

Whether the player's decision, it must be announced aloud before the second shot takes place.

(4.75) Some Par 5 holes may call for a *positive* modification to a second or third shot. Such modifications are performed as described in Case 4.43, except boxes are added to the final dice roll, not subtracted. No dice roll may ever be increased above 66.

## (5.0) SPECIAL RULES

### (5.1) SUPERLATIVE DRIVES

The results of some drives on the player cards may be followed by an asterisk. These are called *superlative drives* and may positively affect the second shot if it lands on the green. Second shots that do not land on the green (as well as all Layup shots) are not affected by superlative drives. In these cases, ignore the fact that the drive was superlative. If a golfer's shot *immediately* following a superlative drive lands on the green, the player rolls a single die. The result of this roll is subtracted from the footage the ball has landed from the pin, indicating the final distance the ball rests from the flag after the second shot. If this subtraction makes the distance exactly zero, the ball has landed in the hole and no putts are required to complete it. If the subtraction yields a negative number, simply ignore the minus sign and consider the ball that number of feet from the hole. For example, if a Long Iron shot on a Par 4 hole immediately following a superlative drive landed 2 feet from the pin, the player would immediately roll one die. A result of 2 means the LI shot was holed for an eagle. A result of 5 means that the ball landed 3 feet from the pin, and a result of 1 (or 3) means that the ball ends up 1 foot from the pin (Exception: see 5.23).

### (5.2) PARENTHEZIZED RESULTS

(5.21) Some tee shot results may be parenthesized on the hole card (such as the SL result on the 5th Hole at Augusta National). The player who obtains such a result must roll a single die in order to determine the type of second shot that will be required. The possible types of second shots are listed directly on the hole card.

(5.22) The results contained in the 66 box of some players' P (Pitch) or Sd (Sand) columns may be parenthesized. This means that the pitch or sand shot just undertaken may be holed. The player immediately rolls a single die—a roll of 1, 2, or 3 means that the ball has gone into the cup and a roll of 4, 5, or 6 means that the ball has landed 1 foot from the pin. NOTE: In order for the ball to have a chance at going into the hole, the dice roll must be an *unmodified* 66. Any parenthesized result obtained in the 66 box due to the addition of dice roll numbers *does not* have a chance of going into the cup—instead, it remains 1 foot from the pin.

(5.23) Any pitch shot that obtains an unmodified 66 dice roll result *immediately* following a superlative drive is resolved in the following manner: A single die is rolled normally by the player. If a result of 1, 2, 3 or

4 is obtained, the pitch is holed. If a 5 or 6 results, the ball lands 1 foot from the pin.

(5.24) Any chip or sand shot that leads to an "In" result means that the shot has been holed.

### (5.3) SAVES

In the "Second Shot" portion of some hole cards, some tee shot results may call for a second shot to be a "Save" followed by a fairway wood, iron, or pitch shot. A Save means that the tee shot has landed in some area of the rough that makes the listed type of second shot *unhittable* unless the golfer "saves" his position by first chipping the ball out of this disadvantageous lie. A Save shot is automatic and is not resolved by any dice rolls. Instead, the designated type of second shot must take place normally after the Save. Just remember, however, that this second shot is in reality the golfer's *third* shot and his third shot would actually be his *fourth*, and so on. For example, if on the 5th Hole at Augusta National, a golfer obtained a Short Left tee shot, his second shot would be a Save followed by an iron. If he completes this hole in 4 normal shots, remember that the Save would make his score for this hole a 5.

### (5.4) WATER PENALTIES

Water penalties are like Saves. If the ball lands in the water, a one-stroke penalty is automatically applied to the golfer's total for the hole. (The act of reaching into the water, removing the ball, and dropping it nearby is considered to be the penalty.) The type of shot called for on the hole card after the ball has been removed from the water is then executed. No golfer may ever avoid the one-stroke penalty by attempting a shot from the water.

## (6.0) OPTIONAL RULES

The following rules are optional to the play of PRO GOLF. They should only be used upon mutual consent of both players. These rules increase the realism of the game considerably, but also add to its complexity.

### (6.1) GAMBLING AND SAFE PLAY

In reality, no professional golfer will attempt to play a particular hole in the same fashion round after round. Instead, he views each hole from the broader standpoint of his overall performance in the tournament as a whole. If it's the last round and he's down 3 strokes on the 16th tee, he's going to have to gamble in order to win. On the other hand, if he's up by 6 on the same tee, he would be wise to play safe and not court disaster. In PRO GOLF, a player may declare that he will *Play Safe* (see 6.11) or *Gamble* (see 6.12) on any drive, fairway wood, or iron shot (not on pitches, chips, sand shots, or putts). If a player does not play a shot in either of these two fashions, that shot is resolved normally—without modification.

(6.11) If a player is playing a shot Safe, he rolls two dice and determines his dice roll normally. However, he then immediately rolls a single die and subtracts a number of boxes equal to this roll from the shot's

original dice roll number. For example, if a player rolls a 45 when Playing Safe and then rolls a 5 or a single die, the final dice roll of this shot would be 33. The advantage of Playing Safe is that the player may choose any result for his shot that lies between the box numbered 11 on the appropriate column of the player card and the box corresponding to the just-determined dice roll (inclusive). The player must state aloud which result he is choosing from among those boxes available to him. In the example given above, the player would choose any box numbered between 11 and 33 (inclusive) or the appropriate column of the player card. No dice roll may ever be reduced below 11. NOTE: If a golfer is Playing Safe, superlative drives are ignored.

(6.12) If a player is Gambling, he rolls two dice and determines his dice roll number normally. However, before any consultations are made to the player or hole cards, he must refer to his golfer's Overall Value (a two-digit number listed on the player card). If the dice roll number he just obtained is equal to or greater than this Value, the golfer's Gamble is successful (see 6.13). If the dice roll is less than this Value, the golfer has run into Trouble (see 6.14).

(6.13) If a golfer Gambles and is successful, a single die is immediately rolled. A number of boxes equal to this roll is then added to the shot's original dice roll number (no number may ever be increased above 66). For example, if a player has Gambled successfully by rolling a 26 on a Long Iron shot and he then rolls a 6 with a single die, the dice roll result for that shot is converted to a 45 on the Long Iron column. Superlative drives fully apply on Gambling tee shots, even on modified dice roll results.

(6.14) If a golfer Gambles and runs into Trouble, the original dice roll for that shot is ignored. Instead, the line designated "Trouble" on the hole card for the appropriate shot is consulted. Here, instructions will be listed concerning the requirements for the ensuing shot. For example, a drive that results in Trouble on the 1st Hole at Augusta National automatically leads to a Short Iron second shot, *minus eight boxes*. If this second shot also results in Trouble, the third shot must be a Pitch, *minus three boxes*.

(6.15) Modifications to dice roll numbers due to Safe Play or Gambling are in addition to any other subtractions or additions called for on the hole card.

(6.16) On a given hole, it is perfectly permissible to Gamble on one shot, Play Safe on another, and play normally on a third. Safe Play and Gambling are declared on a shot-by-shot basis—not by holes.

### (6.2) PIN POSITIONING

In reality, the positioning of the pin on each green is often changed on a day-to-day basis by the club caretakers. The various placements of the flag can make an otherwise average hole into a bogey-trap and vice