

## General Definitions/Rules

1. The 2008 Volkswagen Ultimate Shoot-Out, (VWUSO) is a two-day event.
  - a. Day 1 will take place on Thursday, September 11, 2008 and will be:
    - i. Open for public viewing, courtesy of Canada Place.
    - ii. A full day of Qualification for VWUSO Qualifiers.
  - b. Day 2 will take place on Friday, September 12, 2008 and will be:
    - i. Open for public viewing from 9:00 am until 3:00 pm, courtesy of Canada Place.
    - ii. Strictly ticketed from 3:30 pm onwards. Entrances will be controlled and only those holding tickets or with accreditation passes will be allowed access.
    - iii. Semi-Finals and Finals for the Pacific Cup, Semi-Finals and Finals for the VWUSO.
2. Event is taking place on the Western Promenade at Canada Place.
3. Floating Green will be positioned to the west of Canada Place. The measure from tee to pin will be between 150 and 175 yards. Apx yardage will be posted. VWUSO does not verify the accuracy of the measurement in any way.
4. The Green is constructed with real turf, on a sand base, angled for optimum reception of the ball.
5. Qualifying Spot in a purchased package may be distributed through skill-based competition, draw, auction, ranked selection, or any other contest format, at Package holder's discretion.
  - a. Any competition, draw, auction, selection or contest held by Package holder to award a Qualifying Spot is the sole responsibility of the Package holder, including, but not limited to, obtaining any required license or permit, purchase or rental fees, or additional support materials. Any support offered by Pursuit Productions shall be considered at the request of Package holder and will not imply any partnership between the two organizations.
6. Only one Qualifying Spot may be awarded per person. No individual, through any means, may claim more than one Qualifying Spot. Should an individual who already holds a Qualifying Spot be awarded a second Qualifying Spot, that second Qualifying Spot will be considered null and void by Pursuit Productions unless it is re-awarded, or transferred to another person.
  - a. A Qualifier for the VWUSO may also compete in the Pacific Cup team competition.
  - b. No individual may compete on two different teams within the Pacific Cup team competition.
7. Once registered, Qualifying Spots may not be transferred without prior consent of Pursuit Productions. Any person attempting to use a Qualifying Spot that has not been properly registered *may be denied*.
8. No Qualifying Spot may be transferred on the competition days.
9. USO Qualifiers must be available for both Day 1 and Day 2. Any Qualifier that advances from Day 1 to Day 2, but is unavailable on Day 2 will forfeit that spot. No Substitutions may be made.
10. Pacific Cup Challengers must be available from 9:00 am onwards on Sept 11<sup>th</sup>.
11. All Guests are limited as per hospitality package. Additional tickets may be available for public sale.
12. In the event of circumstances beyond our control, ie unplayable weather (as declared by the Director of Golf), Act of God, or emergency requiring abandonment of the area, the event will be announced as Cancelled, and no Winners or Runner Ups will be declared. No makeup or further rounds will be scheduled, and no prizes distributed.
13. No refunds will be issued in event of Cancellation, or if golfer is unable to start or complete rounds.

## Ultimate Shoot-Out Rules

1. All Qualifiers will be placed in Qualifying Groups once they have registered. Qualifiers will be able to request the Group they wish to qualify in on a first-come-first-served basis.
  - a. Requests do not guarantee placement. As all Groups must be of roughly equal numbers, placement will be carried out by Pursuit once all Qualifiers are registered, or September 8 2008, whichever is earliest. All Qualifiers will be notified either by email and or the draw is available on the [www.ultimateshootout.ca](http://www.ultimateshootout.ca) website later than September 9, 2008 at 12:00 pm with their confirmed Qualifying Group. It is up to the qualifier be aware of the time, and VWUSO takes no responsibility for missed late or missed spots.
  - b. Registration for each Group will commence 60 minutes prior to Group's Start Time, on the western deck of Canada Place. Groups will be identified as follows:
    - i. Group A 9:00 am start
    - ii. Group B 11:15 pm start
    - iii. Group C 1:30 pm start
  - c. All times PDT and subject to change at the discretion of Pursuit.
  - d. Qualification will take place on Thursday , September 11, 2008.
  - e. Qualifiers who miss their assigned Start Time/Qualifying Group may be placed in subsequent Groups, provided there is room, at the discretion of Pursuit. Missing assigned Start Time/Qualifying Group could result in disqualification from competition.
2. All rulings are final and are not subject to arbitration.
3. Qualifiers will tee off from a standard driving range mat and tee. All Qualifiers will tee off from the exact same distance, regardless of ability level or gender.
4. A ball will be considered to be IN PLAY if the ball ends up on the barge supporting the Floating Green, including the defined grass of the Green, the rough grass surrounding the green, or any sand trap located on the green.
5. A ball will be considered to be OUT OF PLAY if the ball ends up in the water, in any boat attached to the barge, or on either of the two defined CREW platforms at the rear of the barge. Any ball that strikes the Green or barge but does not come to rest on the Green or barge and instead rolls or bounces off of the barge and into the water will be considered to be OUT OF PLAY.
6. Closest to the pin shall be defined as a ball IN PLAY, where the defined grass of the green ( defined by the shortest grass area on the Barge and generally considered to be the putting surface), shall always take precedence over any other ball IN PLAY, regardless of that balls position to the pin- specifically the Sand Traps and Rough. The pin shall be defined as the golf hole on the Green which a golf stick and flag are attached.

