



ABOUT THE GUIDES

Some FAQs

1. Disclaimer

I am just a player like you and in no way affiliated with Playdemic. My Golf Clash streams and guides are just a hobby. I do all of this in my spare time, for free, because I enjoy it and it helps me and others play better.

2. Shots

The shots I put in my guides are shots I have played on stream. I play 12 accounts and only shots that are replicable and that I have had good results with will make their way into the guide. There are many ways to the hole and these work for me. If there are shots in the guides that you do not feel comfortable with, play your own. Don't force something that takes you out of your comfort zone. This is one way to play, my way to play, and it might work for you. But it is not an instruction manual you have to follow.

3. Be aware of differences

If you use different level clubs or different balls, you have to know how to adjust accordingly. If your drive ends up longer or shorter, you cannot use the exact same adjustments from my 2nd shots. You need to be aware of all the small differences. A good start would be to check out my **"Guide's Guide"**, which you can find on the facebook site and on my website (under downloads). Come Opening or Weekend Round, make sure there is no change to the wind angles, as some dialed-in shots might no longer work. Take note of the wind I played the shot in and see if the wind is different for your shot. This might affect your shot and results will vary.

4. More help on my website

You'll find a variety of guides on my website (see downloads section), such as the Guide's Guide, How to read the guides, Introduction to the wind ring system and a Hook & Slice guide. Make sure to check out these free resources.

5. Understand the shots

It is crucial to understand why we play a shot a certain way. If you're unsure about the why and how, check out my qualifying round streams. I talk through the shots and explain my thought processes. The better you understand a shot, the easier it will be for you to pull it off and tweak according to different variables that might occur.

6. Support

My motto is "help everyone or help no one". I choose the former and that's why my guides are free and available to all. You can share them with anyone you like. The more people they help, the better. If you want to support my work, please like my facebook page and subscribe to my YouTube channel.



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SAFARI SUNRISE TOURNAMENT



Hole 1: Par 4 (Option A—RIGHT)



Elevation adjustment	
1st shot:	+ 10%
2nd shot:	+ 25%
	[MAX]

Wind (Katana)
3.4

Club selection: Quarterback + Thorn
 Ball selection: Katana
 Spin: 2.5 TOP + max RIGHT

The Katana is needed to play the 2nd shot from MAX short iron range. If you use a P1 ball, you'll have a Backbone shot from close to MIN distance. Go with your preferred club.

2nd shot: 1.2 BACK + NO side, **adjust for MAX + 25%**



Quarterback drive: ounce it over the bunker

Line up with the blue ring close to the rough. Do not go long!

2.5 TOP + max RIGHT, **adjust for MAX +10%**

Thorn approach

Use about 1.2 BACK spin and aim it straight at the hole.

1.2 BACK + NO side, **adjust for MAX + 25%**



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SAFARI SUNRISE TOURNAMENT



Hole 1: Par 4 (Option B—LEFT)



Elevation adjustment

1st shot: + 10%

2nd shot: 0 [MID]

Wind (Quasar)



3.4

Club selection: Extra Mile + Sniper

Ball selection: Quasar

Spin: 1 TOP + max RIGHT

Drive it down the left side, trying to get to the top right corner of that fairway patch. From there, you have a MID range Sniper shot left. It's a fairly easy rough bump for eagle. **A big thanks to my viewer Stefan van Abeelen for this beautiful route.**

2nd shot: 3.5 TOP + 4 LEFT, adjust for MID + 0



Extra Mile drive

Line up with the blue ring close to the rough. No need for extra distance, so don't flirt with danger.

1 TOP + max RIGHT, adjust for MAX +10%



Sniper Rough Bump

Line it up with half of the red ring in the fairway, aiming straight at the hole.

