



Pocket Golf rules - Suitable for 1 - 4 players. Use a pen & paper for tracking your ball.

Welcome to Pocket Golf . You'll find a complete score card for the Green Moose Valley golf course and layout showing each hole with the yardage and hazards. This course is totally unique and designed for Pocket Golf.

Just as in a real round of golf, the aim is to keep your score as low as possible! The dice represent your golf clubs. You've got 2 woods, 4 irons, a wedge and a putter. They all have different distances they hit so club selection will be important!

Use the Club distance quick reference chart for each club dice face to help you select for each shot. Remember to be aware of what hazards lay in front or behind the green!

Each player also has a trusting caddy they can consult during the round. There are 4 'Caddy Tips' available to be used - only once per round - to get you out of trouble, or improve a good shot into a great shot for the highlights reel.

Order of play

Write down each player's initials in the first column of the scorecard. The player on top will tee off first, followed by the players below.

The player who has travelled the shortest distance from the tee, will then be first to take their second shot etc...just as in real golf! Complete the hole, write down the score and move onto the next hole.

Caddy Tips - Each player has 4 different tips they can use at *anytime* during the round. They are:

*B = 20% Boost to your drive off the tee (useful for extra distance to make an easier approach shot)

*C = +/- 5 yards for a wedge (useful to get your putt closer or even to chip in the hole)

*P = +/- 2 yards for a putt (can be used to sink a putt that falls 2yd short)

*S = 10% backspin for iron shot (useful to pull a shot back from a hazard, or back on the green)

These tips can be used together - ie A player uses an iron off the tee with 10% backspin on a Par 3, this leaves him 2yds from the hole. He can then use the 2yd putt grace and claim a hole in 1 !

If a Caddy Tip has been used, mark the *letter on the scorecard with the score for that hole.

Hazards & Penalties

There are different hazards throughout the course that are best to be avoided. It only takes an unlucky roll to end up in the water, trees, sand or in the rough. You have your Caddy Tips that can help you, so use them wisely!

Out of bounds (OB) - 1 stroke penalty

Water = 1 stroke penalty

The next shot will be at the edge of the hazard (closest point to the green)

Trees = minus 80% power of club distance

Rough = minus 50% power

Sand = minus 20% power

Putting - To get the ball in, you only need to roll the distance required - or higher/longer.

If you need to putt 6 yds and you roll 11to13 on the Putting die....that's in the hole. There's no overshooting...only putting short!

So hitting it 1 yard when you need 3yds is supposed to hurt as much as choking on the green in 'real' golf

Tournament play - Why not carry over the first round total and turn it into a Tournament? Stock the fridge full of bevs, bring a spare glove and a fresh V-neck sweater.

Tournament play can be as many players as you like, and usually last for four rounds (72 holes)

Skins play (no Caddy Tips) - Feeling pretty good about your game? Played the course a few times to know when and where to use the Caddy Tips? Well they won't help you anymore.

Then Skins format might be a fun way to earn some 'moola' from your friends. Decide on a value per hole. If a hole is drawn between players it jackpots to the next hole and so on, until one person wins the hole!

Things to remember!

Do the math - before you whinge and moan about how we should have a game board with pieces to represent your ball because to it's too hard to remember how far you hit, and how far is left to go.....It's Pocket Golf.

It's not hard to figure it out if you just think of your ball location from the green. Simple adding and subtracting is all you need to do. It's good for your brain!

Round up/down any results. Ie 10% backspin on a 27yd shot = 2.7 Round this up to 3yds. If it's 2.3, round it down to 2yds.

Remember to use your Caddy Tips when they best suit the situation - they cannot be carried over in Tournament play and cannot be used in Skins.

Unlike real golf, you are encouraged to 'bork' your opponent. Put the hoodoo on him, suggest he wears a snorkel when he tees off and tell him to take a towel for the beach! Enjoy!

Want to play more Pocket Golf courses? - www.pocketsports.com.au