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# TOUR 10

## - SHOOTOUT GUIDE -

Gokasho Bay | Nordic Fjords | The Oasis

This guide is based on [KK's wonderful T10 Shootout video](https://youtu.be/dM4p9K2WgDs), linked here:

<https://youtu.be/dM4p9K2WgDs>

Please subscribe to her channel and leave a thumbs up to show your appreciation for the considerable amount of work that went into her video. **Thank you KK!!**

**All of the shots are based on the use of Navigator balls**

Each slide describes one hole with:

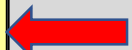
- a **hole map** on the left, showing approximate landing position(s);
- some **instructional text** on the right, with pictures of each **landing position**; and
- the usual wind/spin graphic in the centre, with a **bespoke instruction box** for each of the 8 possibly wind directions. These are colour coded (where necessary) with corresponding text to the right hand side of the slide

**MAX +20%**

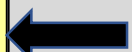
**2.5 top**

**2.3 left**

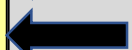
**No Curl**



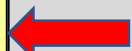
**Elevation**



**Top/Back spin**





**Side spin**



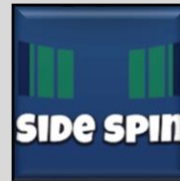
**Curl**

Anywhere where you see **2.3** left or right spin advised, this is **MAX** side spin on a Navigator ball

Landing position(s) are shown on the hole maps with the star shaped symbols  

## Some thoughts about Curl & Sidespin

Curl is notoriously hard to quantify or replicate accurately, which is why many people avoid using it in guides and in stock set up shots. However, many shots in this guide require curl to be used, so you will find references to **“IW”** (*inner wall*), **“OW”** (*outer wall*) and various **% curl values** in this guide. Visual examples of what these mean are shown below to try and help.



These guides assume a Navigator has **2.3 bars** of sidespin. Instructions will refer to **“2.3”** side as opposed to **“max”** side so as to make the guide remain useful even if you are using a SS2 or SS3 ball. Using different sidespin than advised means you will likely need to adjust any prescribed curl too.

Please remember... a guide is just a guide and it can't cater to every possibility!



