

Thanks to Julian Walfridsson and GC WU for helping to put the first guide together. Also to KK for her permission to use some initial Nordic set ups, I have tweaked some of the shots with help from Julian.



PYRO KINGS

**Tour 9 shootout guide-
New holes beta**

Throughout this guide you will see the Pyro Kings symbol in the middle of the wind arrow. If you click on that symbol it will take you to a playlist of replays of that hole in different wind conditions.



TW=Tailwind	HW=Headwind
XW=Crosswind	LS=Left Spin
RS= Right Spin	TS=Top Spin
BS=Back Spin	NMT=No Move Target
BG=Ball Guide	C=Confirmed Shot
R=Recording Available	CR = Confirmed and recorded
UP=Underpower	OP=Overpower

Pyro Kings is a relaxed friendly clan that is usually in Master 3 or C100. We have a second clan too which is even more relaxed where points do not matter as much, however both clans have the same support mechanisms and chat groups including hole chats. If you are interested in joining the clan, please contact Damien GC or me (Focet Buk) through FB or Messenger.

V6 Beta: added initial views of new holes - shots still being tested

Pull Angles. Shot Power and adjusting to higher or lower points

Pull angles

This isn't always pointed out in the guide, but when there is a XW with TW, we will usually favour a pull angle that takes us more towards the tee. Conversely, if there is a XW with HW we'll use a pull angle that takes us away from the tee. On some holes this does not matter, however, on others, where we need to be precise with the landing spot, e.g. Milano 3, this can be critical. If you find yourself missing the landing spot this will usually be the reason. I've linked an example... hit the Pyro kings image to take you there. You will see my pull angle is what is called 12:01, which means as I adjust I am moving closer to the tee, meaning any additional TW push I encounter should be compensated for. I then shouldn't miss the rough.

Shot power and adjusting to higher or lower points.

Another issue you may face is adjusting to a higher point or lower point. Sometimes we have taken this into account in the shots we have set up. However, others we can't because it depends on the strength of the wind as to whether you'll end up at a higher or lower point. In the example given, we actually end up at a higher point. Due to the mechanics of the game, this means that the ball will travel further than you intended. Therefore, on that shot I underpowered it slightly too. The opposite happens when we adjust to a lower point. I.e. the ball travels a shorter distance, so to compensate we would either overpower slightly or push up slightly before we take our shot. If you find you are missing shots, watch my replays back to see if I am using a pull angle and/or over or underpowering slightly.



Clickable links to each shootout hole. Double click to jump to that slide.

Acacia
Hole 3 (3C)



Parc de Paris
Hole 2 (3b)



Nordic Fjords
Hole 2 (3)



Acacia
Hole 5 (3)



Parc de Paris
Hole 4 (3c)



Nordic Fjords
Hole 4 (3b)



Acacia
Hole 7 (3b)



Parc de Paris
Hole 8 (3)



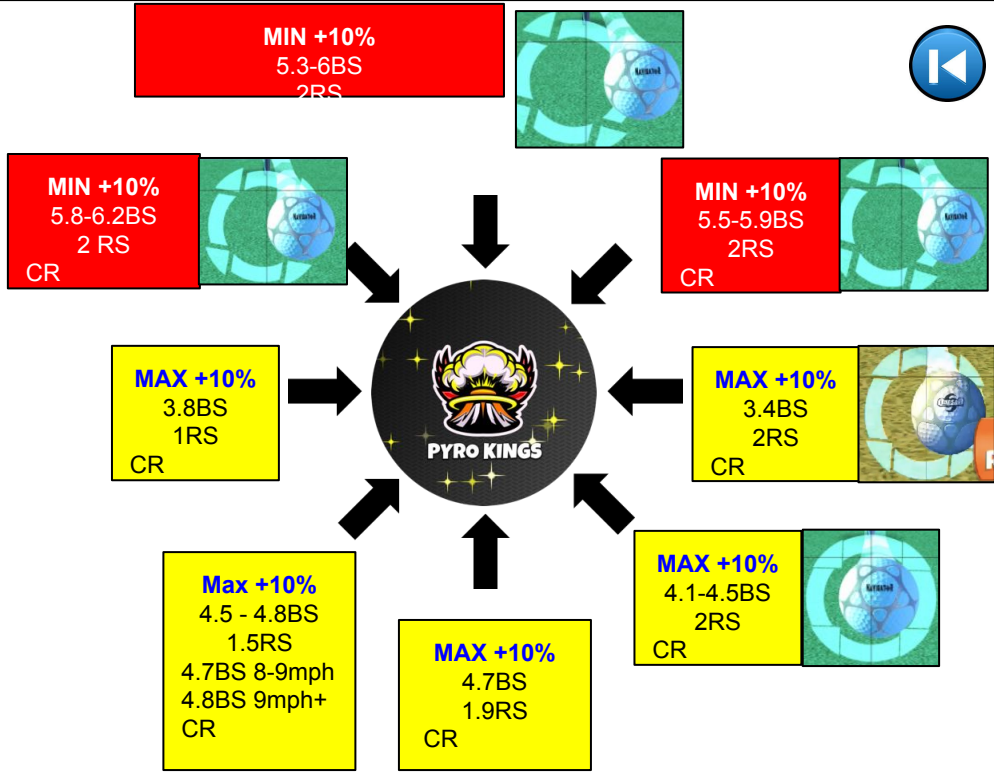
Nordic Fjords
Hole 7 (3c)



Acacia Hole 3 (3c)

We play this with a Thors Hammer/Apoc 6+ in headwind or a Sniper in any other wind. In tailwind the intention is to have the ball guide tip looking like it doesn't quite reach the green. In XW the ball guide should be on the green... XW pointing towards 9pm, then the ball guide should be going closer to pin high.

For the headwind shots use the spins suggested, however, in high winds (10mph +, you may need to reduce these slightly) e.g 13 wind use 5.3



Approach

**Thors Hammer/Apoc 6+
Min +10% (P1)**

Blue ring (TH6) by the rough at min distance.
If using P3 ball pull back 2.2 rings after adjusting. Curl as per instructions

**Sniper
Max +10% (P1)**

Blue ring touching rough at max distance P1 +5yd marker

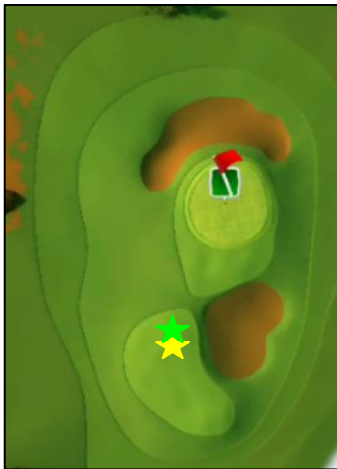



Important:
Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

Acacia Hole 5 (3)

There are many ways to play this hole, but I have found this method by far the most consistent and regularly used to HIO this. .

