





THE RULES

Objective

Just like in real golf, the goal of PencilGolf™ is to get the ball (the end of your drawn line) into the cup (the circle on the putting green) in the fewest number of shots. All shots (drawn lines) are taken with your EYES CLOSED.

Before You Start

Get a sharp pencil or fine-point pen, then determine match format. If 1 Player, you are simply trying for the lowest possible score. If 2 Players, you can play one of two ways:

Stroke Play: The winner is the player who has the lowest total score at the end of the match (9 or 18 holes).

Match Play: The winner is the player who wins the most number of holes during the match (9 or 18 holes). Example: On Hole #1, Player 1 makes it in 5 shots, Player 2 makes it in 4 shots. Player 2 would win the hole.

To Start - From Tee To Green (See Diagram On the Right)

On each hole, Player 1 attempts to draw a line (with EYES CLOSED) starting at the tee markers to the fairway between the Distance Markers. If there are no Distance Markers, you can shoot directly for the putting green (Par 3s). Note the potential outcomes A, B or C:

- A. Between the Distance Markers NO PENALTY.

 You are allowed to shoot for the putting green on the next shot.
- B. Beyond the Distance Markers PENALTY. Count the tee shot, take a one-stroke penalty, then shoot again from the tee.
- C. Below the Distance Markers NO PENALTY, but your next shot can NOT go beyond the Second Shot Marker. If it does, count the shot, take a onestroke penalty and shoot again from previous spot.

Player 2 shoots next, following the rules above. The player furthest from the green shoots first on the next shot.

Both players shoot for the cup on the putting green. When you eventually reach the putting green, see rules on the right. If using a pen, take a "practice swing" (scribble in the box at the bottom of each hole) before each shot to make sure the ink is strong.



Putting Green

(see diagram below)

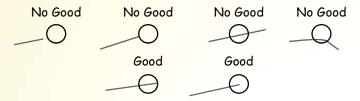
Once on the putting green, your next shot (putt) can NOT touch a "Break Line". If it does, count the stroke and putt again from where it first touched the "Break Line". The flagstick does NOT count as a "Break Line". Note: For any shot not yet on the putting green (Fairway, Rough, etc.), the "Break Line" rule does NOT apply.





Completing Each Hole

For the ball to be in the cup, the end of the line must be inside the cup without going beyond or outside of it.



After each hole, write in the total number of shots, including any penalties (see "Course Guide" on the right), next to the appropriate hole on the scorecard. Scorecard is located on the back page. Player with the lowest score on the hole shoots first on the next hole.

Determining The Winner

If 2 Players, add up the total score for both players (Stroke Play) or the total number of holes won for each player (Match Play) and determine the winner. In case of a tie, winner is the player with best overall score (or holes won) on all Par 3's. If still a tie, winner is the player with best overall score (or holes won) on all Par 5's. If still a tie, call it a draw!

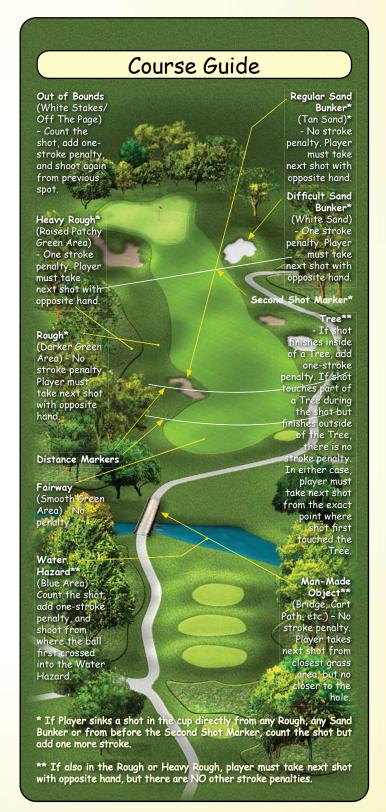
If 1 Player, simply add up your score. The next time you play PencilGolfTM, see if you can match it or do even better!

What Else You Need To Know

IMPORTANT - Before starting, review the "Course Guide" on the right to see the rulings and possible penalties for any wayward shots. This includes shots that land in the Rough, Sand Bunker, Water Hazard, Out of Bounds, a Tree and more.

If a shot finishes on a line or boundary, (Distance Marker, Fairway/Rough, Rough/Sand, Fairway/Tree, etc.), consider the shot to be beyond that line or boundary. Exception: This does NOT apply to putting see rules above.