“IW” R Curl



“OW” R Curl



50% R Curl



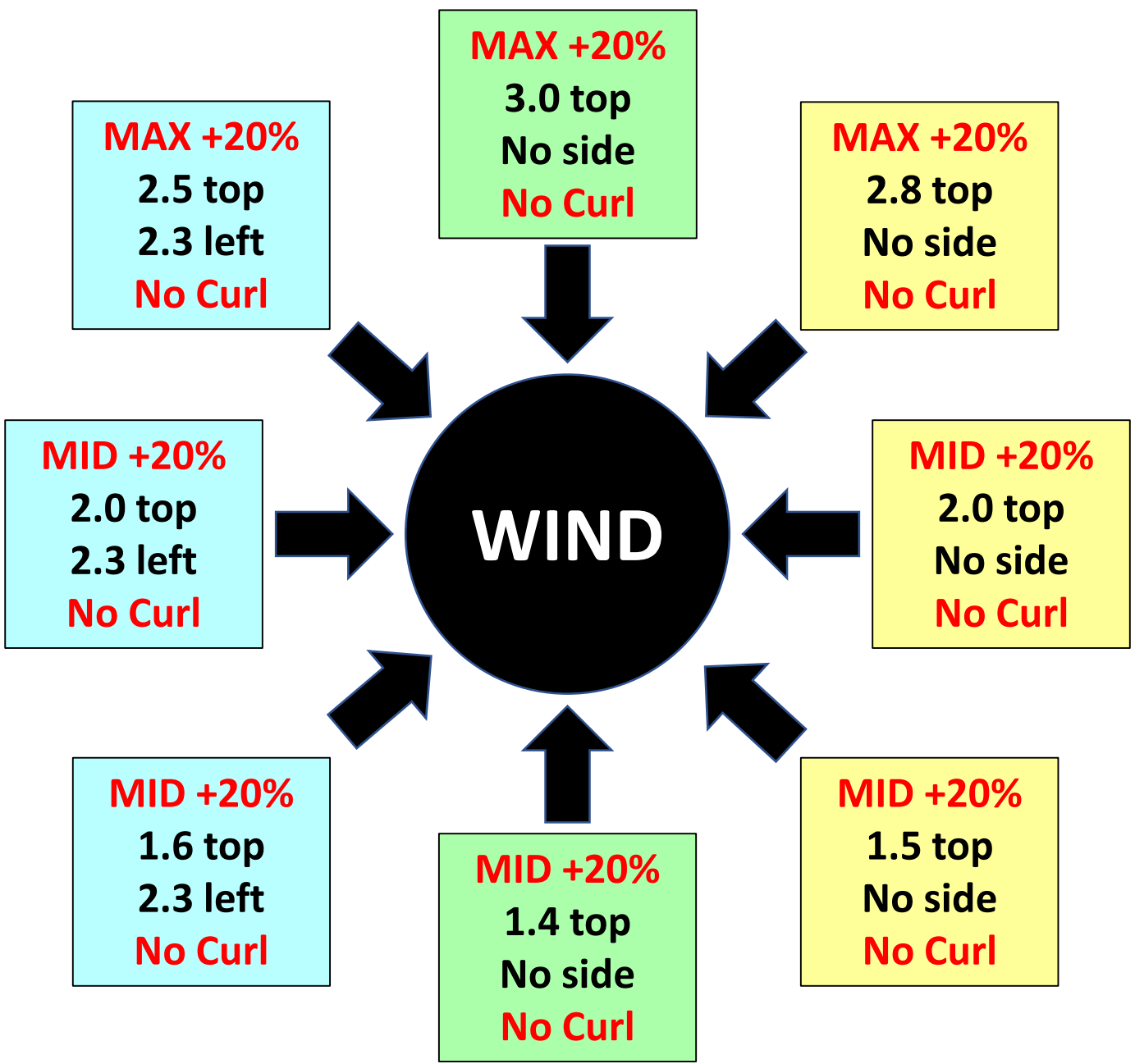
80% R Curl



R Curl “arrow”