If your adjustment is taking you into the bunker, you need to push up 1.5 rings if it takes you to a high point in the bunker, or 3 rings if it takes you to a low point

**1:1
1BS
2RS**
Baby left curl
CR

**1:1
1BS
2RS**

**P3 min +10% elevation
1BS
2RS**
Push up 1.7 to 3 rings before adjusting into the bunker
CR

**P3 min +10%
2BS 2RS**
Ball guide short of hole by two squares and left 1 square CR

**P3 min +10%
2BS 2RS**
Push up 2 to 3 rings before adjusting into the bunker.
CR

**25% Slider +10%
2.8-3BS
2RS**

**25% +10%
2.8-3BS
2RS**

**P3 min +10%
2BS
2RS**
BG short of hole by 1.5 squares -
UP always when wind > 10
CR



Approach

Sniper

Landing position:
Apply spin, ball guide will usually be going to the hole (not through the hole).

Adjust as per instructions



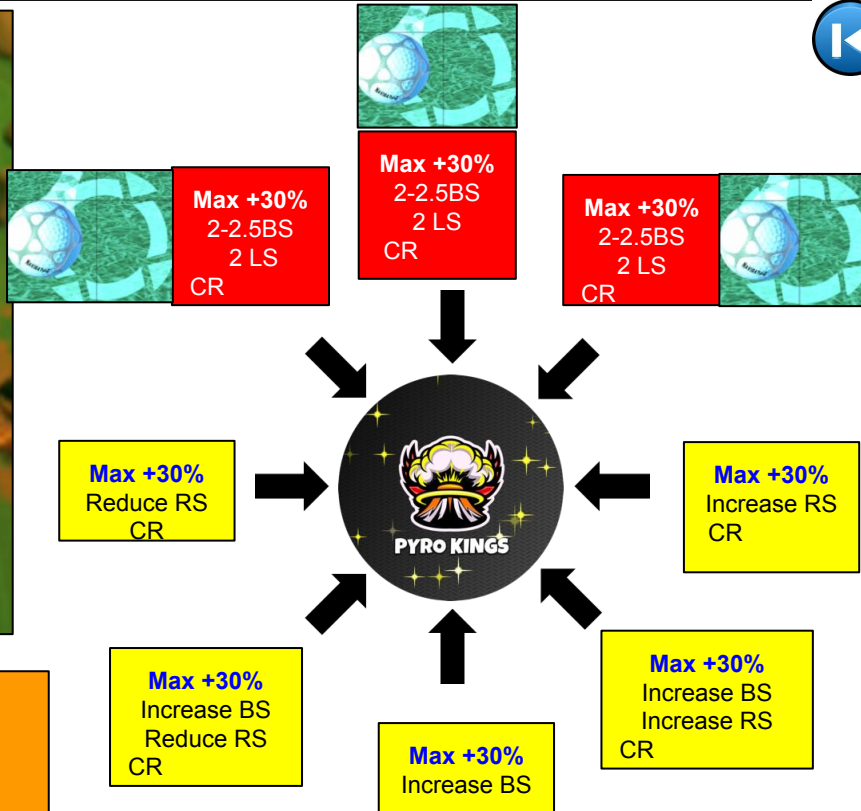
Approach

In these winds we push up 10 rings from min. Apply spin BG will be going towards the hole but short.



Acacia Hole 7 (3b)

One of the most hated par 3s in the game. That is because the secondary wind effect is huge here. With the Yellow shot, we always start with our spin 4 backspin and 1 right spin and have our ball guide going to the hole. From this position we apply counterspin, to counter the secondary wind push on the ball, See Approach for guidance on spin adjustments.



Approach

Max +30% Sniper

Second bounce will just be on the green

HW >9 = 1.5-2BS
HW <9 = 2-2.5 BS.
2 LS always.

Max +30% Sniper

Steps:

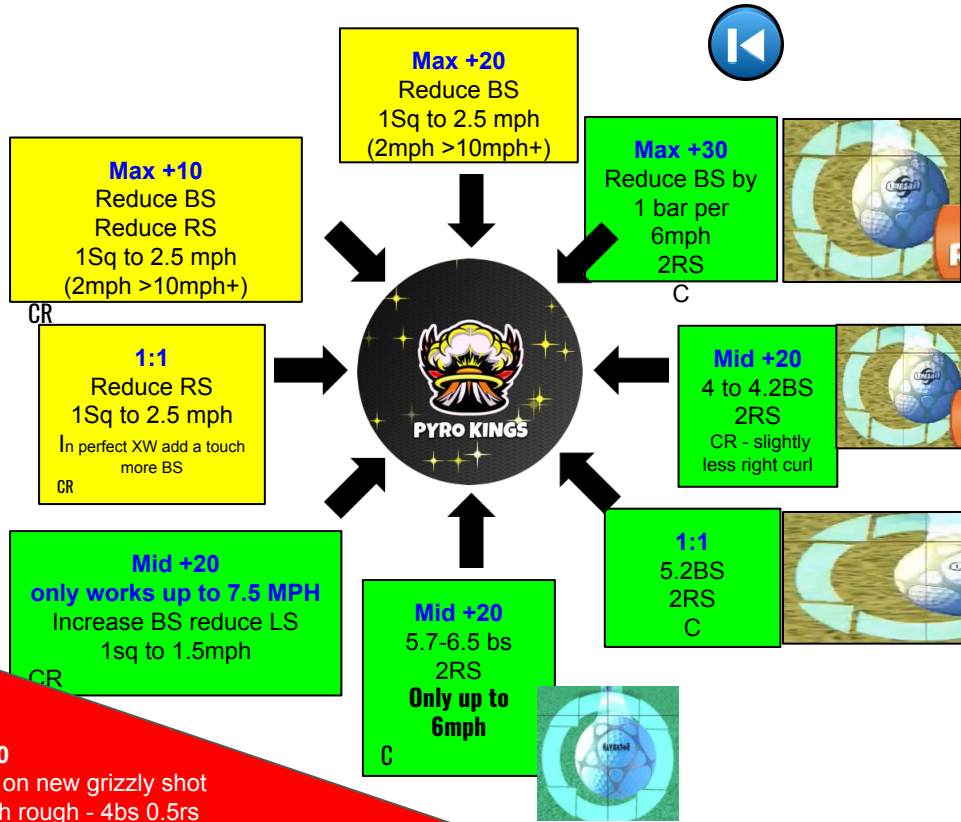
- 1: Start with 4bs 1rs** ball guide will be glitchy but take the option before the hole
- 2: Apply counterspin,**
 - 1 bar SS = 12MPH
 - 1 bar BS = 5MPH
- 3: Adjust Max plus 30%**



Important:
Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

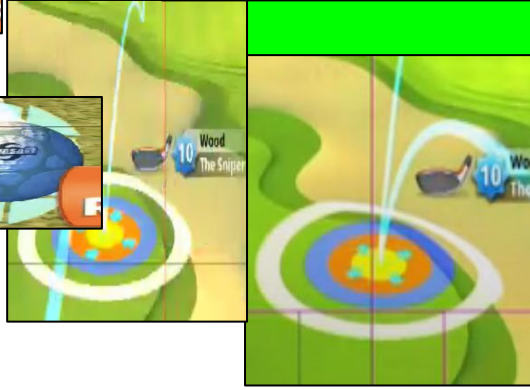
Parc de Paris 2 (3b?)

This hole is a WIP Yellow shots are fine, however Green shots are still being heavily worked on, so play with risk.