You CAN curve a shot in a natural way (fade/draw). You CANNOT use your other hand, an object, take an "eyes open" practice stroke or do anything else to help guide a current or future shot. Just as in real golf, PencilGolf™ is a game of honesty and integrity. You can fool others, but you can't fool yourself!





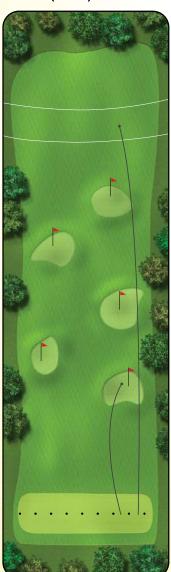
PRACTICE AREA

Before you get started, it is always a good idea to hit the driving range, putting green and short game area.

Remember - all shots are taken with your EYES CLOSED. Review the PencilGolf Rules for more details. Complete the following:

Driving Range

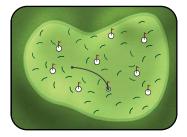
Starting from between each tee marker, draw a line to either a practice green (irons) or between the two distance markers (driver).



Putting Green

From random places on the putting green, try to sink the putt in any of the holes. If your putt touches a "Break Line", count the stroke and putt again from where it first touched the "Break Line".

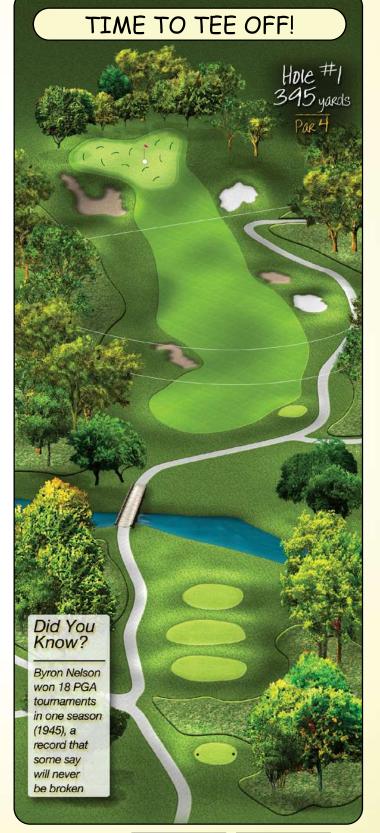
For the ball to be in the cup, the end of the line must be touching the cup without going beyond or outside of it.



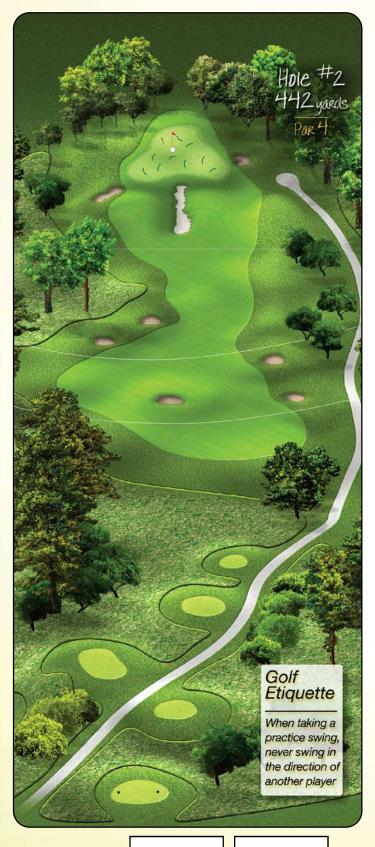
Short Game Area

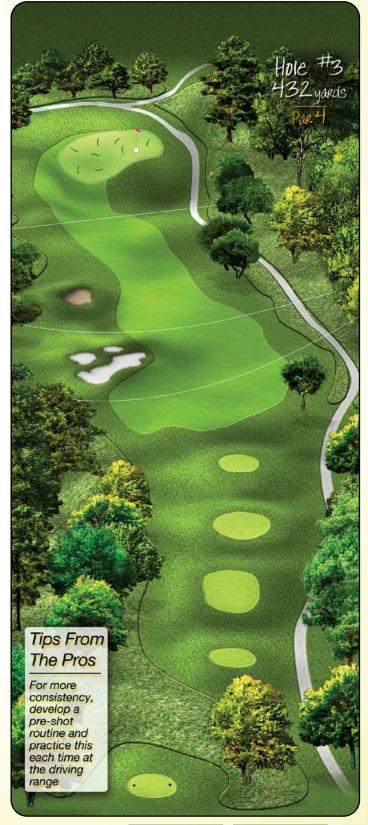
From the sand bunker, rough and/or fairway, try to hit one of the cups on the green. For shots from the sand bunker or rough, use your opposite hand.