### QUALIFICATION - ROUND 1 - HIT THE GREEN (To be carried out for each Group)

7. Once all Qualifiers within a Group have signed in, a random draw will be made to determine the actual order of play. Order lists will be posted in the Golfer Warmup Area adjacent to the Playing Field, and USO Crew will notify Qualifiers as their turn approaches.
8. Each golfer will be given 60 seconds *from the time their name is announced* to approach the tee, set their shot, and hit up to 3 balls. If any one of the balls is IN PLAY, that golfer goes through to ROUND 2 - THE MEASURED SHOT. The golfers will be called in order to a waiting/warmup area, and will be called to the tee by the starter.

9. If all 3 of a golfer's balls are OUT OF PLAY, that golfer will be considered ELIMINATED from the competition.
10. A shot clock will be in view of the golfers, to provide the countdown.
  - a. Any shot taken *before* the 60 seconds has expired will be counted, regardless of whether or not the shot has yet landed.
  - b. Any shot taken after the 60 seconds has expired, will not be counted.
11. If less than 10 golfers qualify for ROUND 2, then all ELIMINATED golfers for that grouping will be randomly drawn, for a chance to hit *one more ball* to qualify. That shot must be taken within 60 seconds of the golfer's name being drawn. As soon as the 10th golfer is filled through this random selection process, ROUND 1 for that Group will be declared complete.

## QUALIFICATION - ROUND 2 - MEASURED SHOT (To be carried out for each Group)

12. ROUND 2 will occur provided there are more than 10 golfers who have qualified from ROUND 1.
13. Immediately following any Group's ROUND 1, ROUND 2 for that Group will commence. The same randomly selected order from ROUND 1 will be followed for all Qualifiers still in competition.
14. Each golfer will have 60 seconds *from the time their name is announced* to approach the tee, set their shot, and hit 2 balls. The shot which is closest to the pin will be measured, and that measurement will be recorded by the SCORER. The standard rules of golf will apply, where a ball sitting on the GREEN will be determined to be closer to the pin, than a shot in the ROUGH/SAND. (see above)
15. The 10 Qualifiers whose best shots are the closest to the pin will become the Finalists for that Group and will go directly to the USO Finals.
16. If less than 10 golfers qualify from ROUND 2, then all eliminated golfers within ROUND 2 for that Group will be randomly drawn, for a chance to hit one more ball to qualify. That shot must be taken within 60 seconds of the golfer's name being drawn. As soon as the 10th golfer is filled through this random selection process, ROUND 2 for that Group will be declared complete.
17. A maximum of 10 golfers will be chosen for the US Finals from each group – to a maximum of 30 golfers.

## USO FINALS

18. All FINALISTS should be back at the competition site at Canada Place by no later than 4:00 pm on Friday, September 12, 2008. All Finalists must check in at this time to confirm that they are present, and to receive their finalist's shirts etc.
19. A total of 30 Finalists will have qualified through the process outlined above for the USO FINALS. Starting order will once again be determined by random draw once all Finalists have checked in.
20. A RANDOM Draw will take place for all golfers who took part in Day 1 and 2 golfers from each group will be selected to take place in the finals- regardless of how they did on Day 1. Six golfers will be chosen at random - 2 from each Qualifying group. Those golfers must be present at 4:00 pm in order to be eligible to participate in the Finals. If they do not present themselves within 2 minutes of being called—then another draw will take place.

