

the Golf Experience



2026 Top Gun Tournament

Round 1: Wolf

Round 2: Stableford

Round 3: TOP GUN Championship

Points will be awarded to individuals based on their finishing position in each of the first 2 rounds*

The top 6 points earners of the first two rounds will compete in the championship match, for a chance to be crowned **TOP GUN** **

The remaining 6 will be drafted into service as wingmen. Each contender will select one wingman to provide support throughout the championship match.

All players will start the championship with a score of Even par (point totals from the first two rounds are erased)

Wingman draft to take place on the deck June 12th , 21:00

Finishing Position	Points Awarded
1	15
2	12
3	10
4	8
5	7
6	6
7	4
8	3
9	3
10	2
11	2
12	1



*Players will card their net score based on assigned handicap. Handicap is 75% of Grint as of 5.15.26

** Total Point ties will be broken by the gaming commissioner after Round 2

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The wolf will always tee off last and choose teams for that hole. He has the option to pick a teammate or go lone wolf. Wolf order has been randomly pre assigned.

The wolf may only pick a teammate **before the next player tees off**, i.e., if the wolf is indecisive on taking the 1st player as a teammate, he forfeits the right to choose player 1 once the 2nd ball is in the air (or topped into the marsh). If a wolf does not choose any of the first 3 tee shots, he must play “**Lone Wolf**”.

Each hole is a new “match” with the opportunity for new teams on each tee box and will be played in a **net-best ball format**.

If a hole is being played **2v2**, the winning pair for that hole will each receive **2 points**.

If the hole is being played **1v3**, the lone wolf will earn **4 points** for a win and the other 3 will earn **2 points** for a win.

Points will be split evenly among all players if a **hole is tied**:

2v2 tie: 1-1-1-1, **1v3 tie:** 2-1-1-1

Each player has one “**hammer**” they can throw (as wolf only). If a hammer is thrown, point values are doubled for that hole. Only the wolf can throw the hammer and it must be thrown before the first tee ball on that hole is struck. Hammer **cannot be thrown** on Holes 17 or 18.

Everyone will be the wolf at least 4x. The player in last place on 17 tee will be the wolf for that hole. Repeat for the 18th hole.



Overall TopGun points will be awarded based on finishing position in wolf across all 3 groups.

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Players earn points based on their own net score relative to par on each hole.

Overall TopGun points will be awarded based on finishing position across all 3 groups.

Net Score	Points
Eagle	5
Birdie	3
Par	2
Bogey	1
Double Bogey	0
Triple or Worse	-1

Note: Overall tournament tiebreaker will be determined using the round 2 scorecard

Each individual's aggregate net score on holes 15,16,17,18 will be used to break any ties when determining the top 6 to compete in the championship match.



the Golf Experience Top Gun Championship



The top 6 points earners after Wolf and Stableford will compete for the title of 2026 Top Gun. This will be known as the Top Flight.

The championship round will be a net stroke play event with a twist. Each golfer in the Top Flight will draft a YG from the bottom 6 to be their wingman.

Draft order will mirror finishing position after 2 rounds. Drafters and their draftee will ride together, meaning in every group there will be two from Top Flight and two wingmen. *At this time the points from Rounds 1 and 2 are erased. All players begin at E par for the Championship match.*

Top Flight golfers will play net stroke play and are allowed to swap out one of their scores for their wingman's score once per 9. If a Top Flight golfer wants to swap scores with their wingman, it must be done and acknowledged before the next tee shots, i.e., a player on hole 4 fairway can't swap hole 3 scores.

Other than one optional score swap per nine, it is straightforward net stroke play for the title of Top Gun.

If there is a tie, the Top Flight golfer with the fewest wingman scores used will earn the tiebreaker.

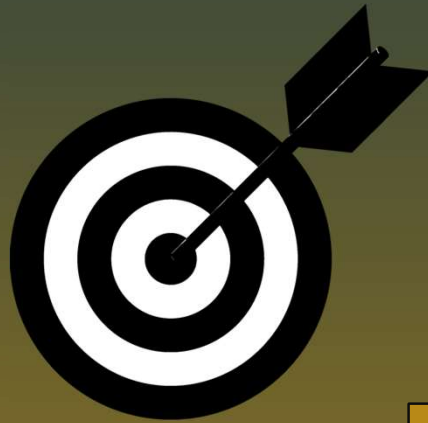


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Par 3 Contest

- Two Par 3s will be designated as money holes each round
- \$10 mandatory buy in per hole
- All players that hit the green in regulation will receive an even share of the pot
- If no player hits a green, that pot will roll over to the next money hole



True Blue

Hole 3: 141 yds

Hole 16: 181 yds

Oyster Bay

Hole 6: 135 yds

Hole 17: 125 yds

Tidewater

Hole 3: 152 yds

Hole 12: 179 yds