bonus ball is your 15th ball in the game. In order to receive a bonus ball a player must hit their 14th ball into a double point zone. Then on the 15th ball, the "BONUS BALL", a player will receive the normal double points plus an additional 10 points added to their score!

Ball Edits & Practice Balls – In rare cases a ball hit into a target might not result in any points. If this happens consult with the players in your bay on where the ball actually landed. To edit a ball click the ball on the screen and a drop down menu will appear. Select "edit score" then simply select which target and what section the ball ended up and click save. If you dispense a golf ball and your screen displays it is a practice ball just simply hit the ball into the field. This ball will not count as one of your shots!

Tie Breaks – In the case of a tie, a winner will be selected by the Team with highest TopChip score. If this does not settle the tie we will then take the highest TopGolf individual score and that team will be deemed the winner!

STRENGTHENING THE FOUNDATIONS OF COMMUNITY

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