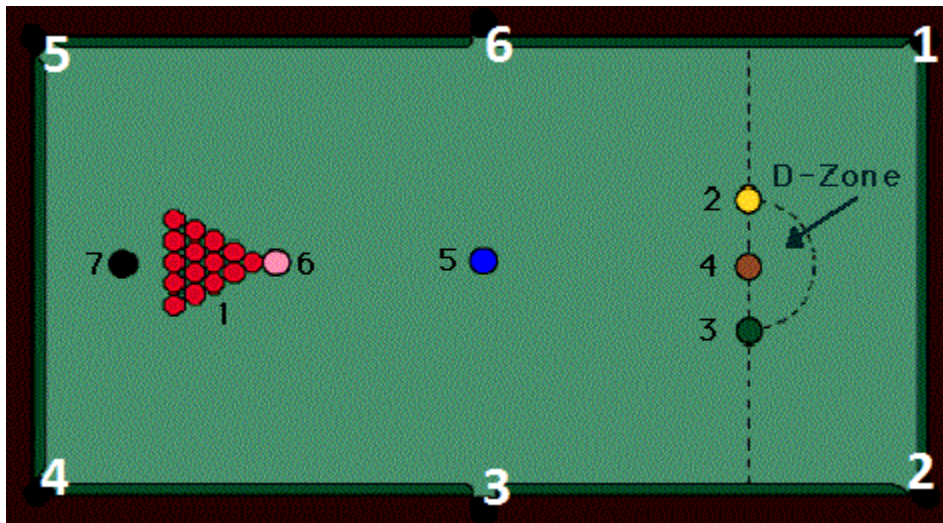


Golf

Golf is a fun gambling game that involves a lot of banks, kicks, and defensive play all rolled into one.

OBJECT

The object of Golf is to try to make your ball in all 6 holes, in order, starting with hole 1 and ending with hole 6. The winner is the first player to make their ball in the 6 hole on a legal shot.



(The white numbers represent the hole numbers for the course)

HOW TO WIN

You win the game by making your ball in the 6 hole on a legal shot. If you are on the 6 hole and an opponent pockets your ball in the 6 hole, you win.

Whoever shoots before the person who wins the game pays double. Sometimes this can occur from a normal win and the person who let the winner out pays double or it can also be from someone shooting and accidentally pocketing the winner's ball in the 6 hole. In this case, that shooter is the one who pays double, not the guy who shoots right before the winner in the normal rotation.

PLAYERS

The game is generally played with 2-6 players at once for the duration of the game. The best way to determine who gets what ball is to put 6 pills in a bottle (2-7) and whatever pill you draw, that's the colored ball you use and that's the order you shoot in.

2 - yellow

- 3 - green
- 4 - brown
- 5 - blue
- 6 - pink
- 7 - black

OBSTACLES

Obstacles are always optional but for the most part when you have 4-6 players you do not use them and if you have 2 or 3 players you do use them. Obstacles are the red snooker balls. Once every player has their first shot, the red balls are spotted on any of the 3 middle spots (4, 5 or 6) and typically not using the 7 spot.. The more balls on the table, the more things you have to hide behind and more things you have to kick around. That's why when you have 6 players in the game, there is no need to add more obstacles unless you are trying to double the time the game takes to finish.

If an obstacle is pocketed, the player who made the ball takes a foul and then the red ball is spotted back up at the spot closest to the pocket in landed in.

GAMEPLAY

Whoever drew the 2 ball places their ball on the spot down table (typically where the 6 ball racks in snooker) and you have ball in hand anywhere within the "D". You are trying to make the ball in the 1 hole which is right under you to the bottom right. The typical shot here is to bank the 1 rail long and try to lag it pocket speed so if you miss, you are at least close to the hole.

If you make the ball on your first shot, your ball now gets spotted on the same spot and you are now shooting at the 2 hole at the bottom left. If you make the shot, you are now on the 3 hole in the left side. You keep shooting if you continue to make them on the first shot. The only difference is when you are on the 5 hole, your ball spots at the other end of the table on the D where the 4 ball normally spots.

If you miss at any point, it is the next player's turn. On the first round on everyone's first shot, you always get ball in hand within the "D" to tee off at the 1 hole. So on the next player's turn you pick the CB up and place it within the "D" and shoot at the 1 hole. Once everyone has taken their first turn, you start shooting the CB where it lies. This would be the point where you would place any obstacles if you were using them.