# Gokasho Bay – Hole 3



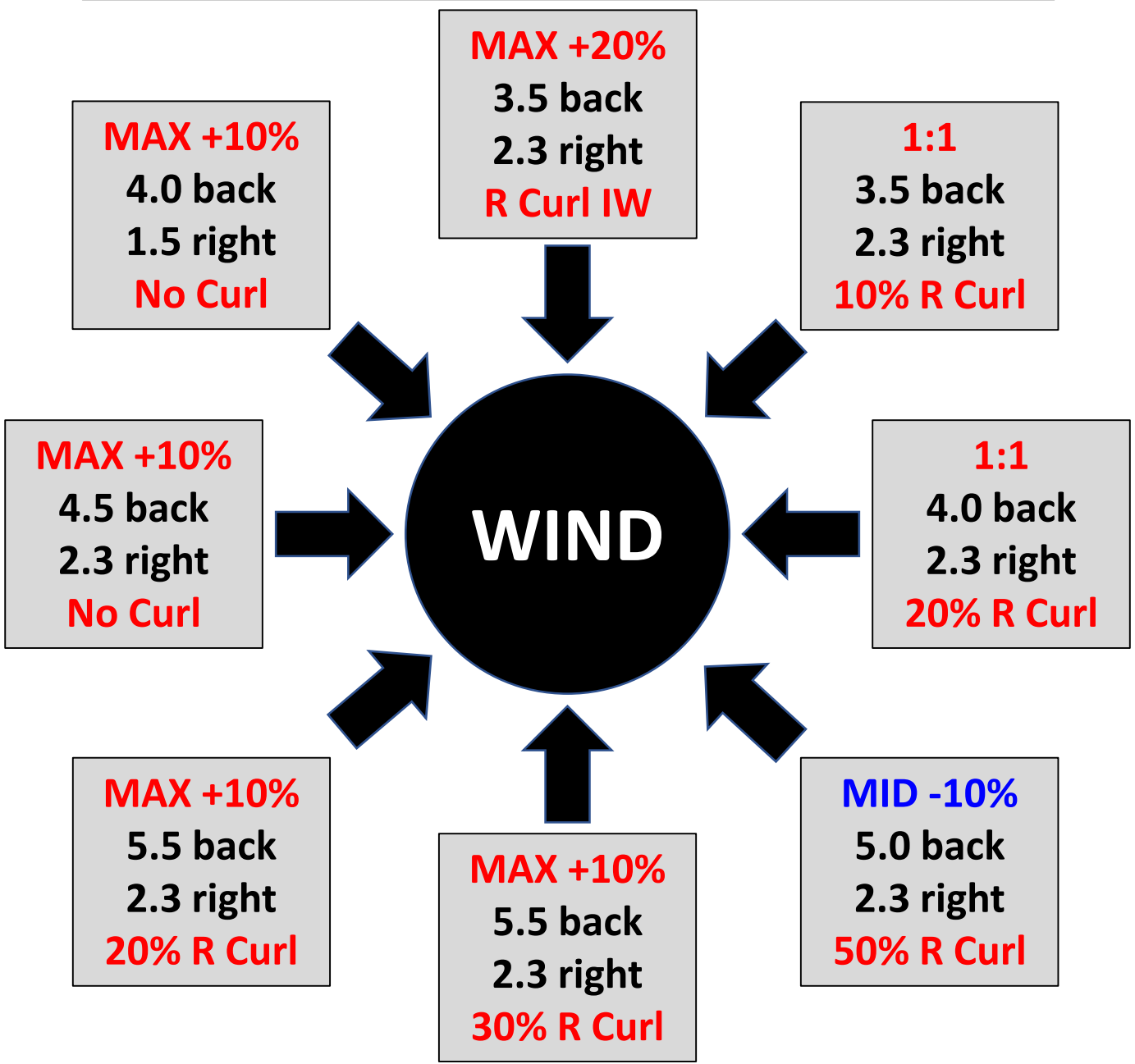
## GOLIATH

**Landing Position:**  
1/2 red ring dropping into the bunker with BG to the left of the hole as follows:

- ← offset blue line
- ↕ offset inbetween
- offset red line



# Gokasho Bay – Hole 5



## SNIPER

**Landing Position:**  
White ring almost entirely in the sand

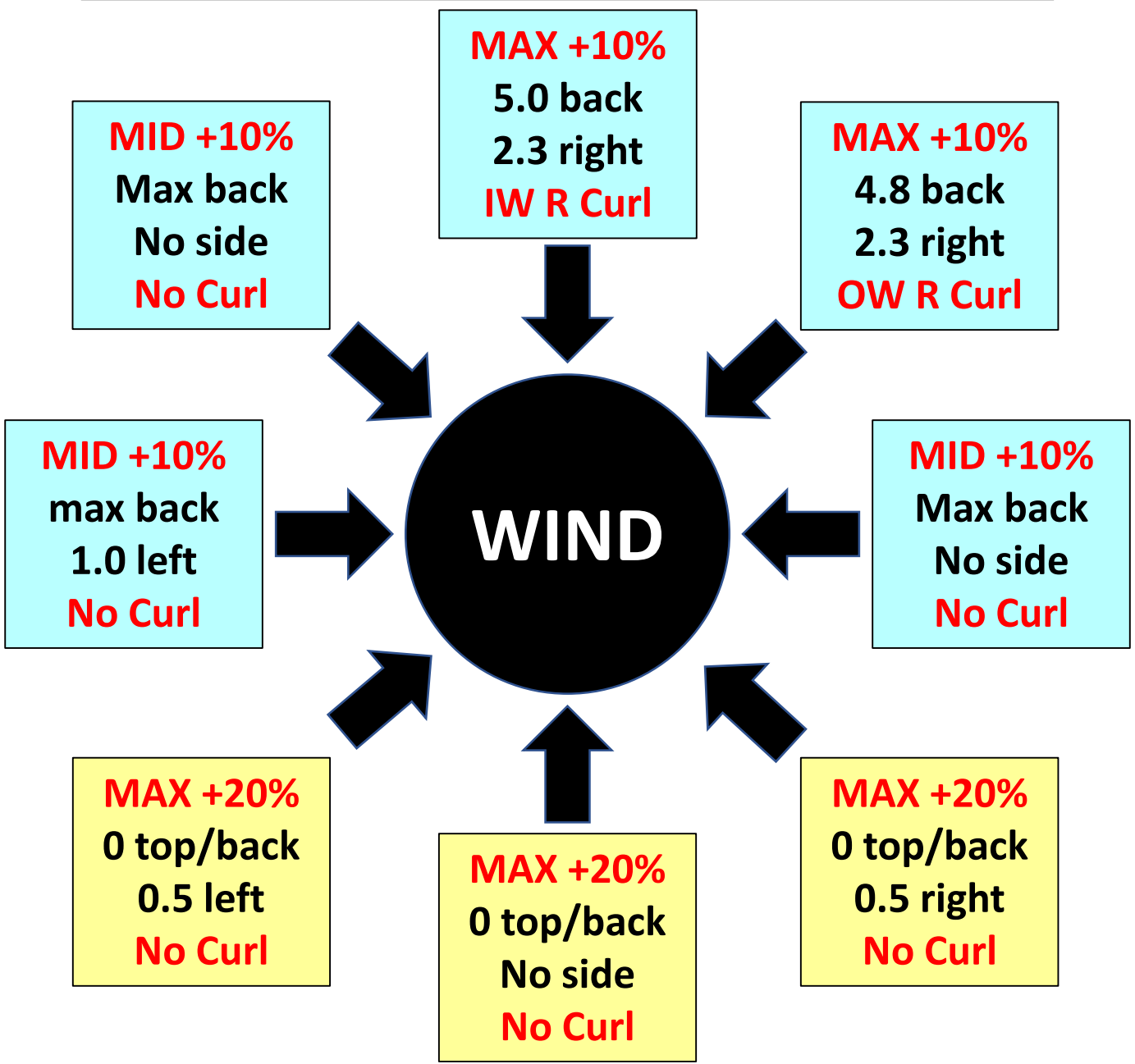
Use BG to offset from pin as wind direction requires