## FINALS - ROUND 1

21. Each of the 30 Finalists (plus 6 random draws) will be given 60 seconds *from the time their name is announced* to approach the tee, set their shot, and hit 2 balls. If at least one ball remains IN PLAY, that golfer will remain in the competition. If not they will be eliminated from further play.
22. If no balls are IN PLAY from any Finalist in ROUND 1 all Finalists will be given the chance to hit in ROUND 2.
23. If only one Finalist is IN PLAY, they will be declared the 2008 VOLKSWAGEN ULTIMATE SHOOT-OUT, VANCOUVER CHAMPION, and all other Finalists will progress to ROUND 2 to determine SECOND and THIRD place winners.
24. The FIRST SHOT OF ROUND 1 of the FINALS, for each Finalist, will qualify for the Hole in One prize of \$1 million.
  - a. If a Finalist's second shot scores a Hole In One, no prize will be awarded.
  - b. If more than one finalist scores a Hole in One with their first shot in the Finals- Round 1- then those people shall compete in a shoot-out with one ball each. The closest to the Pin (as defined above) shall be named the winner and eligible for the \$1 million prize.

## FINALS - SUBSEQUENT ROUNDS

25. All remaining Finalists (in the same starting order), will take ONE shot within 60 seconds *from the time their name is announced*. If that ball remains IN PLAY the competitor remains in the Competition, and they continue to the next round. If that ball is OUT OF PLAY, that competitor will be eliminated.
26. If in any Round no balls remain IN PLAY all Finalists from that Round will be reinstated and progress into the next Round.
27. If at the end of any Round, only 1 Finalist remains, the following will occur:
  - a. The one Finalist who is IN PLAY will be declared the 2008 VOLKSWAGEN ULTIMATE SHOOT-OUT, VANCOUVER CHAMPION.
  - b. If only one Finalist was eliminated, that Finalist will be declared the SECOND PLACE WINNER.
  - c. If more than one Finalist was eliminated, all eliminated Finalists from that Round will immediately compete in a Sudden Death KP Round to determine a SECOND and THIRD PLACE WINNER, where each competitor will have 60 seconds *from the time their name is announced* to hit 1 ball, and the competitor whose shot is Measured Closest to the Pin will be declared the SECOND PLACE WINNER, and the Finalist whose shot is Measured second Closest to the Pin will be declared the THIRD PLACE WINNER.
28. If at the end of any Round only 2 Finalists remain, the following will occur:
  - a. If only one Finalist was eliminated, that Finalist will be declared the THIRD PLACE WINNER.
  - b. If more than one Finalist was eliminated, all eliminated Finalists from that Round will immediately compete in a Sudden Death KP Round to determine a THIRD PLACE WINNER, where each competitor will have 60 seconds *from the time their name is announced* to hit 1 ball, and the competitor whose shot is Measured Closest to the Pin will be declared the THIRD PLACE WINNER.
29. It will remain at the discretion of the Director of Golf to substitute further elimination rounds in place of Sudden Death KP Rounds based on considerations of time, light, weather conditions, etc.

## **DECLARATION OF SUDDEN DEATH**

30. Any time after 3 Final Rounds, the Director of Golf may declare a Sudden Death. This will be declared based on considerations of time, light, weather conditions, etc. A Sudden Death Round may also be declared if any set of Finalists has stayed constant, without elimination, for 3 Rounds or more.
31. Sudden Death may be declared to determine all three top WINNERS, or simply to narrow the field of Finalists down to a smaller number. This will remain at the discretion of the Director of Golf.
32. The Sudden Death Round will be determined by each remaining Finalist taking ONE measured shots and attempting to be closest to the pin.