3.5 TOP + 4 LEFT, adjust for MID +0



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SAFARI SUNRISE TOURNAMENT



Hole 2: Par 5



Elevation adjustment

1st shot: + 10%

2nd shot: + 20%

Wind (Titan)



3.6

Club selection: Extra Mile + Big Dawg

Ball selection: Titan

Spin: 3 TOP + max RIGHT

Bounce it safely over the bunker. **Do NOT go long!** With your Big Dawg, just go for green. No need to get cute and try for alba. Attack the bunker from the left side, getting over it with your 2nd bounce. An easy eagle here is fantastic!

2nd shot: 0.5 TOP + max RIGHT, **adjust for MAX + 20%**



Extra Mile drive

Line up with the yellow ring by the rough. Look at the screenshot where your 2nd bounce should be. With 3 TOP you'll always be safe.

3 TOP + max RIGHT, **adjust for MAX +10%**



Big Dawg approach

Make sure the 2nd bounce clears the bunker. Better be safe than sorry.

0.5 BACK + max RIGHT, **adjust for MAX + 20%**



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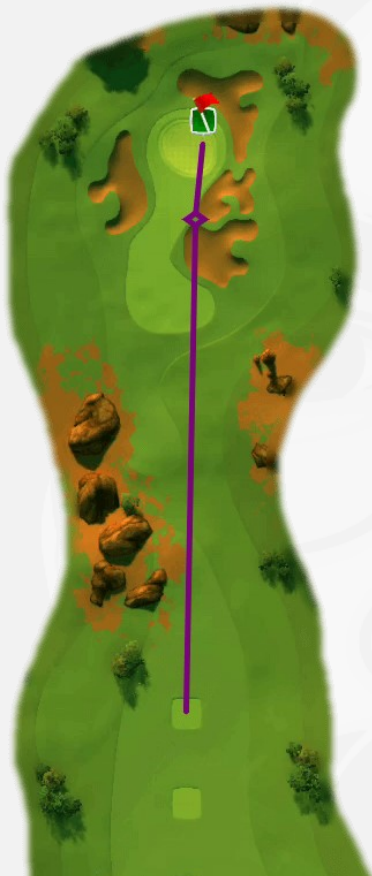
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SAFARI SUNRISE TOURNAMENT



Hole 3: Par 3



Elevation adjustment

1st shot: + 10%
[MAX]

Wind (NAV)



4.0

Club selection: Sniper 7+

Ball selection: Navigator

Spin: 1.8 BACK + NO side

The rough bump is your best shot at the Hole-in-One. Using NO side spin gives you the best bounce towards the hole, **BUT a great right will leave you in the bunker.**

INFO for Sniper 6-

If you have a Sniper 6 or less, you need to use a Power-2-ball (Katana) to reach the rough bump. Play it the same way, but be aware that your ball guideline is less developed, so you need to leave it even shorter (about 1 square).

Same adjustment, but use Power-1-ball numbers.



Sniper Rough Bump

Add the spin and line it up with the yellow ring by the fairway. Leave the ball guideline just short of the hole.

1.8 BACK + NO side, **adjust for MAX + 10%**



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SAFARI SUNRISE TOURNAMENT



Hole 4: Par 4



Elevation adjustment

1st shot: 0
 2nd shot: + 10%
 [MID]

Wind (Quasar)



3.8

Club selection: Extra Mile + Thorn

Ball selection: Quasar

Spin: max TOP + 4 LEFT

Fairly easy hole. Bounce it off the bump that gives you the longest bounce (not at MAX distance). This leaves you with a very makeable MID-distance short iron shot.

2nd shot: 3-4 BACK + NO side, adjust for MID + 10%



Extra Mile drive

Bounce it over the bunker on the fairway undulation that gives you the furthest bounce.

max TOP + 4 LEFT, adjust for MAX + 0



Thorn approach

Use 3-4 BACK spin and aim it straight at the hole.

3-4 BACK + NO side, adjust for MID + 10%



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SAFARI SUNRISE TOURNAMENT



Hole 5: Par 3



Elevation adjustment

1st shot: + 5%
[MAX]

Wind (Marlin)



4.6

Club selection: Backbone

Ball selection: Marlin

Spin: 0.8 BACK + NO side

This Par 3 looks easier than it is. The green has glitchy spots, so be careful how you line it up. Make sure the 2nd bounce is just barely on the green.



