

PLAYERS	Hole #1 Tron		Hole #2 Star Trek		Hole #3 Metallica		Hole #4 Medieval Madness		Hole #5 Spider-Man	
	Score	Objective	Score	Objective	Score	Objective	Score	Objective	Score	Objective
	20,000,000	Start Quora MB	50,000,000	Warp 9	25,000,000	Start Lady Justice	25,000,000	Destroy 2 Castles	70,000,000	Defeat All Villains 1x
Player 1										
Strokes										
Player 2										
Strokes										
Player 3										
Strokes										
Player 4										
Strokes										
PLAYERS	Hole #6 CFTBL		Hole #7 Ghostbusters		Hole #8 The Walking Dead		Hole #9 Game of Thrones		<i>TOTAL STROKES</i>	
	Score	Objective	Score	Objective	Score	Objective	Score	Objective		
	45,000,000	Collect 1 Move Your Car Shot	150,000,000	Complete 3 Modes	50,000,000	Start a MB	300,000,000	Start Castle MB		
Player 1										
Strokes										
Player 2										
Strokes										
Player 3										
Strokes										
Player 4										
Strokes										

Rules: All games are set to 3 balls. At start of each hole/game a player may choose to play for either a score or an objective. The player then has 3 balls to complete their chosen target goal. Failure to achieve the chosen target goal in 3 balls results in a score of 5 on that hole/game. Extra balls may be played, and **DO NOT** count as an extra stroke towards the player's score. Each hole also has an established automatic hole in 1 objective. That objective will be visibly posted on each machine. If a player achieves this goal at any point in their game they automatically receive a hole in 1.

Finals: The players with the 8 lowest scores after 9 holes will make the finals and be seeded qualifying scores. Any tiebreakers into the finals will be played on a randomly selected 10th hole/game. Players will be placed in groups of 4 by seed, high seed has choice of game from those in the tournament. Three (3) games will be played, still using the pingolf objectives as previously established. Top two players from each group will move on to the finals. Again high seed will have choice, and three (3) games will be played. Low score will be 2016 Obviously You're Not a Golfer Champion!

Ties: Significant ties between players at the end of any final round will be resolved by one tiebreaking game chosen by the highest seed involved in the tie. The high seed is not permitted to choose a game that has already been played by the group in that round. Note that a tie is only significant if it affects whether or not a player will advance toward the final round, or occurs in the final round.

The semifinal round will consist of the following groupings:
 Group A – #1, #4, #5, #8 seeds
 Group B – #2, #3, #6, #7 seeds