

PinBrawl 9.5

PIN-GOLF CHALLENGE

MACHINE NAME	TARGET SCORE	HOLE
		1
		2
		3
		4
		5
		6
		7
		8
		9
		OUT

MACHINE NAME	TARGET SCORE	
		10
		11
		12
		13
		14
		15
		16
		17
		18

PIN-GOLF CHALLENGE RULES

- There is a course maximum of 8 Pin-Strokes per Pin-Hole. Should you not reach the Target Score at this point, record a score of 8 and move on to the next Pin-Hole.

- It may take multiple games to reach the Target Score. In this case, any additional games played will be added to the score accumulated from previous games. There is a Penalty Stroke of +1 if you do in fact need to start a new game.

- Extra Balls will be turned off wherever possible. For any reason if a player earns an extra ball, this will not be counted as an additional Pin-Stroke, but rather as a continuation of the current ball being played.

- If a player passes the Target Score and continues to play subsequent balls of that game, those additional balls will be counted as additional Pin-Strokes on that Pin-Hole.

- Players will alternate "shots" (balls) throughout the entire round.

- PinBrawl Officials will be spot checking groups for accurate scoring. Should any signed scoresheet with a score that doesn't match what the PinBrawl Officials have spot checked during play, the team will be immediately disqualified from the tournament.

	IN
	TOTAL

PLAYER SIGNATURES

PLAYER #1: _____

PLAYER #2: _____