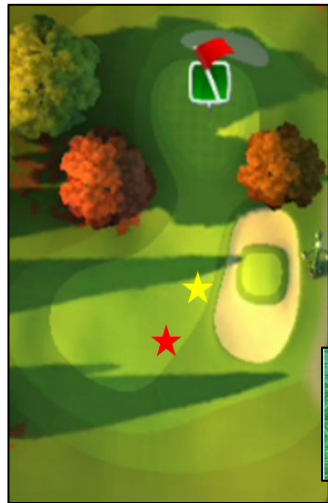
Approach

Sniper	Sniper
Start with 4.2rs and get this position ball guide g to the hole	Landing position: Apply spin, ball guide will usually be going to the hole (not through the hole). Adjust as per instructions



Max + 20
Working on new grizzly shot
bull touch rough - 4bs 0.5rs
push up 11 G9 and 13.5 g6-8.

Parc de Paris 8 (3)



Max +10
Reduce BS by 0.5 bars per 10mph wind
Increase LS
If wind>9 Underpower a touch
CR

Max +10
Reduce BS by 0.5 bars per 8mph
CR

Max +10
Reduce BS by 0.5 bars per 10mph wind,
increase RS to offset right
CR

Mid no elevation
Increase RS
use 1 green square to 6 MPH
CR

1:1
Increase BS by 0.3 bars for every 5mph.
Offset right of hole 1sq per 4mph
CR

1:1
Increase BS by 0.5 bars for every 4mph

1:1
Around 2.1BS
2LS
Baby Left
Curl- increase curl if over 8mph
CR

1:1
2.5-2.6BS
2LS
CR



Approach

Sniper - Adjustment Varies

Initial spin will be around 3 BS 1.1LS

Sniper 1:1

Orange ring by rough, white ring touching bunker and top of white ring just before the shadow

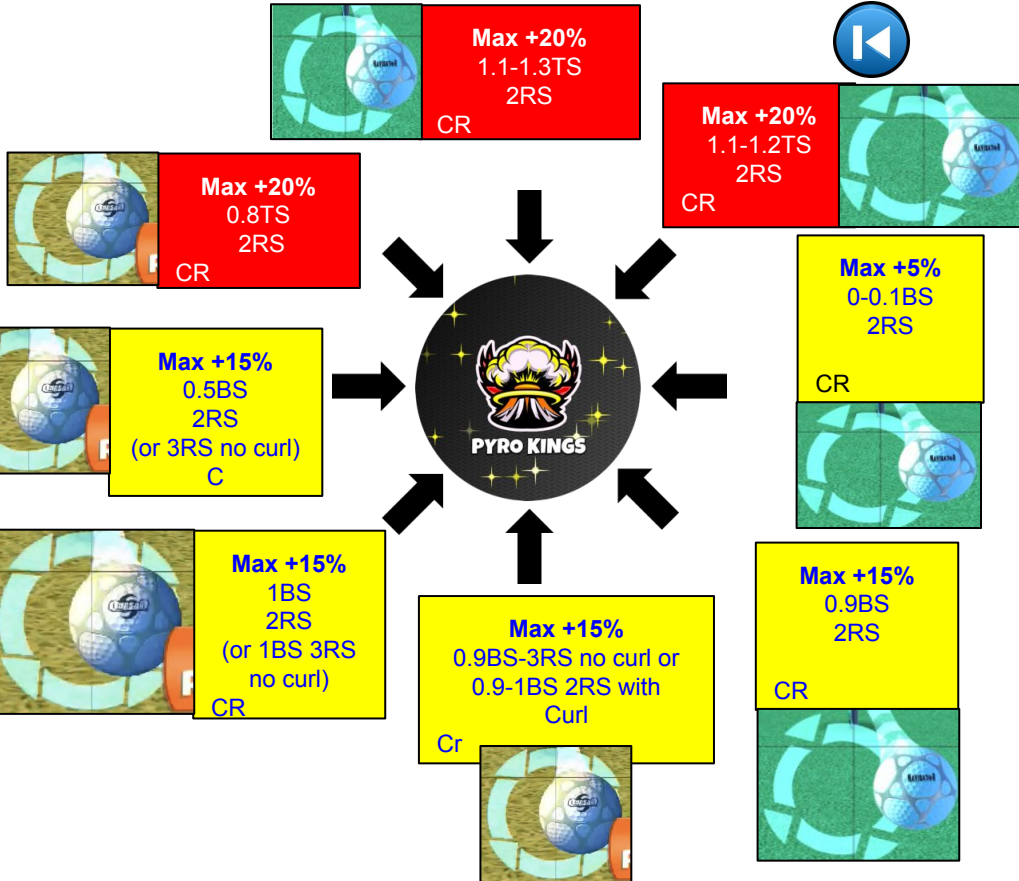
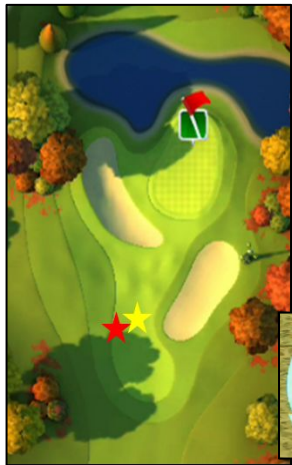


Important:

Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

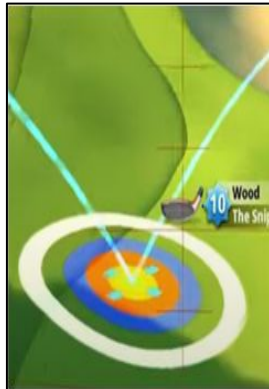
Parc de Paris 4 (3c)

There is a funnel we are trying to hit here



Approach

Sniper	Sniper
Landing position: Orange Ring touching rough on left and bottom of the shadow.	Landing position: White ring almost touching the rough on the right 1/2 clear ring in the shadow



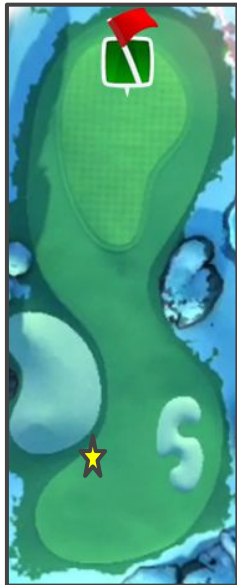
Important:
Use Power 1 ball and
Sniper 10 settings
regardless of the ball
power and sniper level
you are using.

Nordic 2 (3)

Thanks to KK for the basis of the set ups on the Nordic holes as they are used (with permission) from KK's guide. The replay link on the right will take you to KK's Youtube where she has a full breakdown of the hole.