**GOLIATH**, 1.5 – 2 top (**MAX+20%**) an option in some tailwinds





# Gokasho Bay – Hole 7



## SNIPER

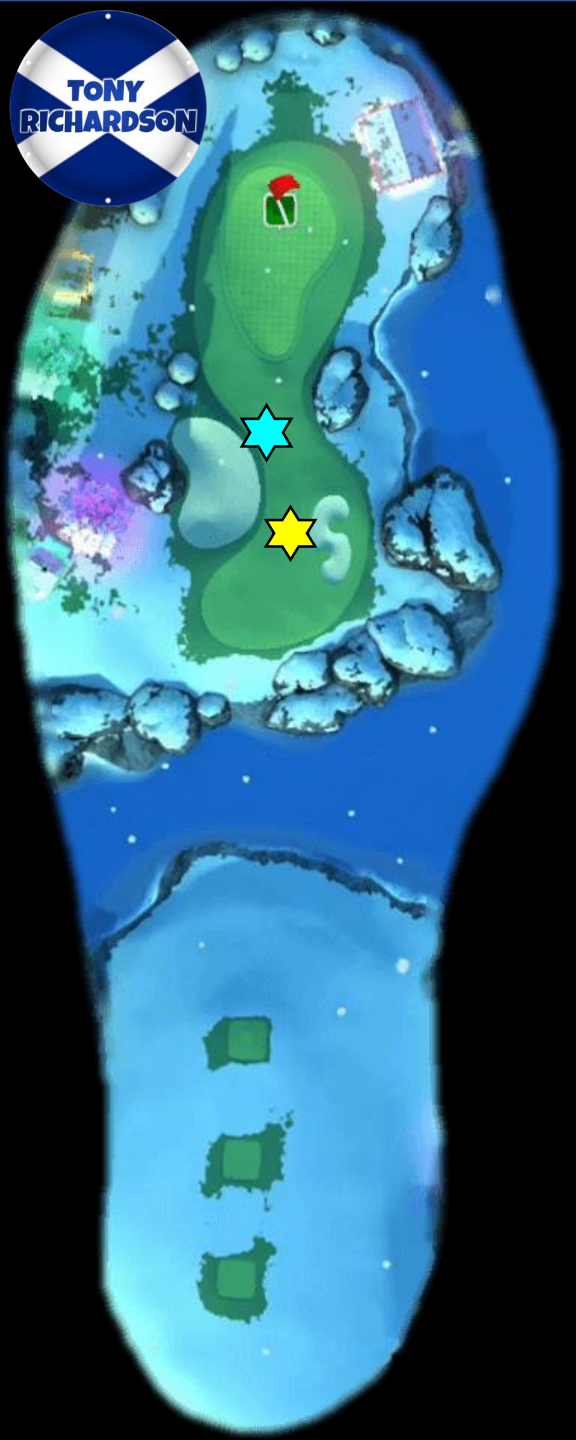


Penultimate hump, 2<sup>nd</sup> bounce on FW / Fringe downslope

