

PENCILGOLF™

Play Golf Anytime, Anywhere!



WATCH:



"How to Play" Video

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

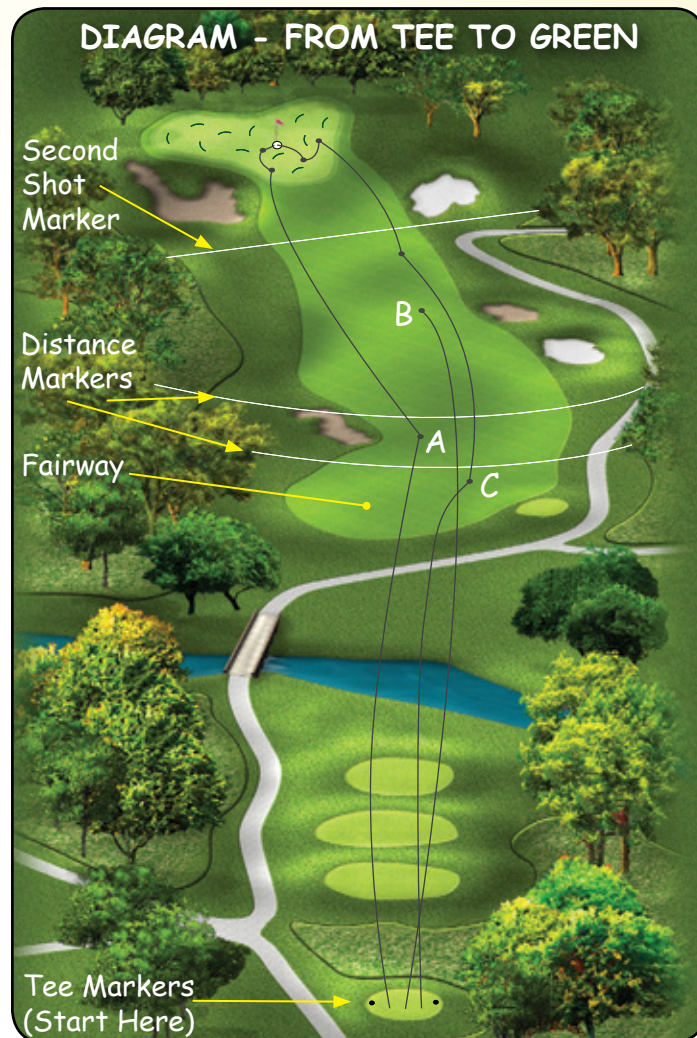
(See Diagram On the Right)

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 one-stroke 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.

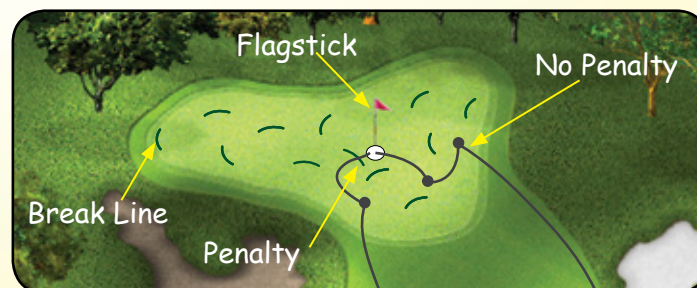
Both players shoot for the cup on the putting green. When you eventually reach the putting green, see rules on the right. If using a pen, take a "practice swing" (scribble in the box at the bottom of each hole) before each shot to make sure the ink is strong.



Putting Green

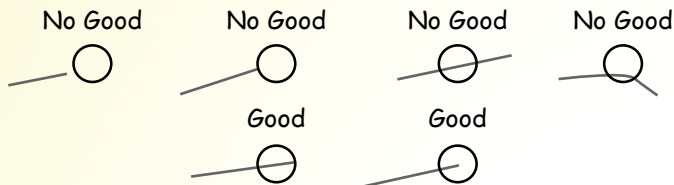
(see diagram below)

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 PencilGolf™, 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!

Course Guide

Out of Bounds
(White Stakes/
Off The Page)
- Count the
shot, add one-
stroke penalty,
and shoot again
from previous
spot.

Heavy Rough*
(Raised Patchy
Green Area)
- One stroke
penalty. Player
must take
next shot with
opposite hand.

Rough*
(Darker Green
Area) - No
stroke penalty.
Player must
take next shot
with opposite
hand.

Distance Markers

Fairway
(Smooth Green
Area) - No
penalty.

**Water
Hazard****
(Blue Area) -
Count the shot,
add one-stroke
penalty, and
shoot from
where the ball
first crossed
into the Water
Hazard.