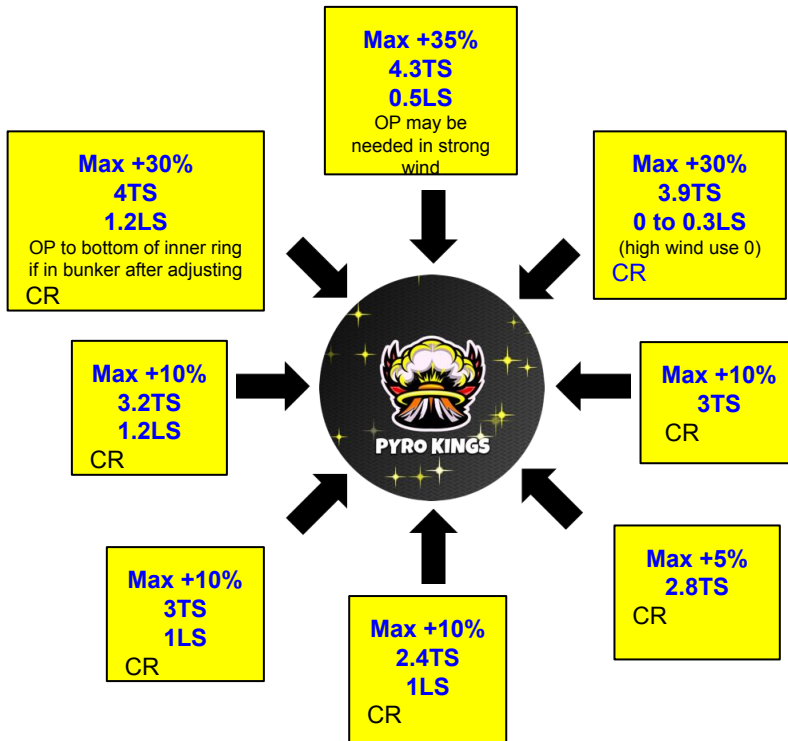


Here we look for the point where the ball guide flickers from short (before the green) to long



Important:

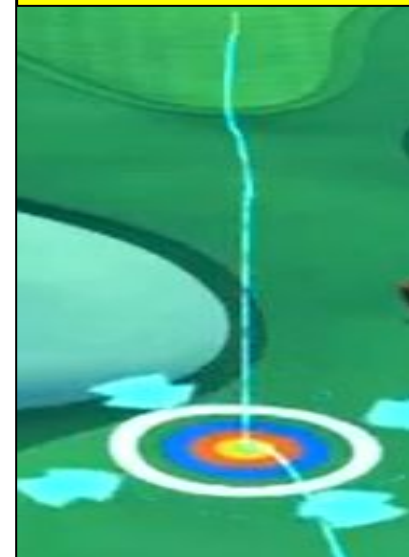
Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.



Approach

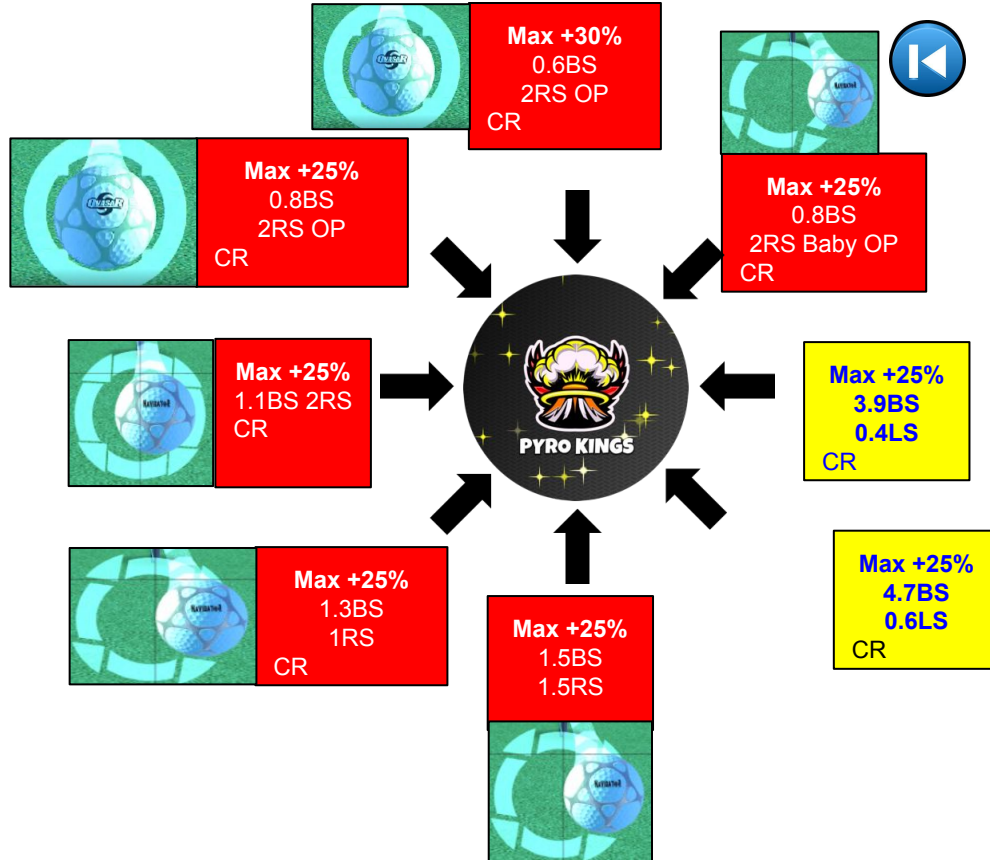
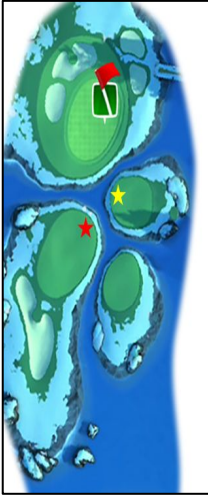
Sniper: Elevation and spin varies.

White ring touching the rough near the bunker. Screenshot shown is before spin is applied



Nordic 4 (3b)

Thanks to KK for the set up on the Nordic holes as they are used (with permission) from KK's guide. The replay link to the right will take you to KK's Youtube where she has a full breakdown of the hole



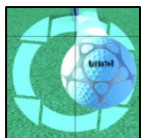
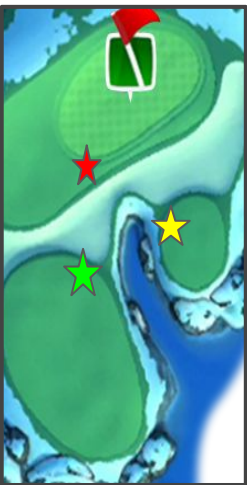
Approach

Sniper Spin and elevation varies	Sniper Max + 25% Spin varies

Important:
Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

Nordic 7 (3c)

Thanks to KK for some of the set ups on the Nordic holes as they are used (with permission) from KKs guide. The replay link on the right will take you to KK's Youtube where she has a full breakdown of the hole



Min +45%
2.8-3.2 BS
2RS
CR

Max +20%
4-4.2BS
1LS
CR

Max +20%
5.6BS
LS depends on wind strength offset 1 sq right per 2mph
OP to bottom of inside ring if drop into bunker
CR

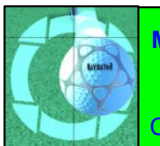
Approach

Sniper 9+
Max +35%
Spin varies

Screenshot is post spin

Sniper - Max +20/15
Spin varies - Red ring by rough, top of white ring just short of bunker

Screenshot is prespin - offset right of pin 1 green sq per 3 mph in XW



Min +45%
3.4BS
2RS
CR



Max +20%
6 BS
1.2LS
Underpower



Important:
Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

Max +35%
Full.BS
0.5RS
CR

Max +35%
Full.BS
1RS
OP to bottom of inner ring if you adjust into bunker. CR

Max +20%
6.3 BS (Sniper 9+) about 1.4LS
Aim just left of cup. Underpower to top of circle - less UP if adjust lower than starting point
CR