## USO Competitor Guidelines

33. In order to be eligible to compete, each Qualifier must be:
  - a. 19 years of age, or older
  - b. an amateur golfer
  - c. a resident of Canada
  - d. *not* employed by Volkswagen, or have immediate family employed by Volkswagen
34. Golfers must supply their own clubs, and are responsible for the care and custody of them at all times during the competition. Please bring adequate clubs to account for varying conditions.. USO does not take any responsibility for the loss or damage to any personal effects of Qualifiers/Competitors.
35. All golf balls will be provided by the USO.
36. For Qualification, there are no restrictions on clothing styles.
37. For Finalists:
  - a. USO will supply all Finalists with shirts which must be worn during the Finals
  - b. USO will supply all Finalists with hats which may be worn during the Finals
    - i. No other head-gear may be worn during the Finals other than that supplied by USO except for religious reasons.
  - c. Pants/shorts or skirts for women are acceptable. No short-shorts are allowed. No branding or logos other than manufacturing logos will be accepted. No jeans will be allowed.
38. Warm-up mats and nets will be provided in the Golfer Warm-up Area adjacent to the Playing Field. Golfers will be held to certain time limits.
39. All placements and draws are final. No substitutions or alternates are allowed.
40. All participants agree that their names/pictures and likeness can be used in any promotion/telecast by the Ultimate Shoot-Out, Pursuit Productions, Volkswagen Canada or their successors, without compensation.
41. All participants must sign a waiver releasing the Pursuit Productions from claims except in the event of negligence or liability.
42. All rulings made by the Director of Golf and/or Pursuit Productions are final.
43. Champion, Second Place and Third Place Winners shall agree to participate in at least one follow-up promotion activity (i.e. photo-shoot) in/around the Vancouver region at no cost to Pursuit Productions.
44. Champion, Second Place and Third Place Winners shall agree to participate in a “ceremonial” prize acceptance immediately following the event.
45. Upon being declared, Champion prize shall be as follows:
  - a. A new Volkswagen automobile, defined as choice of:
    - i. 2008 Passat 4-Door Sedan 2.0T
  - b. Champion’s choice of colour
  - c. Where it is also understood that:
    - i. All license fees and insurance coverage will be the responsibility of the Champion
    - ii. No cash equivalent values are applicable in the case that the Champion chooses not to accept the vehicles listed or a lesser vehicles/features/options than those listed above.

- iii. Should the Champion choose additional vehicle features/options, beyond those listed above, then these values will be the responsibility of the Champion, plus all related fees and taxes.
  - iv. The prize being offered by VW Canada has no exchange cash value and cannot be exchanged for any other vehicles other than those indicated above.
  - v. Selected vehicle to be picked up at an authorized Volkswagen dealership in the province of British Columbia.
  - vi. Prize vehicle has estimated MSRP of \$27,475 CDN, where MSRP is understood to include all dealer preparation and freight, choice of vehicle colour, local/dealer fees and provincial and federal taxes.
46. Upon being declared, Second Place prize shall be as follows:
- i. Hockey trip for two to New York, NY which includes:
    - 1. Airfare and two nights accommodation in New York, NY
    - 2. Owner's suite tickets for a premium New Jersey Devils game at the Prudential Center in Newark, NJ
  - ii. Date and time arrangements to be made with Pursuit Productions
47. Upon being declared, Third Place prize shall be as follows:
- a. A set of TaylorMade clubs
48. Hole-in-One Winner (as per rules above) will receive a \$1,000,000 CDN prize to be paid in equal annual installments over a period of 40 years.
49. Champion and Third Place Winner shall be responsible for all costs of storage/insurance/delivery and care/custody of their prizes, which will be made available no later than October 1st, 2008, at locations in and around the Vancouver area.
50. Pursuit Productions does not warrant the Vehicle or Golf Clubs. Warranties will be assumed by Volkswagen Canada and TaylorMade, as applicable.
51. Champion, Third Place Winner and Hole in One Winner shall be responsible for all taxes, levies or other fees where applicable in relation to any prize awarded by the Pursuit Productions.

