



RULES and Decisions of Animal Golf® ©2007

INTRODUCTION to the World's Most Popular Golf Game

Any golfer, regardless of skill level makes mistakes be they miss hits, bad reads, poor course management decisions, and the like. The objective of playing Animal Golf® is the same as playing any round of golf: to HAVE FUN, to play well, avoiding course hazards and pitfalls of the game, like golf in general. The game has Penalties for unlucky play and Rewards for good play. And, it contains the most comprehensive set of situations conceivable.

In playing our game, a Player receives an Animal Golf® Game Tag(s) any time the Player makes an unlucky golf stroke matching one or more of the twelve situations described on our Game Tags. Players holding Game Tags can unload them by passing them onto the next player that incurs the same bad luck, or as a reward for a well played hole. Players holding the fewest Game Tags in the end WIN the game accordingly. Over time playing Animal Golf® should help strengthen one's course management skills, overall knowledge and love of the game.

Playing Animal Golf®

1. Typically played as a wagering game and within each foresome or group teeing off together, Players agree on the penalty value of each Animal Golf® Game Tag before beginning play. Value these tags using money, a round of drinks from the Player with the most in the end, food, anything you decide. Tags can also have varying values - be as creative as you wish.

Each Player gets 1 Game Tag hook to attach to their bag, their golf cart, belt loop, or whatever they may choose. Or if you have 12 hooks you can attach each Game Tag permanently to a hook. You'll need one (1) set of Game Tags per foresome or group teeing off together.

2. Players will agree on the END OF PLAY, typically each 9 holes, or until dark for twilight rounds.

3. During play, a Player receives the Animal Golf® Game Tag that matches the hazard or pitfall when the Player makes a golf stroke resulting in an event described on the Game Tags. It is possible and common to receive more than one Game Tag resulting from the same stroke.

Decision 3a: Ball resting on green, then putt off green: Once a Player's ball comes to rest ON THE GREEN, all strokes from that point forward required to hole the ball are counted as putts.

Decision 3b: Ball comes to rest in a "waste bunker": A sand trap or "bunker" is defined in The Rules of Golf as a "prepared area". A waste bunker is unprepared and thus is just another type of in-bounds surface on a golf course. The Camel game tag only applies to bunkers as defined in The Rules of Golf.

Decision 3c: Rules Clarification for The Chicken: In the spirit of the game of Golf, The Chicken should be applicable to any putt for bogey, par, or under par, that appears like it would have been holed if it only would have reached the hole. If disagreement, majority rules.

4. A Player holding any Game Tags keeps them in their possession until another Player incurs the same hazard or pitfall, AT WHICH TIME that Game Tag passes to the latter Player, just like a game of golf hot potato. Game Tags pass from Player to Player every time their associated hazard or pitfall is incurred, even during play on the same hole.

Decision 4a: Game Tag passing with The Skunk: Normally the last Player to hole their ball scoring a triple bogey or higher is awarded The Skunk. However, if two or more Players triple bogey (or higher) the same hole with differing scores for the hole, the Player with the worst score for that hole is awarded The Skunk, even if they were not the last Player to hole their ball.

Decision 4b (NEW): Game Tag passing with The Snake: Normally the last Player making 3 or more putts to hole their ball is awarded The Snake. However, if one or more Players 4-putt (or higher) the same hole, the Player with the most putts for that hole is awarded The Snake, even if they were not the last Player to hole their ball.

5. Follow the Rules of Golf, i.e., play in proper sequence, no "mulligans" or "gimmes", etc. Keep pace while you play.

Decision 5a (NEW): Player Sequence & Concessions: The Rules of Golf indicates that normally after the Players have started play of a hole, the ball farthest from the hole is played first. On the green and perhaps in the spirit of KEEPING PACE, a Player may be allowed by the group to putt again in an attempt to hole out even if their ball was not the farthest out at the time. If that Player was in fact allowed to "putt out" early by the group, he or she is NOT last in the hole. But if that Player played out of turn, they take The Snake if they 3-putted or more, and The Skunk if they triple bogied or higher.

6. Players holding the fewest Game Tags at the END OF PLAY WIN the game accordingly.

"BE THE CLUB" (REWARDS): Get REWARDED for your GREAT shots and putts

Get rewarded for your GREAT golf shots and putts resulting in well played holes. If you are holding any Animal Golf® Game Tags at the time, you may pass any one (1) of your Game Tags to another Player of your choice in your foresome or group for your following GREAT (or lucky) golf play:

- a Double Eagle
- Eagle or Ace
- a Birdie
- a Sand Save (up & down from a greenside bunker to save PAR)
- a Chip-In or Hit-In to save PAR from anywhere OFF the green
- sinking a LONG putt, at least 2 flag sticks in distance, to save PAR

The Player you choose to pass any one of your Game Tags to must accept your decision. If you are not holding any Game Tags at the time, you still get the satisfaction of a very well played hole. Congratulations!! No go do it again!

ENJOY THE GAME and check <http://www.AnimalGolf.com> periodically for Rule & Decision Updates.

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