Sniper
Min +45%
Set up at min sniper with blue ring touching rough on right



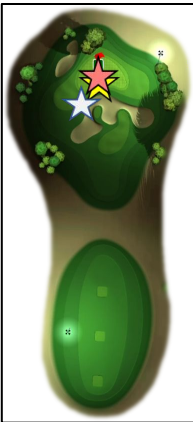
Max +15%
Spin to cup
Underpower

Tour 9 Shootout Archive

- Milano
- Glenmonarch
- Shiruba Springs

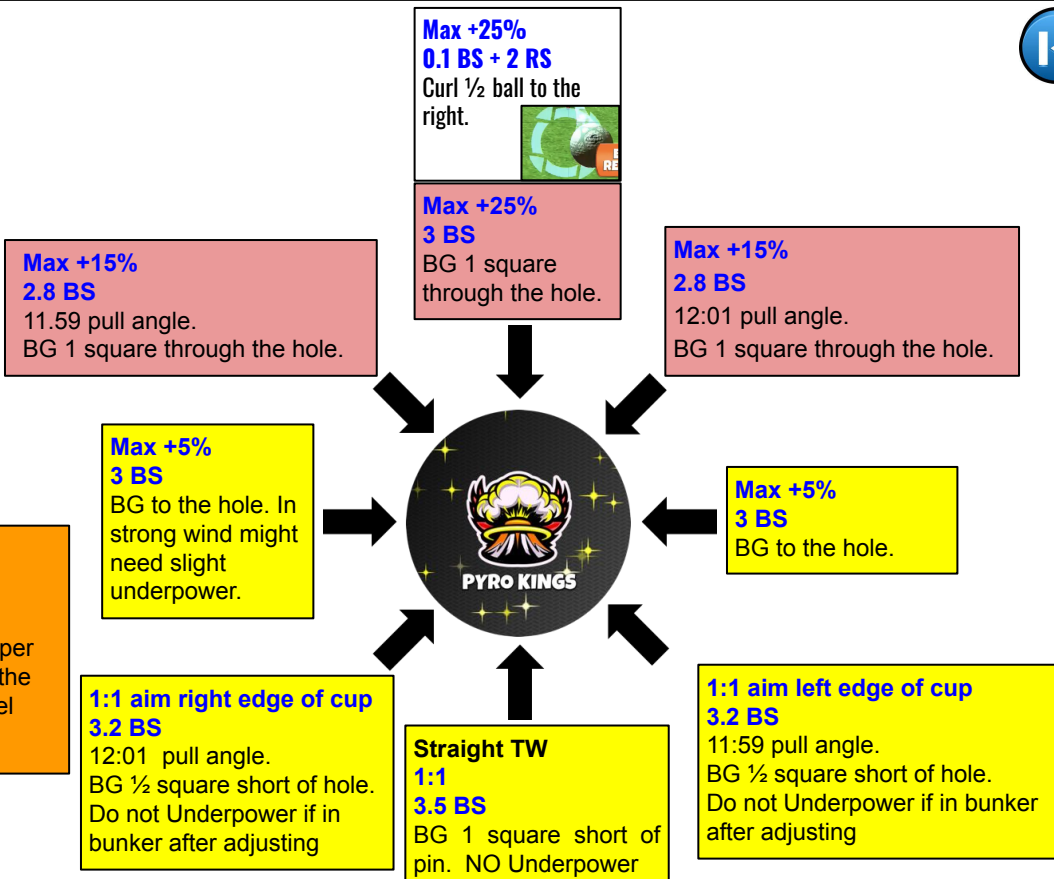
The Milano Hole 4 (3)

In all conditions, we choose to rough bump on this hole. The elevation you should use is based on the wind direction. Also, in a very strong HW (where you would need to overpower if using the usual location), we choose to rough bump further left to avoid having to overpower. In TW, leave the ball guide short of the hole. In HW have the ball guide going through the hole. For videos of shots in different winds, click the Pyro Kings symbol.



Important:

Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.



Approach

Strong HW (8+ mph)

Sniper Max +25%

Rough bump. Aim to the hole if you have a SS3 ball or curl ½ ball with a SS2 ball.



TW and XW

1:1 and Max +5%

Rough bump. Same setup as in HW but use less elevation in TW. BG to the hole in XW and short of hole in TW. **In almost direct TW if your adjustment takes you onto the island, underpower your shot slightly.** If you don't do this you will overshoot the rough.



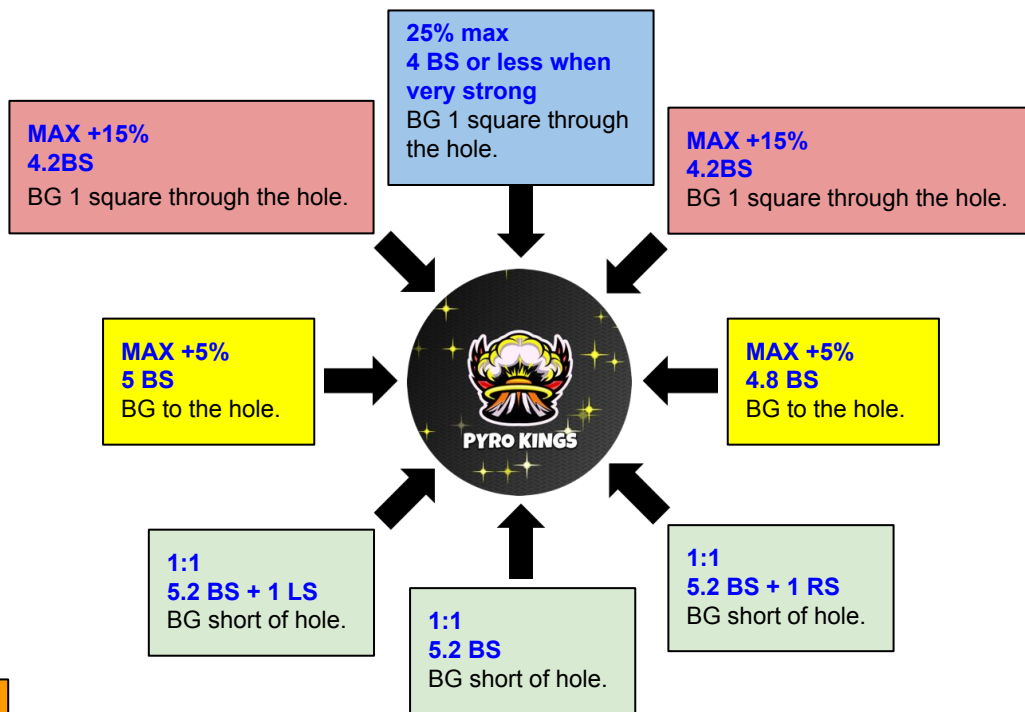
HW

Sniper Max +15% and +25%

Rough bump. Aim in the centre of the rough with the bg through the hole.

The Milano Hole 7 (3b)

This hole plays very similarly to Milano 3, in that in all conditions, we choose to rough bump. The elevation you should use changes based on the wind direction. In TW, leave the ball guide short of the hole. In HW have the ball guide going through the hole. For videos of shots in different winds, click the Pyro Kings symbol.



Approach

Rough bump. Set spin according to guide and aim at the hole as described in the guide, with yellow ring against the fringe.