**Regular Sand
Bunker***
(Tan Sand)*
- No stroke
penalty. Player
must take
next shot with
opposite hand.

**Difficult Sand
Bunker***
(White Sand)
- One stroke
penalty. Player
must take
next shot with
opposite hand.

Second Shot Marker*

Tree**
- If shot
finishes inside
of a Tree, add
one-stroke
penalty. If shot
touches part of
a Tree during
the shot but
finishes outside
of the Tree,
there is no
stroke penalty.
In either case,
player must
take next shot
from the exact
point where
shot first
touched the
Tree.

**Man-Made
Object****
(Bridge, Cart
Path, etc.) - No
stroke penalty.
Player takes
next shot from
closest grass
area, but no
closer to the
hole.

* If Player sinks a shot in the cup directly from any Rough, any Sand Bunker or from before the Second Shot Marker, count the shot but add one more stroke.

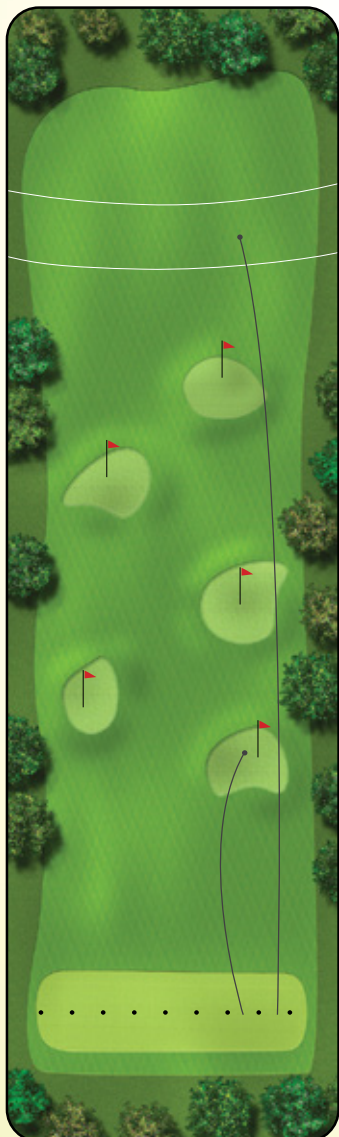
** If also in the Rough or Heavy Rough, player must take next shot with opposite hand, but there are NO other stroke penalties.

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

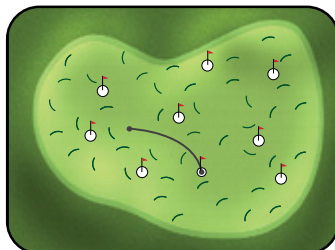
Starting from between each tee marker, draw a line to either a practice green (irons) or between the two distance markers (driver).



Putting Green

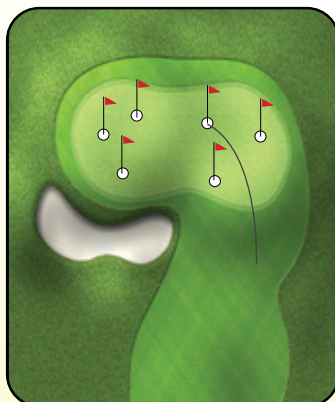
From random places on the putting green, try to sink the putt in any of the holes. If your putt touches a "Break Line", count the stroke and putt again from where it first touched the "Break Line".

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.



TIME TO TEE OFF!



Practice Swing:



Practice Swing:



Practice Swing:

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Email **pencilgolfthegame@gmail.com**
for more information.



Practice Swing:



Practice Swing:



Junior Golf

The First Tee
(www.thefirsttee.org)
teaches golf, life
skills and Nine
Core Values to
millions of children
each year



Did You Know?

Nancy Lopez
won nine
tournaments
during her
1978 rookie
year on the
LPGA Tour

Practice Swing:

Practice Swing:



Golf Etiquette

Play "Ready Golf" during your round by being prepared to hit your shot when it is your turn

Practice Swing:



Tips From The Pros

Become more knowledgeable on exactly how far you hit each of your clubs to improve your accuracy

Practice Swing:

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for more information.



Practice Swing:



Practice Swing:



Practice Swing:



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Golf Etiquette

Be aware that your shadow on the putting green is not interfering with another player while he or she is putting

Practice Swing:



Tips From The Pros

To improve your balance, avoid over-swinging and widen your stance with longer clubs

Practice Swing:



Practice Swing:



Practice Swing:



Practice Swing:

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		Jolivian Hills																		TOTAL	
		1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN
Hole #		395	442	432	544	179	417	195	410	552	3566	420	530	437	222	580	442	153	350	455	3589
Yards																					7155
Par		4	4	4	5	3	4	3	4	5	36	4	5	4	3	5	4	3	4	4	36
																					72

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