Backbone approach

Red ring by rough, 2nd bounce just barely on the green. Aim straight at the hole.

0.8 BACK + NO side, adjust for MAX + 5%



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SAFARI SUNRISE TOURNAMENT



Hole 6: Par 5



Elevation adjustment

1st shot: 0
 2nd shot: 0
 [MIN to MID]

Wind (Katana)



2.7

Club selection: Extra Mile + Sniper

Ball selection: Katana

Spin: 3 TOP + max RIGHT

Play straight over the bunker. Line it up at max distance and **push back up** into MAX after adjusting for the wind. This should get you to around **340-345 yards**. From there, you'll have a very makeable Sniper shot for alba. Leave your ball guideline about 1 square short of the hole

2nd shot: 2 BACK + NO side, adjust for MIN to MID + 0
(depending on drive distance)

Overpower INFO

EM 6+, no OP needed if wind 3+ mph

EM 5-, use about 2/3 OP to get over



Drive over the bunker on the right

With an EM6+, there is no need for overpower if the wind is 3+ mph. Ideal driving distance is **340-345 yards**.

3 TOP + max RIGHT + push up, **adjust for MAX +10%**

Sniper roll-down

Use 2 back spin and aim it about 1 square short of the hole. Let the ball trickle towards the hole.

2 BACK + NO side, adjust for MIN to MID + 0
(depending on your drive)



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SAFARI SUNRISE TOURNAMENT



Hole 7: Par 3



Elevation adjustment

1st shot: + 20%
[MAX]

Wind (NAV)



3.0

Club selection: Backbone

Ball selection: Navigator

Spin: 0.5 BACK + NO side

Very tricky hole. Just aim it at the cup as best as you can. The small rings (we cannot zoom in) make for a very tough ring adjustment. You need to get a little lucky to drop this.



Backbone tee shot

Blue ring by the rough, aim straight at the hole. Make sure the 2nd bounce is about 1 square short of the fringe.

0.5 BACK + NO side, adjust for MAX + 20%



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SAFARI SUNRISE TOURNAMENT



Hole 8: Par 4



Elevation adjustment

1st shot: + 10%

2nd shot: + 10%

Wind (Titan)



2.3

Club selection: Extra Mile 6+ (+ Thorn)

Ball selection: Titan

Spin: max TOP + 1 RIGHT + push up into MAX
+ max overpower*

Go straight for the green with a Titan. You'll be able to reach easily with max OP. If you end up short, you'll have an easy chip-in. If you don't want to play an overpower-shot, consider using a P4 or P5 ball.

***If the wind is 3.5+ mph, take a bit of OP off to avoid shooting over the green.**

INFO FOR EM 5-

In this case, consider using a Berserker to get to the green as your club will be lacking 8-10 yards compared to the EM6. Otherwise just lay-up and get an eagle with your short iron.



Drive to green

With an EM6+ you can go straight for green with a Titan
max TOP + 1 RIGHT, **adjust for MAX + 10% + push up + OP**



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SAFARI SUNRISE TOURNAMENT



Hole 9: Par 5



Elevation adjustment

1st shot: + 10%

2nd shot: - 5%

Wind (Titan)



3.3

Club selection: Extra Mile + Sniper

Ball selection: Titan

Spin: max TOP + max RIGHT + push up

Play it directly over onto the 2nd fairway. With an EM 6+, close to NO overpower is needed. A drive of 370 yards is essential to plays the rough bump.

2nd shot: NO spin, adjust for MAX -5%



Extra Mile Drive to 2nd fairway LEFT

Drive to the 2nd fairway. Close to NO overpower needed with EM 6+. Ideal driving distance is 370-375 yards.

max TOP + max RIGHT + push up,

adjust for MAX +10%

Sniper Rough bump

Red ring halfway in the rough, NO spin, ball guideline a little through the hole, line up LEFT of the flagstick.

NO spin, adjust for MAX -5%



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