Elevation:

HW: +20-25%

XW: +5%

TW: 1:1



Important:

Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

The Milano Hole 2 (3c)

Rough bumps are the order of the day on the hole. In XW or TW, we choose a location higher up close to the bunker (as shown in videos). Playing with 3.8 TS approximately and 3 LS (or 2 and curl if sidespin 2 ball), we adjust mid + 40% Power 3, Sniper 10 settings. We always favour a pull angle that takes us closer to the tee and underpower the shot very slightly. In HW, I prefer to play a Thors Hammer rough bump close to the green with approximately 7 bars of BS. Adjust minimum distance + 40% Power 2 settings. You can play the sniper rough bump too (same set up position as TW), but if playing this use 4 bars TS and favour a pull angle that takes you closer to the green. For videos of shots in different winds, click the Pyro Kings symbol. Note, I use a Thor's Hammer in T9 on the majority of holes due to this hole.

Approach

HW

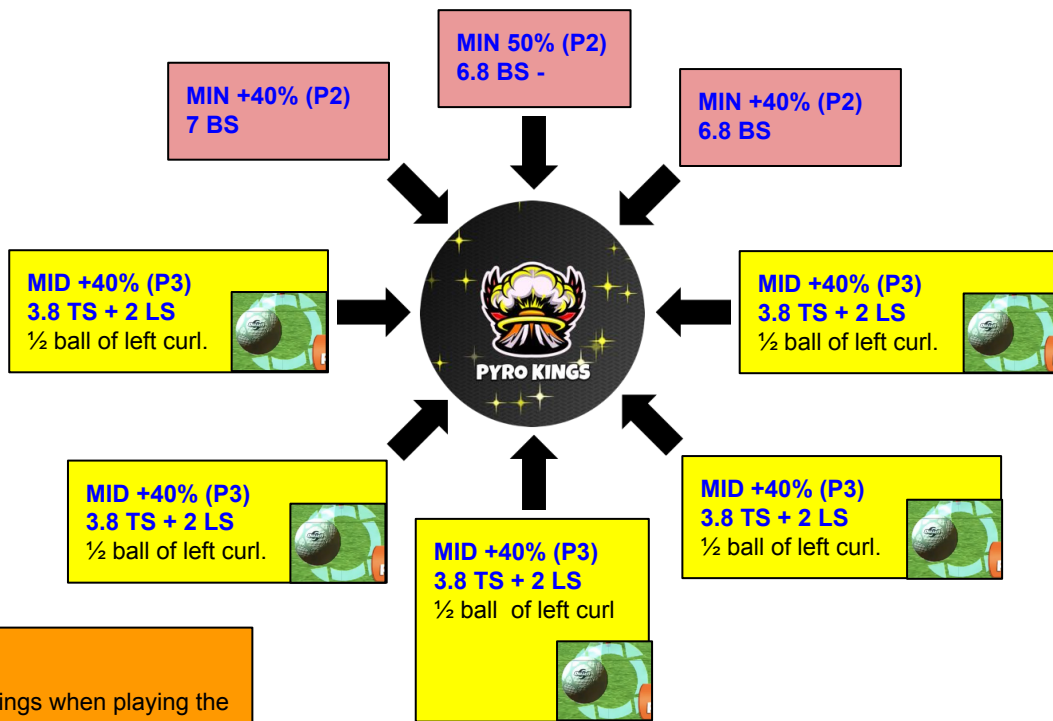
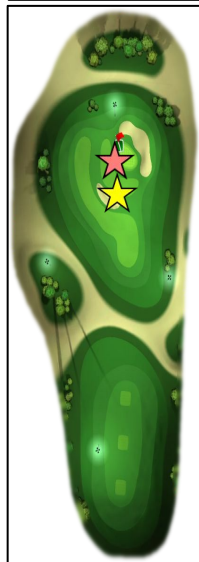
**Driver MIN 40%/50% (P2)
6.8 BS**

Rough bump. Aim at the center of rough with the bg to the hole.



**TW Left to Right
Sniper MID +40%
3.8 TS + 2 LS (P3)**

Setup with the yellow ring touching the bunker and the white ring touching the top of the fairway. Use ½ ball of left curl with SS2 ball. Underpower the shot slightly.



Important:

Use power 3 and sniper 10 settings when playing the yellow shots.

Use power 2 settings when playing pink shots.

Glenmonarch Estate Hole 2 (3)

Easy to get close, but tricky to drop consistently this hole. Our set up position is the top of the red ring touching the rough. In TW it's always 3.2 bars of BS. In XW about 3 bars and in HW 2.5 bars. Where this hole becomes tricky is where there is XW. In direct XW, start by not applying any offset. In XW with HW, you need to offset left or right of the hole as there will be a strong secondary wind effect, use about 1 green square left or right to about 6 mph cross wind. In XW with TW, there is a much lower XW effect, so we offset the wrong side of the hole (as we are over-adjusting). Offset the wrong side of the hole using about 1 green square to 12 mph. In all scenarios, stick to the suggested BS settings. For videos of shots in different winds, click the Pyro Kings symbol.

Approach

TW & XW

Sniper MAX +20%

Set red ring to rough and aim to the hole. Offset according to guide.



Straight HW

Rough bump

Driver MIN +20% + 0.2

3 BS + 0.2 RS

Aim to the hole with the yellow ring at the edge of rough.



MIN +25%
3 BS + 0.2 RS
Strong pull angle towards the pin - 11:59/12:01 depending on wind angle

MAX +20%
2.5 BS
Offset ≈ 1 square / 6 mph.

MAX +20%
2.5 BS
Offset ≈ 1 square / 6 mph. If adjustment takes you into the bunker, push up 1 ring

MAX +20%
3 BS
No offset usually required if no headwind

MAX +20%
3 BS
No offset usually required if no headwind.



MAX +20%
3.2 BS
Offset ≈ 1 square / 12 mph (wrong side of hole).

MAX +20%
3.2 BS

MAX +20%
3.2 BS
Offset ≈ 1 square / 12 mph (wrong side of hole).



Important:
Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

Glenmonarch Estate Hole 4 (3b)

This is an almost guaranteed HIO hole if you get it right. In TW and XW we always set up with 1 bar of TS and 1 bar of LS. The top of the red ring touching the fringe. We then adjust 1 to 1. However, in TW we pull back towards the tee 1 ring for every 7 mph wind. In HW, we set up with the top of the small green inner circle touching the fringe - we play with about 1.7 bars of TS and 1 bar of LS. Adjust 1:1. Where it is XW/HW, I tend to set up with the inner green ring touching the fringe, 1.4 TS and 1 bar of LS. Again 1:1. For videos of shots in different winds, click the Pyro Kings symbol.

Approach

HW

Sniper 1:1
1.4 - 1.7 TS + 1 LS

Set spin and place inner green ring against rough. Ball guide through the hole.

Note: in very strong headwind you may need to OP. It can be better to choose a landing position slightly further back and play with 3TS in these cases.. Or use Blue method.