A legal shot involves shooting the CB and hitting your ball first before any other ball and then your ball or the CB hitting a rail or if you pocket your ball in the correct hole. You can also kick rail first and then hit your ball first before any other ball and that is also a legal shot.

You can carom your ball off of another ball as long as you hit your ball first.

FOULS

Golf goes by the snooker rules for ball contact. So you still must hit a rail and a ball on your turn but you don't have to hit a rail **after** the ball. In other words, it is a legal shot to kick into the rail and then hit the ball like when trying to make it freeze against the back of a ball.

Other fouls also include:

- Scratching in any pocket
- Making your ball in the wrong pocket
- Making an opponent's ball in any pocket
- Making an obstacle ball in any pocket (if using obstacles)
- Jumping any ball off the table

When a player fouls, they let the CB come to a stop, they remove their ball off the table and they add a hickey to their score.

HICKEYS

Hickeys are what you get for fouls. Any time you foul, you add another hickey to your total. You can keep track of everyone's hickeys on a piece of paper or chalkboard if available.

RELIEF

If a player fouls, the person who follows him has the chance at "Relief". This means you can move any ball(s) that are in the path between the CB and your ball to have a clear shot at your ball. This rule is in place so that it prevents a player from just rolling behind a stack of balls. You must make a legal shot or the player who follows you will get "Relief".

When taking "Relief", you mark any balls you have to move off the table by pressing your finger on your tongue and then on the cloth to make a little mark. Once the player shoots you replace any balls that were moved before the shot.

MARKING

If a player fouls and in the process moves your ball you have the option of playing it where it lies or moving it back to where it was before the fouling player moved it. Often when a player is getting ready to kick at their ball, other players will mark their balls position so they have a point to place it back at if the shooter happens to foul.

This prevents someone from just shooting directly into an opponent's ball to move it to a better location.

THE BET

The way you gamble playing Golf is by the game and also by the hickey. So a typical game would be 20/2. That's \$20 on the game and then \$2 for every hickey. Whoever wins the game gets all the money from the other players in the game. Here is a typical payout example:

Player 1 - 5 hickeys (\$20 + \$10 = \$30)

Player 2 - 3 hickies ($\$20 + \$6 = \$26$)

Player 3 - 0 hickies ($\$20$)

Player 4 - 9 hickies ($\$20 + \$18 = \$38$)

Player 5 - 6 hickies ($\$20 + \$12 = \$32 \times 2$ for letting the winner out = $\$64$)

Player 6 - WINNER

Winner gets $\$30 + \$26 + \$20 + \$38 + \$64 = \178

So basically you are putting up around \$30 to win \$175 on average. Get on a roll and win a few games in a row, boom!

STRATEGY

Obviously your main goal is to make your ball in all 6 holes in order to win the game. However, just like in one pocket, you only want to shoot at your hole when you can also play the CB safe so that the person who follows you does not have a shot at their hole.

One of the reasons people say it's a better game when all players are close in skill is because if you have one real weak player, whoever follows that person is probably going to get the cheese. They are going to leave a shot to win before the other better players will. This is why whoever is the player who shoots before the winner of the game pays double for letting them out.

MOVES

One move you may find yourself doing is let's say it's your shot and 3 of your opponents have their balls near the 1 hole. You could choose to blast them with your ball and clear them out. Sometimes being a team player for everyone will help you in the end.

A lot of the shots you will be shooting will be kicks (especially considering you can kick and then hit your ball and it's a legal shot). Think about when you are kicking whether you want to kick it a little long or a little short so that if you miss, you are not going to sell out.

If you don't have a good shot at your hole, play a good safety. If the person who follows you can't hit their ball, their ball comes off the table and they eat a hickey. Hickeys = \$\$

At the same time, let's say that the person who follows the person following you is on the 6 hole. It's your shot. You probably do not want to try and hook the person following you. Because if they foul, the person on the 6 hole can get "Relief" and have a shot at their hole for the win. So although you don't necessarily want to let the person following you have a shot at their hole but it's a good idea to at least let them see their ball and have a decent way to play a safety.

This leads to the last point on strategies. If there is someone out in the lead or especially if anyone is on the 5 or 6 hole, essentially you have to look at it like it's 5 vs 1. We all have to do our part to make sure that person doesn't win. So you may need to use one of your turns to take

their ball out of its near their hole. If they win, everyone else loses, play smart and give yourself the best chance to win.

Don't be the guy who let's the person win!