

GAME INSTRUCTIONS

1. After setting up the game board, play begins on the Par 4 hole.
2. Answering a question or successive questions **CONSTITUTES A STROKE**. A player may not assist another in answering a question.
3. Each question is read aloud and answered in order by the player. After an answer is given, the viewer is turned over and the correct answer read aloud.
4. A player answering a question correctly, advances his "ball" to the next matching color spot of the hole being played. The next player then plays.
5. A player giving a wrong answer is deemed to have missed the shot. The "ball" is **not** advanced. The next player plays.
6. **"Stroke Saver" option:**
WHEN ON THE PUTTING GREEN a player may use this option **ONCE** during play of a hole by answering **three successive questions**.
 - A. If all **THREE** questions are answered **correctly** the player is deemed to have holed the putt. The next player plays.
 - B. If **ONE** answer is **wrong** the "ball" is **not advanced**, and a **PENALTY STROKE IS ADDED**. The next player plays.

INSTRUCTIONS CONTINUED INSIDE BACK COVER

the game of golf . . .

BY THE RULES®



GAME INSTRUCTIONS AND SCORE CARDS

CONTENTS

Game boards, score cards, question/answer cards, 4 plastic discs, 4 wooden tees, 1 question viewer and game instructions.

HOW TO SET UP THE GAME BOARD

The border on each side of the game board is color coded with numbered spots of different colors.

- Step 1. Place the unfolded game board on a flat surface. Each player selects a golf ball tee which matches the border color on his side of the game board. This tee will represent the player's "ball" as a hole is played.
- Step 2. Each player places his "ball" on the corresponding color spot on the teeing ground of the Par 4 hole.
- Step 3. Each player selects a plastic disc of the same color as his "ball". The disc is a "stroke counter" and is placed on the border of the game board to indicate the number of strokes a player takes during his turn.
- Step 4. Select **one** question card **at random** and insert it into the question viewer with the first question showing above the viewer. Each successive question is displayed above the viewer as play progresses. The remaining question cards are used as needed.
- Step 5. A scorekeeper is appointed and given a score card.
- Step 6. The game instructions should be read aloud to all players.

A player should have a basic knowledge of golf. The object of the game is for a player to advance his "ball" over the golf course in the fewest number of strokes. The "ball" is advanced by **correctly** answering questions. The game may be played by 1 to 4 players. The score card and the leader board adjacent to each hole indicate the par of the hole being played.

SEE BACK COVER FOR GAME INSTRUCTIONS

INSTRUCTIONS CONTINUED

7. Strokes (including penalty strokes) are counted. After each stroke, the "stroke counter" is moved to the right and removed from the game board as a hole is completed.
8. The scorekeeper records each player's strokes. The **maximum** number of strokes allowed for each hole is three over par.
9. Order of play shall be by agreement before play begins and shall remain unchanged throughout the round. The competition may be stroke or match play and a player may have a partner.
10. After holing out, the player places his "ball" on the teeing ground of the next hole and waits for the other players to complete the hole.
11. Handicaps, if used, shall be agreed upon before play of the first hole. Handicap strokes are given or received as they fall on the score card.

NOTE:

Questions on golf Rules are taken from the "Rules of Golf" or "Decisions on the Rules of Golf". Answers to Rule questions indicate the Rule or Decision number and include a **brief** explanation when needed. Trivia questions are taken from published authorities and are referenced by the term "Golf Archives".