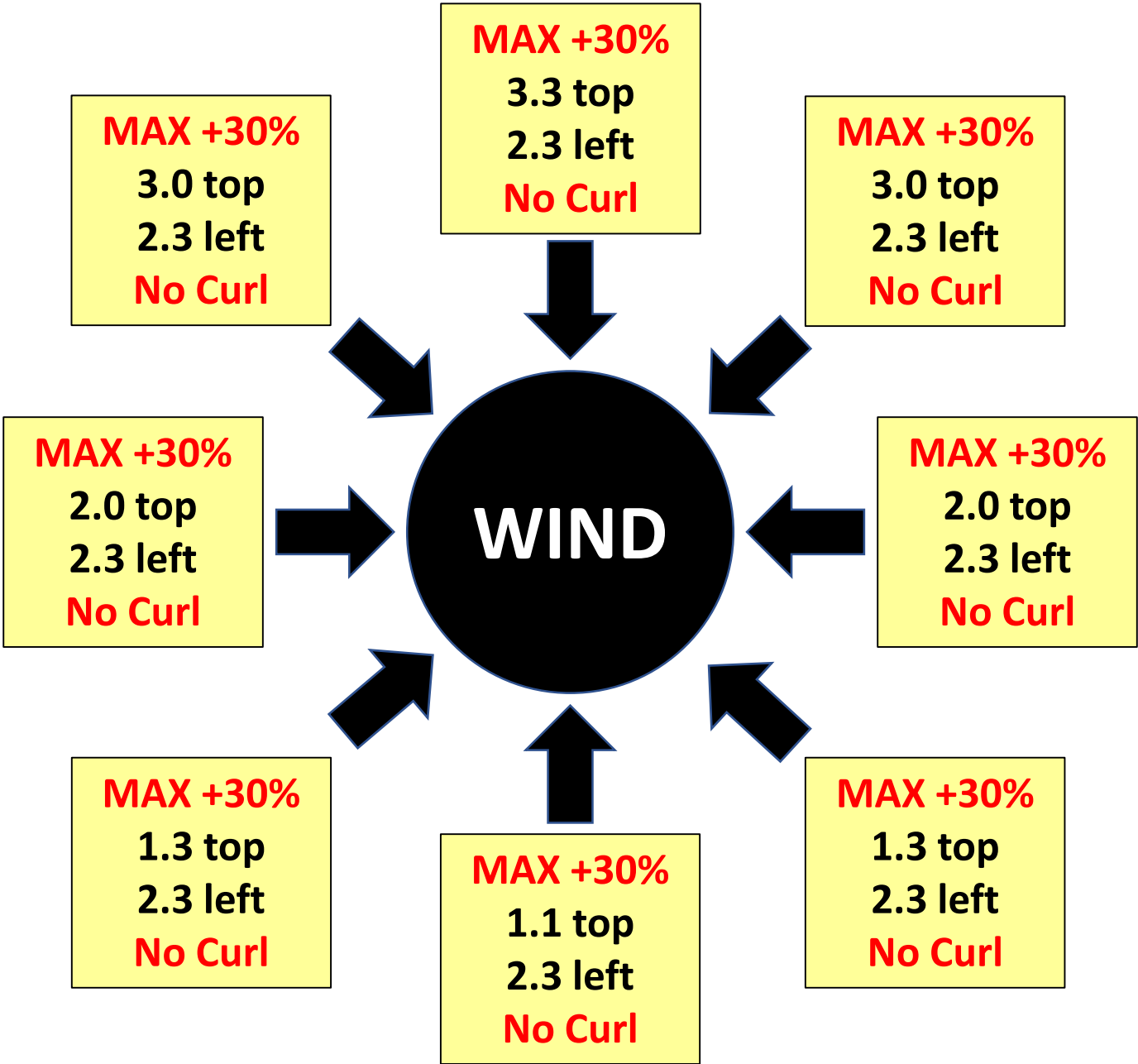
## GOLIATH



At max distance, centred on FW, 2<sup>nd</sup> bounce on last hump



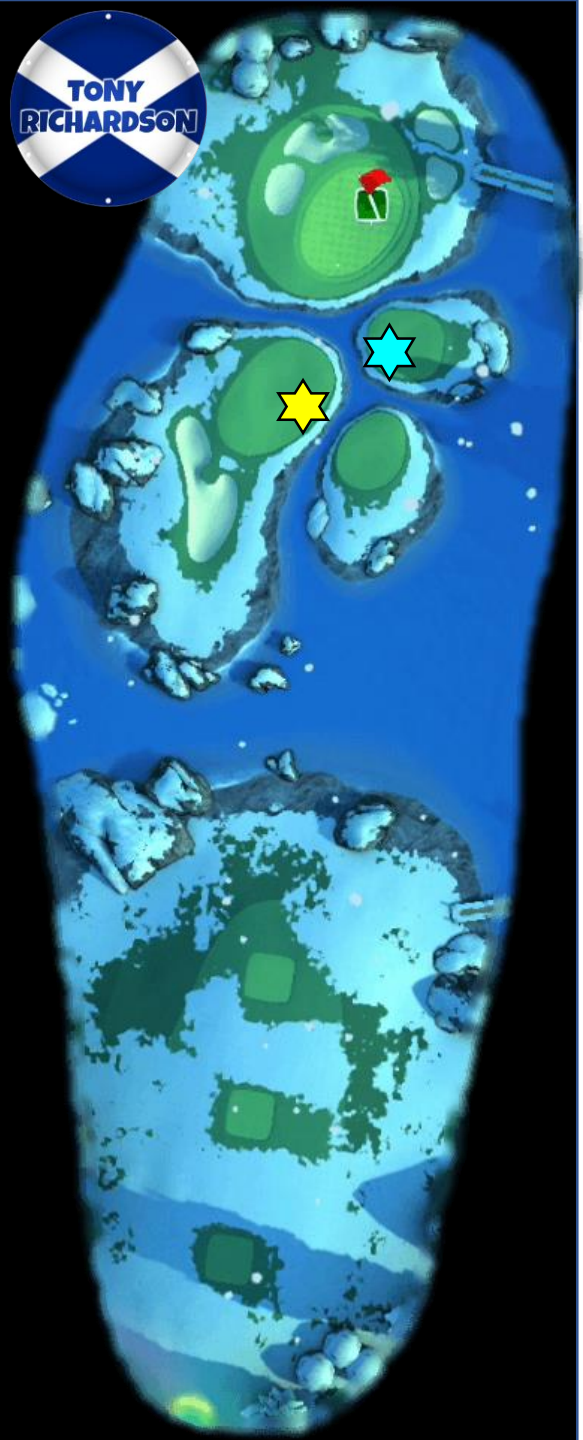
# Nordic Fjords – Hole 2



