

Safari Sunrise Tournament – Expert

Revised after qualifying (5/26/20):

HOLE 1:

- Apoc 4+ or EM 8+. Kingmaker. Play left. +10% elevation. 6 top spin (5 top for Apoc 6+) and 1 right spin. Blue ring by rough/fwy line to left. Goal 370-376.
- 2nd shot – Sniper. Rough bump. Upper left and right of red ring on rough/fwy line. Around 50% distance +10% elevation. 4 top spin and 1.5 left spin. Aim guide to hole and past.

HOLE 2:

- EM or Apoc. Kingmaker. +10% elevation. ½ red ring in rough to right. At 8 yd distance (10 yd for EM8/Apoc 4). 4 top spin and max right spin. Slight right curl and 5 rings overpower.
- 2nd shot – Sniper/Cat. +20% elevation. Aim right of bunker. 1-4 top spin and max left. Slight overpower and left curl.

HOLE 3:

- Sniper. Kingmaker. +15% elevation. 4.5 right spin and 4 back spin with blue ring touch rough/fwy line. End of guide through 2nd dark strip on green.

HOLE 4:

- Apoc5. Power5. +15% elevation. Max top spin and 3 left spin. White ring to right of bunker. Adjust and push up to max. Max overpower and 1.5 balls left curl. Hit PERFECT.

HOLE 5:

- Sniper. Kingmaker. 5.5 right spin and 4 back spin. Guide one square short of hole and to right edge of cup. Blue ring curved into fairway/rough line to the left of bunker. Adjustment is 1 to 1 (equal to wind).

HOLE 6:

- Apoc 5+ Kingmaker. +20% elevation. Max top spin and 4 right spin. Aim guide to left of far bunker. Adjust 11 rings left. Full overpower and full slice (right curl)
- FOR APOC 2-4: use Power 4 ball and max top spin and max right spin. All else same.
- 2nd shot – Sniper/Cat. +0% elevation. Aim guide just past hole to account for wind, but also slope of green.

HOLE 7:

- Sniper. Kingmaker. +40% elevation. Upper right of blue ring touch fairway/rough line. 4 back spin and 2 left spin. Guide two squares left of hole. Med distance adjustment.

HOLE 8:

- Apoc5. Titan. +10% elevation. 4.5 top spin and 3 right spin. Aim down middle. Adjust and push up to max. ¼ ball curl right and max overpower.
- FOR Apoc4. Berserker: 2.5 top spin and 2 right spin. All else same
- FOR Apoc2-3. Berserker: 3 top spin and 2 right spin. All else same.

HOLE 9:

- EM or Apoc. Kingmaker. +10% elevation. 6 top spin and 3 right spin. Adjust and push up to max. 50% to max overpower.
- 2nd shot – Sniper. -10% elevation. Rough bump. 1 left spin and .2 back spin aim guide to hole. With 12:01 pull angle