## Pacific Cup Team Rules

1. The Pacific Cup is a team event taking place as a part of the 2008 Volkswagen Ultimate Shoot-Out, Vancouver, on September 12<sup>th</sup>, 2008 at Canada Place, as such:
  - a. A maximum of 32 teams will be entered in the competition.
  - b. There must be 4 golfers per team.(no player on a team shall play as 2 “spots”)
  - c. All golfers must be at least 19 years of age and have amateur status.
  - d. Competition will begin promptly at 9:00 am on September 12<sup>th</sup>, 2008.
  - e. Teams must pre-register no later than September 8<sup>th</sup>, 2008, and must check in to compete. Checkin will take place one hour before each group slot.
  - f. There will be three groups – 9:00 am, 11:30 am and 2:00 pm. Team group times will be posted on the [www.ultimateshootout.ca](http://www.ultimateshootout.ca) website by September 9<sup>th</sup> at 12:00 noon.
  - g. Once Teams have checked-in, no substitutions may be made throughout the course of the day. All Team Members must be available for the duration of play.
2. Event is taking place on the Western Promenade at Canada Place.
3. All rulings are final and are not subject to arbitration.
4. Competitors will tee off from a standard driving range mat and tee. All Qualifiers will tee off from the exact same distance, regardless of ability level or gender.
5. A ball will be considered to be IN PLAY if the ball ends up on the barge supporting the Floating Green, including the defined grass of the Green, the rough grass surrounding the green, or any sand trap located on the green.
6. A ball will be considered to be OUT OF PLAY if the ball ends up in the water, in any boat attached to the barge, or on either of the two defined CREW platforms at the rear of the barge. Any ball that strikes the Green or barge but does not come to rest on the Green or barge and instead rolls or bounces off of the barge and into the water will be considered to be OUT OF PLAY.
7. Closest to the pin shall be defined as a ball IN PLAY, where the defined grass of the green ( defined by the shortest grass area on the Barge), shall always take precedence over any other ball IN PLAY, regardless of that balls position to the pin- specifically the Sand Traps and Rough. The pin shall be defined as the golf hole on the Green which a golf stick and flag are attached.

### QUALIFICATION - ROUND 1 – 32 TEAMS

8. Teams will compete in order as selected by Random Draw once all teams have checked in.
9. Each team will be given 4 minutes *from the time the team is called* for each team member to approach the tee, and take 3 shots (12 shots total),
  - a. Any shot taken *before* the 4 minutes has expired will be counted, regardless of whether or not the shot has yet landed.
  - b. Any shot not taken before the 4 minutes has expired, will not be counted.
10. During Round 1, the all balls shall count for Points. The points shall be
  - a. In the water = 0 points
  - b. In the Rough or Sand Traps = 2 points
  - c. On the Green = 5 points
  - d. Hole In One = 100 points

11. The 16 Teams which score the highest will move on to Round 2 (The Semi-Finals).
12. In the event that a tie-breaker is required, each tied team will be given 60 seconds to hit two balls,
  - a. Teams can choose any one or two players from their team to hit the tie-breaker balls.
  - b. Same scoring method as above applies –except only 2 balls count.
  - c. Top required teams move on to Round 2.

## **SEMI-FINALS - ROUND 2 – 16 TEAMS**

13. Teams will compete in order as selected by Random Draw immediately following the conclusion of Round 1 Qualification.
14. Each team will once again be given 4 minutes *from the time the team is called* for each team member to approach the tee, and take 3 shots (12 shots total),
  - a. Any shot taken *before* the 4 minutes has expired will be counted, regardless of whether or not the shot has yet landed.
  - b. Any shot not taken after the 4 minutes has expired, will not be counted.
15. During Round 2 all 12 shots will be counted for points as above.
16. The 8 Teams which score the highest will move on to Round 3 (The Finals).
17. In the event that a tie-breaker is required, each tied team will be given 60 seconds to hit two balls,
  - a. Teams can choose any one or two players from their team to hit the tie-breaker balls.
  - b. Same scoring method as above applies.
  - c. Top required teams move on to Round 3.

## **FINALS - ROUND 3 – 10 TEAMS**

18. Finals will take place starting at roughly 5:30 pm on September 12, 2008. 8 Teams will have qualified during the Semi-Finals, leaving two space open for a Wild Card Team:
  - a. All eliminated Teams will be eligible for the Wild Card draw, provided that all four Team Members are present and available immediately when the draw takes place. (within 2 minutes)
  - b. If a Team is drawn but all four Team Members are not present and available immediately, that Team will be disqualified from the Wild Card position and a new Team will be drawn until such a point as the two Wild Card positions are filled.
19. As soon as the Wild Card position have been filled, a Random Draw will be made to determine order of play.
20. Each Team will once again be given 4 minutes *from the time the team is called* for each team member to approach the tee, and take 2 shots (8 shots total),
  - a. Any shot taken *before* the 4 minutes has expired will be counted, regardless of whether or not the shot has yet landed.
  - b. Any shot not taken before the 4 minutes has expired, will not be counted.
21. During all Final Rounds all shots will be counted for points as above.
22. The 4 Teams which score the highest will move on to Round 4.
23. In the event that a tie-breaker is required, each tied team will be given 60 seconds to hit two balls,
  - a. Teams can choose any one or two players from their team to hit the tie-breaker balls.
  - b. Same scoring method as above applies.
  - c. Top required teams move on to Round 4.