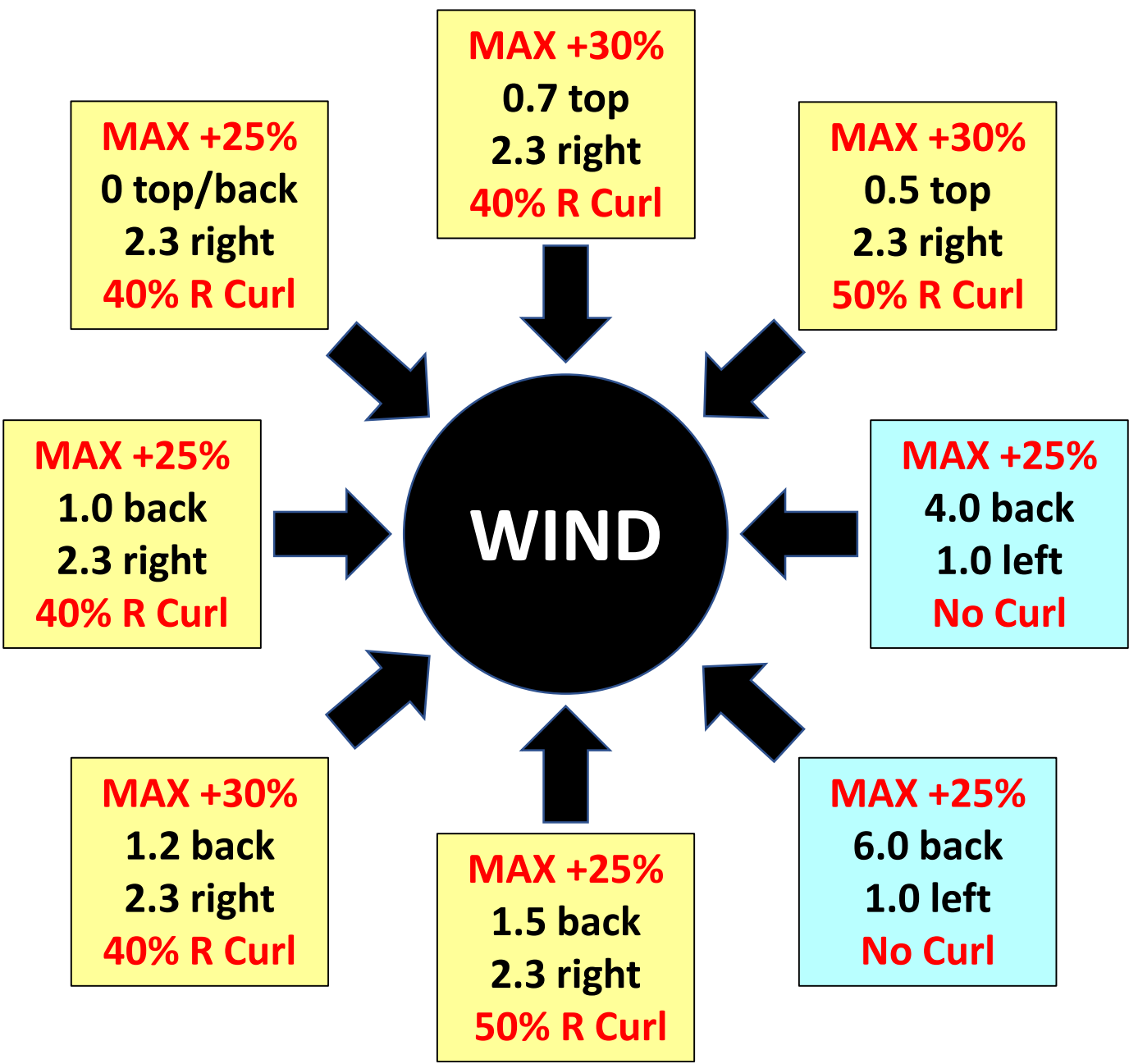
## SNIPER

**Landing Position:**  
 Apply spins first, then find a spot near the right bunker with BG to the hole. Sometimes white ring just off bunker, sometimes blue ring.