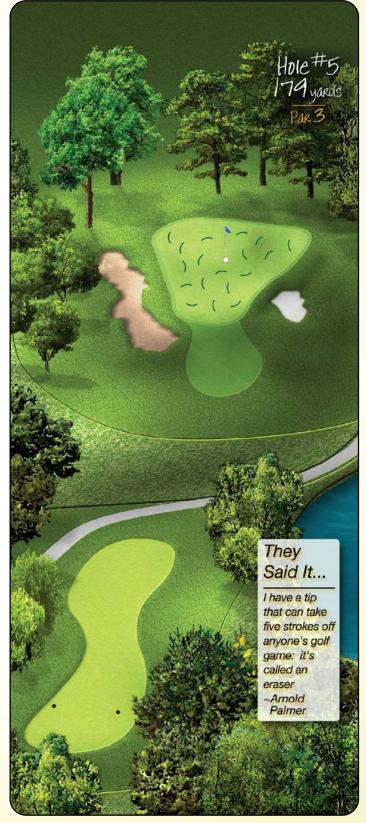








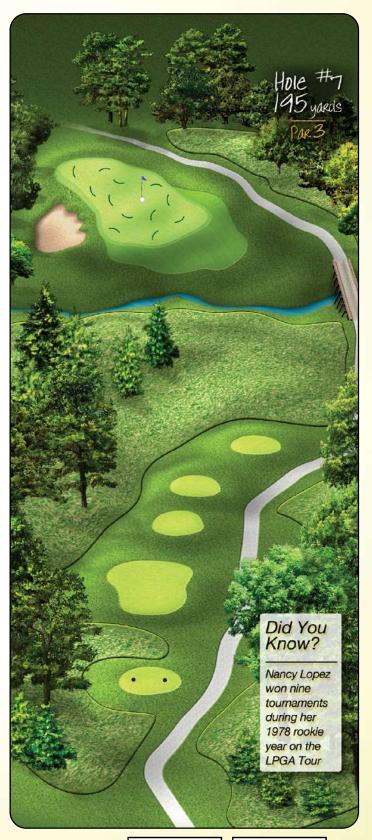




Practice Swing:

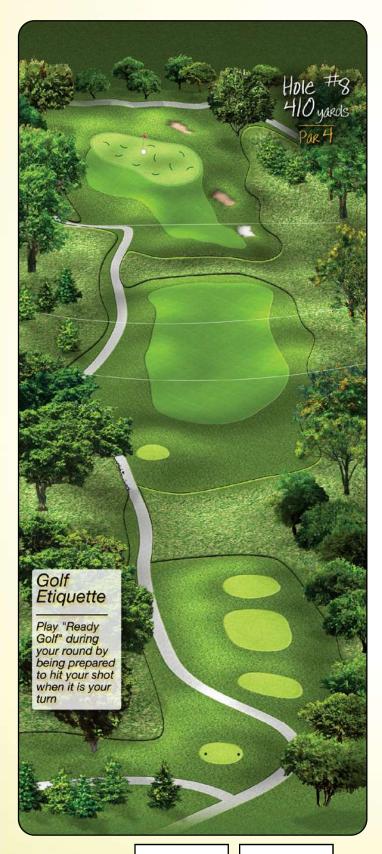


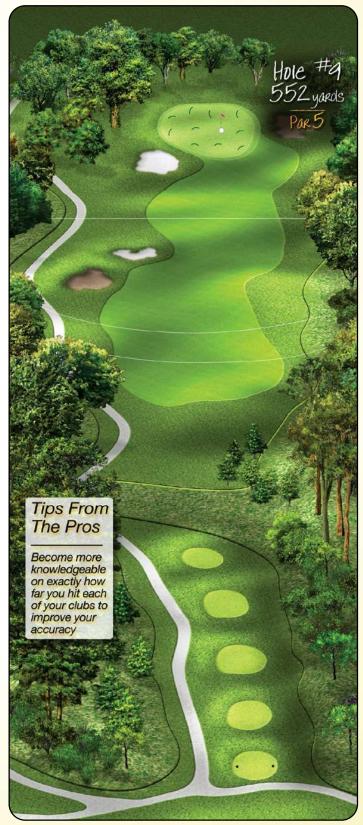




Practice Swing:

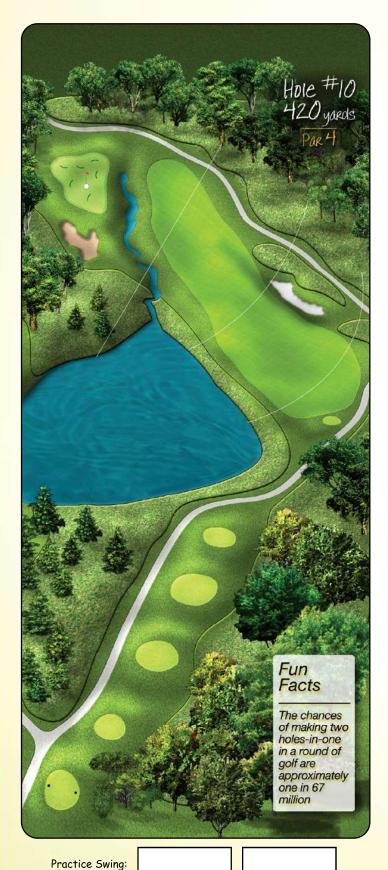


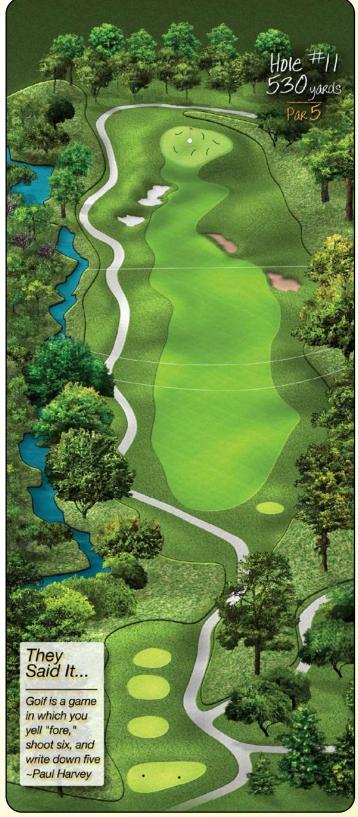




Full Page AD



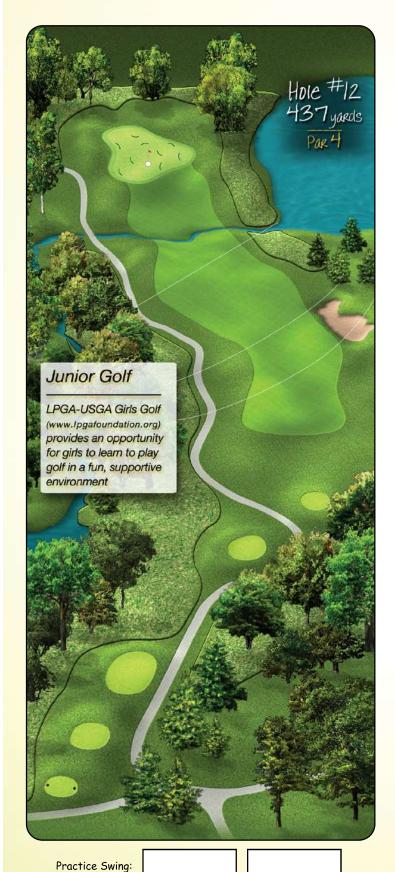




Play Golf Anytime, Anywhere!

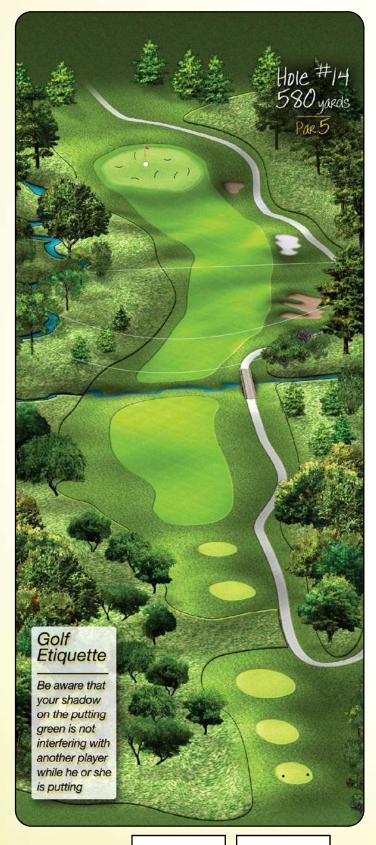
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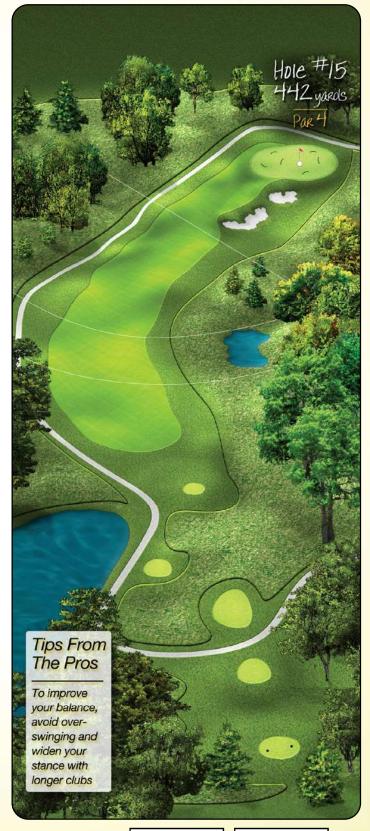