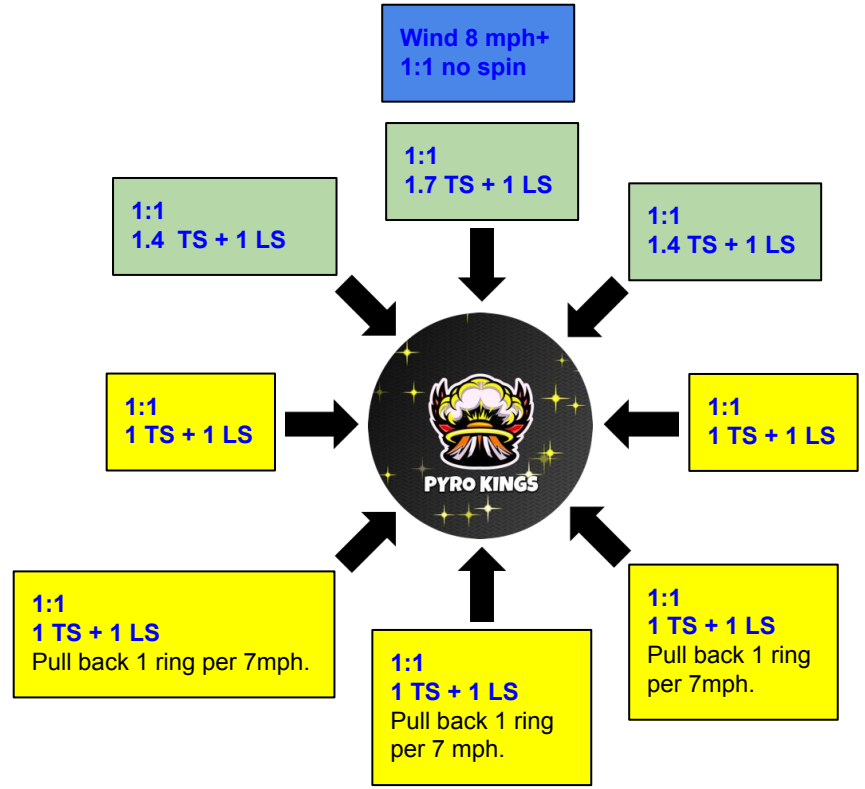
TW and XW

Sniper 1:1
1 TS + 1 LS

Set spin and place red ring against at the rough. Ball guide to the hole.
Pull back 1 ring / 7 mph in TW.



Strong HW
Sniper 1:1
No spin
Place red ring against rough on right and top of blue touching rough at the top. BG will be tight of hole. Use a baby curl to counter any cross wind effect



Glenmonarch Estate Hole 7 (3c)

Start by lining up the ball guide to the hole with red ring touching the rough. From this position, offset approximately one green square / 6 mph for cross wind. Note, the secondary wind effects here are greater in TW. Never use more than 1 bar TS in HW. If the HW is too strong, use the alternate position with driver. In an 11 mph HW use about six bars of BS and in lowers winds, you use more BS. For videos of shots in different winds, click the Pyro Kings symbol. Note, I use a Thor's Hammer on most T9 holes incase I get this hole.

Approach

TW/XW and HW with XW Sniper MAX +20%
 Red ring against rough. Aim to the hole. Set spin according to wind. In XW and XW with HW offset about 1 green square to 6 mph. See videos.



Straight HW Driver MID +20% + 0.2 6 BS (see below) + 2 LS
 Aim at the center of fairway. 2nd bounce in the center of the fringe to the right. Apply a click of left curl. This shot can also be used in strong HW/XWs, but you would need to adjust curl. Use 6 BS for an 11 mph wind and **6.8 BS in a 9 mph wind**. In stronger HW, reduce the BS and in lower increase the BS.



HW if not enough BS available Driver Mid +15%
 This is risky. BG aiming to hole.



Mid +15% where not enough BS on driver 0.5 TS + 1RS

MID +20% +0.2 6 BS + 2 LS
 See notes re BS



MAX +20%
 Up to 1 TS
 Offset as per notes

MAX +20%
 Up to 1 TS
 Offset as per notes

MAX +20%
 0.1 TS + 0.4 LS
 Offset as per notes

MAX +20%
 0.3 TS + 0.7 RS
 Offset as per notes

MAX + 20%
 0.3 BS
 No offset needed

MAX +20%
 No spin
 No offset needed

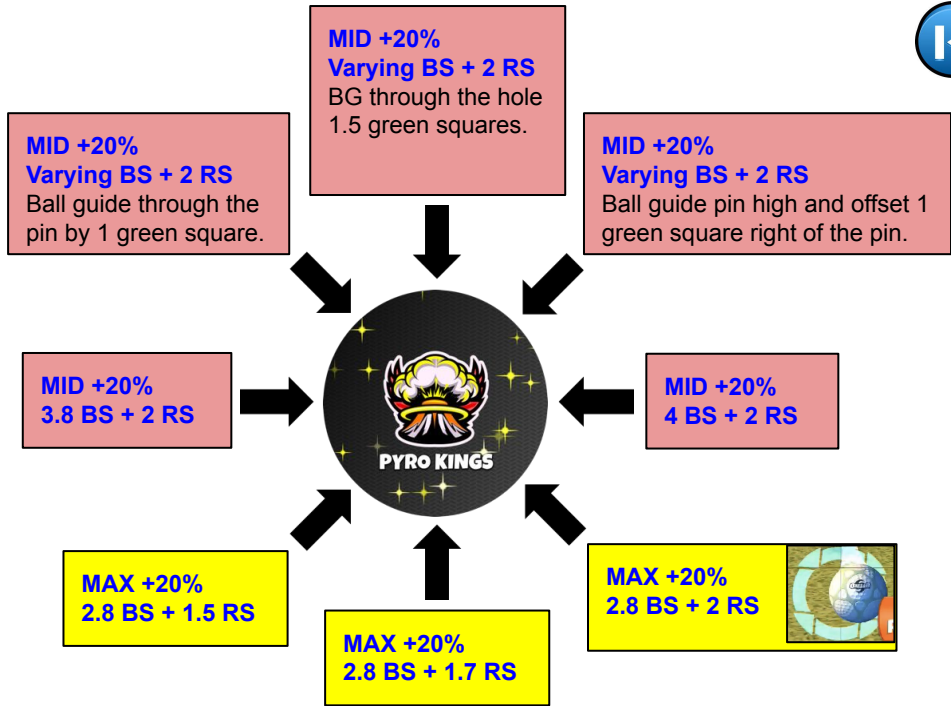
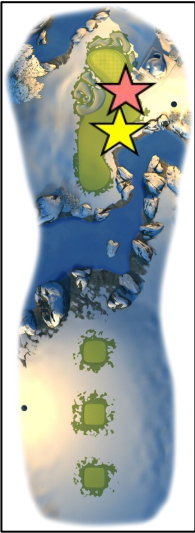
MAX +20%
 No spin
 No offset needed



Important:
 Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.

Shiruba Springs Hole 2 (3)

There is a lot to think about in this hole due to the elevation changes. However, we play this in two main ways. Where there is TW we use a long iron with approximately 2.8 bars of BS, if in the TW with XW blowing left to right we apply 1.5 bars of RS, if it is blowing right to left we use 2 bars of RS and a little bit of right curl. With grizzly 9, it is a NMT shot. You adjust max + 20% P1 ball settings. For grizzly 6-8, you need to push up about 2 rings after adjusting. In other winds we use a sniper from complete minimum distance. If the wind is blowing left to right, have the ball guide through the hole by about 1 green square. If it's blowing right to left offset about 1 green square right of the hole and have the ball guide going pin high. Adjust mid + 20% based on the ball power you are using. For videos of shots in different winds, click the Pyro Kings symbol.