**DRIVER**, 1 left & 2.5 back (**MIN +35%**) in headwinds



# Nordic Fjords – Hole 4



# SNIPER



**Left pad, 1/2 blue ring in rough, waves kissing white ring**



**Right pad, blue by left rough, 2<sup>nd</sup> bounce on fringe**





# Nordic Fjords – Hole 7

Or land by green, spin off back hill, 4.5 back, 1 left (MAX+30%) instead of >>>

**MIN +45%**  
2.3 back  
2.3 right  
**75% R Curl**

**MIN +45%**  
2.0 back  
2.3 right  
**75% R Curl**

**MIN +45%**  
2.3 back  
2.3 right  
**80% R Curl**

**MAX +35%**  
2.1 back  
2.3 right  
**40% R Curl**



**MAX +15%**  
6.0 back  
2.3 left  
**No Curl**

**MAX +35%**  
2.8 back  
2.3 right  
**40% R Curl**

**MAX +35%**  
3.0 back  
2.3 right  
**50% R Curl**

**MAX +15%**  
6.5 back  
2.3 left  
**No Curl**

## SNIPER



**Left pad, blue by right rough at minimum distance**



**Right pad, red ring by L rough, 2<sup>nd</sup> bounce just on fringe/green**

## GOLIATH



**Left pad, red ring by rough at +3yd mark**



# The Oasis – Hole 3

**MIN +10%**  
4.0 back  
2.3 left  
**Full L Curl**

**MIN +10%**  
4.0 back  
1.5 right  
**Full L Curl**

**MIN +10%**  
4.0 back  
0.5 left  
**Full L Curl**

**MIN +5%**  
1.5 back  
2.3 left  
**40% L Curl**

**WIND**

**MIN +5%**  
1.5 back, 2.3 left  
**No Curl**

**MAX +10%**  
3.5 back, 0.5 right  
**Full L Curl**

**MAX +10%**  
2.8 back  
2.3 right  
**Full L Curl**

**MAX +10%**  
4.0 back  
2.3 left  
**Full L Curl**

**MAX +10%**  
4.0 back  
1.0 left  
**Full L Curl**

## GOLIATH



Red ring by left rough, not into +yds

## SNIPER RB



Middle of dark rough. Can try Goliath in x-winds if preferred

## 'BLIND' SNIPER



Set up in Goliath spot, adj to MIN Sniper (show in pic) & then pull 5 rings less than MIN+10%