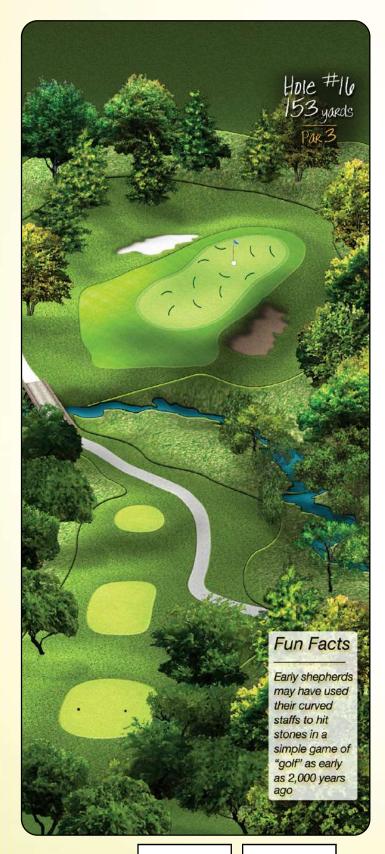


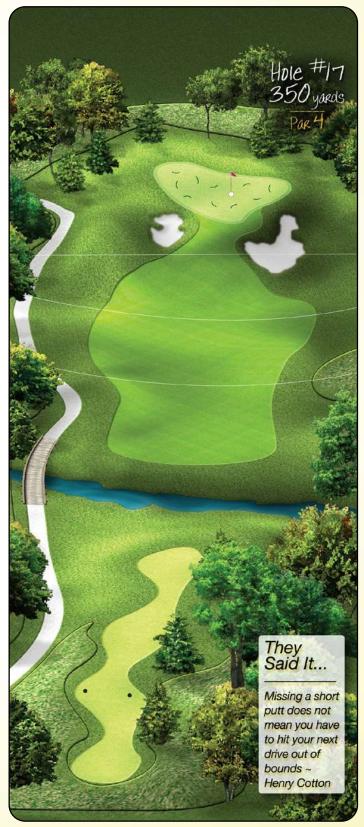




Practice Swing:

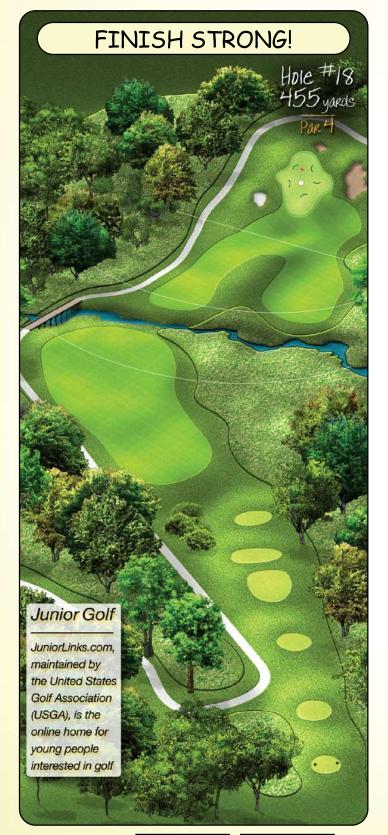






Practice Swing:





tills ecard	TOTAL	7155	72	
	Z	3589	36	
	18	455	4	
	17	350	4	
	16	153	3	
	15	442	4	
	14	580	2	
	13	222	3	
	12 2	437	4	
	11	530	5	
I i	01	420	4	
Jolivian Hills Player Scorecard	OUT 10 11 12 13 14 15 16 17 18	3566 420 530 437 222 580 442 153 350 455	36	
	و و	552	5	
	8	410	4	
	7	195	4 3	
	9	417	4	
	5	544 179 417 195 410 552	3	
	4	544	2	
	3	432	4	
	2	442	4	
	1	362	4	
	Hole #	Yards	Par	

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