## FINALS - ROUND 4 – 4 TEAMS

24. Each Team will once again be given 4 minutes *from the time the team is called* for each team member to approach the tee, and take 2 shots (8 shots total),
  - a. Any shot taken *before* the 4 minutes has expired will be counted, regardless of whether or not the shot has yet landed.
  - b. Any shot not taken before the 4 minutes has expired, will not be counted.
25. The 2 Teams which score the highest will move on to Round 4.
26. In the event that a tie-breaker is required, each tied team will be given 60 seconds to hit two balls,
  - a. Teams can choose any one or two players from their team to hit the tie-breaker balls.
  - b. Same scoring method as above applies.
  - c. Top required teams move on to Round 4.

## FINALS - ROUND 5 – 2 TEAMS

27. Each Team will once again be given 4 minutes *from the time the team is called* for each team member to approach the tee, and take 1 shot (4 shots total),
  - a. Any shot taken *before* the 4 minutes has expired will be counted, regardless of whether or not the shot has yet landed.
  - b. Any shot not taken before the 4 minutes has expired, will not be counted.
28. The Team which scores the highest will be declared the Pacific Cup Team Champion.
29. In the event that a tie-breaker is required, each team will be given 60 seconds to hit two balls,
  - a. Teams can choose any one or two players from their team to hit the tie-breaker balls.
  - b. Same scoring method as above applies.
  - c. Top team will be declared the Pacific Cup Team Champion.
30. Upon being declared, First Place prize shall be as follows:
  - a. The Ultimate Sea-To-Sky Golf Getaway trip for Four, which will include
    - i. Air transportation for four from Vancouver to Victoria
    - ii. 18 Holes of Golf for Four at Bear Mountain Golf & Country Club
    - iii. Dinner for Four at Panache Restaurant
    - iv. Helicopter for Four from Victoria to Downtown Vancouver
    - v. Accommodations (based on double-occupancy)
  - b. Date and time arrangements to be made with Pursuit Productions
30. Upon being declared, second Place prize shall be as follows:
  - i. Vancouver Canucks package that includes:
    1. Dinner
    2. 4 Canucks tickets
    3. Authentic Roberto Luongo signed memorabilia piece

## Pro Shoot Out Challenge

- 1.0 To be considered a Pro- the player must have RCGA recognized certification.
- 2.0 The Pro's must be registered with the Ultimate Golf Shoot-Out prior to Sept 10, 2008.
- 3.0 A maximum of 16 pro's will be entered in the competition.
- 4.0 The competition will take place between 16:00 and 18:00 on Sept 12, 2008 (depending on timing). All pro's must be in available no later than 16:00.
- 5.0 The winner will received a cheque in the amount of \$2500
- 6.0 The competition will be head to head based on random draw.
- 7.0 Each competitor will receive 3 balls- the closest to the pin of any of these shots, shall be declared the winner, and the winner shall advance to the next round.
- 8.0 Event is taking place on the Western Promenade at Canada Place.
- 9.0 All rulings are final and are not subject to arbitration.
- 10.0 Competitors will tee off from a standard driving range mat and tee. All Qualifiers will tee off from the exact same distance, regardless of ability level or gender.
- 11.0 A ball will be considered to be IN PLAY if the ball ends up on the barge supporting the Floating Green, including the defined grass of the Green, the rough grass surrounding the green, or any sand trap located on the green.
- 12.0 A ball will be considered to be OUT OF PLAY if the ball ends up in the water, in any boat attached to the barge, or on either of the two defined CREW platforms at the rear of the barge. Any ball that strikes the Green or barge but does not come to rest on the Green or barge and instead rolls or bounces off of the barge and into the water will be considered to be OUT OF PLAY.
- 13.0 Closest to the pin shall be defined as a ball IN PLAY, where the defined grass of the green ( defined by the shortest grass area on the Barge), shall always take precedence over any other ball IN PLAY, regardless of that balls position to the pin- specifically the Sand Traps and Rough. The pin shall be defined as the golf hole on the Green to which a golf stick and flag are attached.