Approach

TW and TW with XW
Grizzly MAX +20%
Set up at NMT (Grizzly 9).
Blue ring at rough. Aim at the hole. Find sticky spot.
Ball guide short of hole.

With lower level grizzly, push up 2 rings after adjusting.



HW & XW
Sniper MID +20%
Set up at min distance.
Offset ≈1 square to the right of the hole. When wind is blowing to right to left.



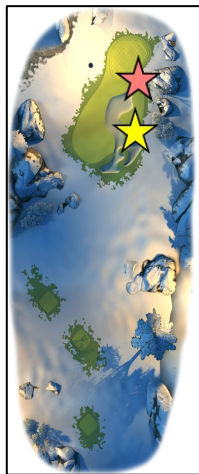
EX
Rep

Shiruba Springs Hole 4 (3b)

This is a tricky hole to drop consistently. We choose a long iron when possible, but in HW we have to use a sniper sometimes. In TW/XW, we use the long iron. We set up with anything from 0.3 TS (TW) to about 1.2 TS in XW. You need to offset the ball guide to the left or right of the hole depending on wind direction and adjust max + 20%.

The adjustment is max + 10 P1 settings In HW and we use the sniper. We apply maximum BS and set up with the ball guide to the hole. We then apply counter spin, by reducing the amount of BS (about 1 bar to 5.5 mph) and sidespin (about 1 bar to 12mph), Finally, adjust for wind.

For videos of shots in different winds, click the Pyro Kings symbol.



MAX +10%
BS and SS will vary
(see notes)

MAX +10%
BS and SS will vary
(see notes)

MAX +10%
BS and SS will vary
(see notes)

MAX +20%
1.2 TS + offset

MAX +20%
1.2 TS + offset

MAX +20%
Approx 0.6 TS + offset left of the hole.
Offset ≈ 1 green square to 5 mph

MAX +20%
Approx 0.3 TS + 0.8 LS

MAX +20%
Approx 0.6 TS + offset right of the hole.
Offset ≈ 1 green square to 5 mph.



Approach

HW
Sniper MAX +10%
Apply max BS, set up red ring against bunker and aim to the hole. Set counterspin. See orange box for guidance.

TW/XW
Grizzly Max +20%
White ring against back and front bunker. Set TS according to wind guide, remember to offset left or right of the hole to cater for the secondary wind effect.

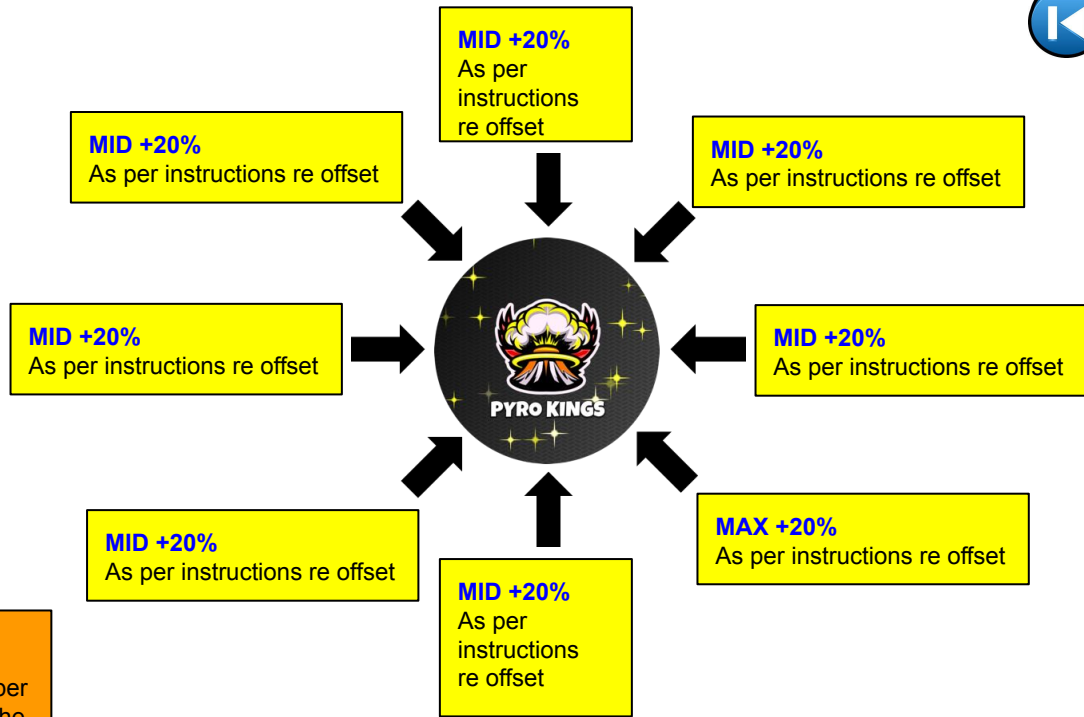
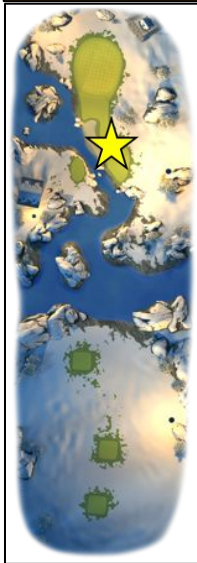


Important:
Use Power 1 ball settings regardless of the ball power you are using.



Shiruba Springs Hole 7 (3c)

The general way to play this hole is to use the Sniper and start with 2 BS and 1 LS. Then line up with the ball guide to the hole. The second bounce should be just before the fringe and ball guide to the hole. Once we have this position, use counterspin to offset the ball guide. 1 bar of top/BS equals 7 mph wind and 1 bar of sidespin equals 9 mph. So for example, if the wind was pointing directly east, we would apply 1 further bar of LS in a 9 mph wind. Once we have done that, adjust mid distance + 20% Sniper 10 power 1 ball setting. Then hit perfect. For videos of shots in different winds, click the Pyro Kings symbol below.



Approach

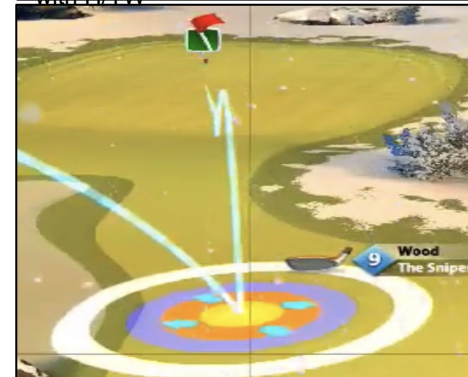
Sniper MID +20% (P1)

Landing position:

1. Add 2 BS + 1 LS.
2. Aim to the hole. The second bounce should be before the fringe and the ball guide to the hole. You now have the correct starting position. From there:
3. Amend spin to account for secondary wind effect by:

- SS 1 bar / 9 mph for XW
- BS 1 bar / 7 mph for H/TW

Amend a combination of the two for XW with H/TW



Important:

Use Power 1 ball and Sniper 10 settings regardless of the ball power and sniper level you are using.