# The Oasis – Hole 5

**MID +10%**  
5.5 back  
2.3 left  
**Full L Curl**

**MID +10%**  
2.0 back  
2.3 left  
**75% L Curl**

**MID +10%**  
6.0 back  
2.3 left  
**L Curl arrow**

**MID +10%**  
6.0 back  
2.3 left  
**Full L Curl**

**WIND**

**MAX +15%**  
Max back  
2.3 left  
**No Curl**

**MAX +15%**  
3.5 top & 2.3 left  
**10% L Curl**

**MAX +15%**  
3.2 top  
2.3 left  
**L Curl IW**

**MIN +10%**  
Max back  
2.3 left  
**L Curl arrow**

**MIN +10%**  
6.0 back & 2.3 left  
**Full L Curl**



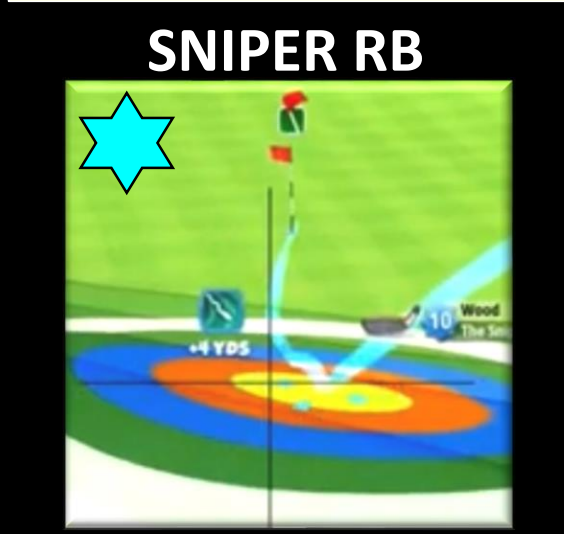
## SNIPER

In bottleneck, a bit higher in head winds



## GOLIATH

At max (+3yds), Yellow ring just off rough, BG right of the hole

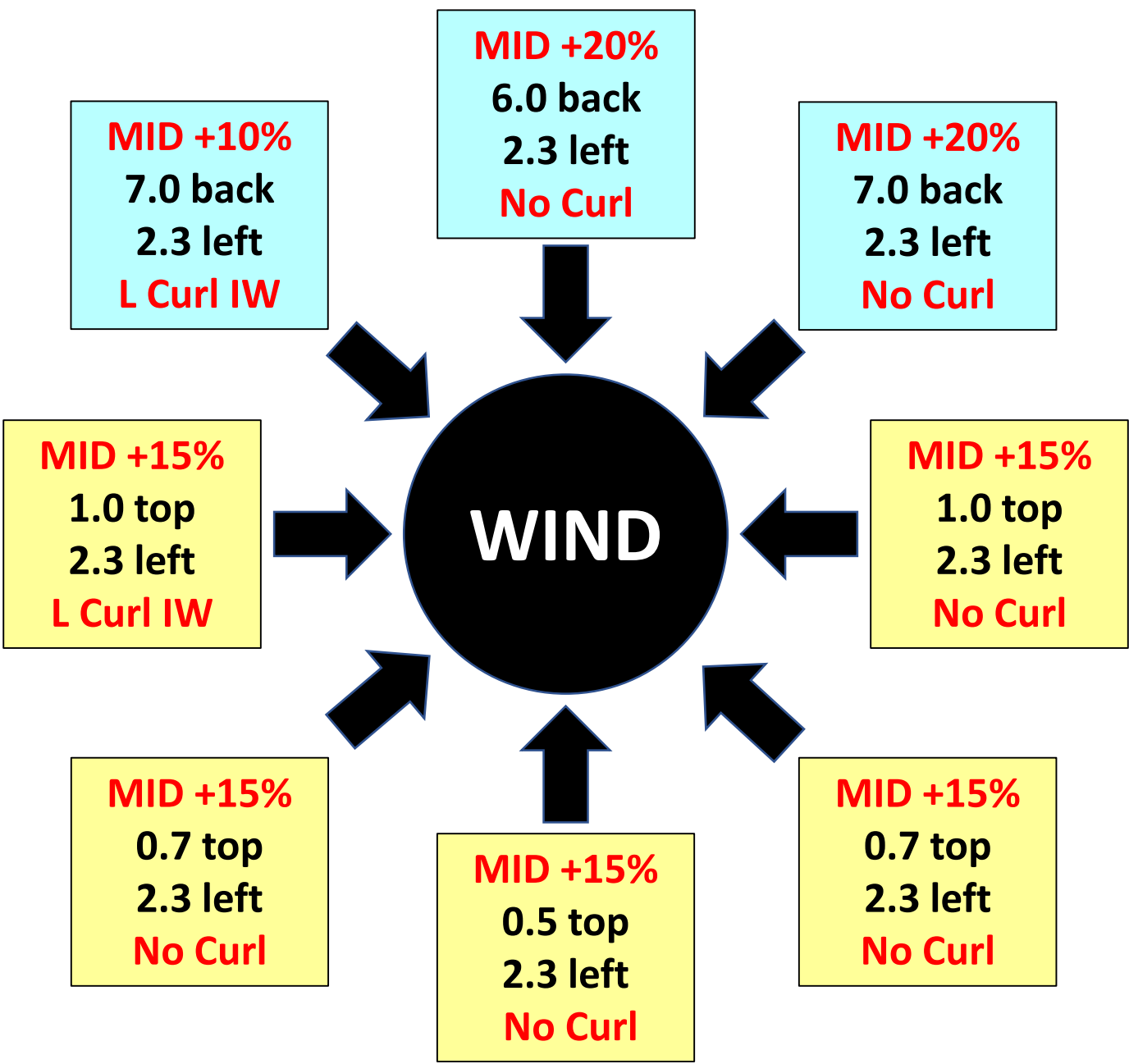


## SNIPER RB

+4yds, central in 1<sup>st</sup> cut, BG thru hole. **Pull back 0.7 rings** after adjusting



**The Oasis – Hole 7**



**DRIVER**

2 sq. right of hole, 2<sup>nd</sup> bounce 4 sq. short

**SNIPER**

Blue by rough, 3<sup>rd</sup> bounce fringe, push up 1 ring if dropping down hill in x winds