

# PRO GOLF

AVALON HILL'S TRADEMARK NAME  
FOR ITS GAME OF PROFESSIONAL GOLF

## THE GAME OF THE WORLD-FAMOUS MASTERS GOLF TOURNAMENT

### RULES OF PLAY

#### (1.0) INTRODUCTION

PRO GOLF is an accurate simulation of the famous Masters golf tournament that takes place in Augusta, Georgia each April. Thirty-six professional golfers are scientifically evaluated to play as they really did during the 1981 Tour. In the future, it is likely that Avalon Hill will update the player cards as well as introduce new courses for your increased enjoyment of the game.

#### (2.0) EQUIPMENT INCLUDED

1. One Augusta National Course Booklet
2. One Rules Folder
3. One scorepad
4. 36 player cards, 1 "Second Putt" card
5. Two dice

#### (3.0) GENERAL COURSE OF PLAY

PRO GOLF may be played either solitaire or by a group of players. Normally, each player assumes the role of a golfer and plays all 18 holes with the appropriate player card. Each shot that a player makes is resolved by a roll of the dice and a consultation with the Course Booklet. The number of shots required to complete each hole is then recorded on the scorepad. The total number of shots required to complete the course is compared to the scores of other golfers—the lowest score being the winner. For information regarding the actual running of the Masters Tournament, see Section 8.0. Generally, it makes sense to allow one golfer to fully complete a hole from start to finish before allowing another player to start the hole. This system is not mandatory, but it certainly makes play faster. All official U.S. Golf Association rules apply to all unusual golf situations not covered in the following rules.

#### (3.1) THE PLAYER CARDS

All professional golfers included in PRO GOLF are evaluated on separate player cards in ten different categories: Driving (D), Fairway Woods (FW), Long Irons (LI), Middle Irons (MI), Short Irons (SI), Pitching (P), Chipping (Ch), Sand Play (Sd), Putting, and an Overall Value. When a player is participating in a round, his card

will be consulted each time he attempts a shot—cross-referencing the dice roll with the type of shot that is being attempted.

#### (3.2) THE COURSE BOOKLET

The Course Booklet included in PRO GOLF depicts the historic Augusta National Golf Course, the site of the annual Masters Tournament. All 18 holes are graphically portrayed, although these depictions have nothing to do with the play of the game. Instead, all of the critical information pertaining to the play of a particular hole is listed on the adjacent page (called the "hole card"). All possible shots and their results (except putts) are displayed here.

#### (4.0) HOW TO PLAY A HOLE

##### (4.1) HOW TO READ THE DICE

All shots that are attempted require the golfer to roll two dice. The numbers on the dice are *not* added, but are read in an unusual manner yielding 21 possible results. To read, the dice, always read the smaller number first, followed by the larger number. For example, if one die reads 2 and the other 3, the result would be a 23. If one reads 6 and the other 1, the result would be 16. If the two numbers are the same, simply read the two digits together (e.g., a 2 and a 2 would be read 22). All possible dice roll numbers have a corresponding-numbered box down the left-hand side of all player cards.

##### (4.2) HOW TO READ RESULTS

Generally, results of shots on the player card will be either a number or a series of letter-abbreviations. If a number results from a shot on a player card, the ball has landed on the green the indicated number of feet from the pin. If a letter-abbreviation occurs, the ball has not landed on the green, but the length and ultimate location of this shot is designated as follows: The first letter always indicates the length of the shot—S=Short, M=Medium, L=Long. The second letters always indicate the position of the shot—L=Left, C=Center, R=Right. All other abbreviations are explained in Section 7.0.

##### (4.3) TEEING OFF

All holes list the manner in which the golfers will "tee off". Most of the time, this

will be performed by driving, but on certain Par 3 holes, irons may be used. To perform a tee shot, a player rolls two dice. The dice roll number should then be cross-referenced to the appropriate column on the golfer's player card. The result will be either a series of letter-abbreviations (indicating the result of the shot) or a number (indicating that the ball has landed on the green the indicated number of feet from the pin).

##### (4.4) SECOND SHOTS

If the tee shot has landed on the green, no second shot is necessary. Instead, the golfer must putt to complete the hole (see 4.6). If the tee shot has not landed on the green, consult the "Second Shot" portion of the hole card. Here, all of the possible abbreviated-letter results of the tee shot are listed, indicating where the ball has landed and what type of shot must be attempted for the ensuing shot.

(4.41) If a second shot is necessary after the tee shot, it must be executed with the club indicated on the appropriate line on the hole card. For example, on the 1st Hole at Augusta National, a Long Center tee shot (LC) must be followed by a Short Iron (SI) second shot.

(4.42) A second shot is executed in a similar manner to the tee shot. The type of club to be used is determined by the hole card and the appropriate column is immediately consulted on the player card. Two dice are rolled and the dice roll number is cross-referenced with this column to obtain the result. Second shots will either land on the green (see 4.6) or require a third shot (see 4.5).

(4.43) Occasionally, a tee shot will not land in the fairway, but in some more difficult spot—such as trees or a fairway trap. The second shot to be executed from these trouble spots is followed by a parenthesized number. This figure means that the indicated number of boxes is to be subtracted from the golfer's second shot. For example, on the 1st Hole at Augusta National, a Short Right tee shot lands in the trees. The second shot must employ a Long Iron, minus 5. The player rolls a 33. The resultant subtraction of five boxes (in an upward direction) on the player card yields a result



of 22. 22 is cross-referenced with the LI column to obtain the result. No dice roll number may ever be decreased below 11.

(4.44) On some Par 5 holes, the hole card may call for the second shot to be a "Layup". See Case 4.7 for an explanation of Layups.

(4.45) Some holes may call for the second shot to be a "Save", followed by another shot. See Case 5.3 for an explanation of Saves.

(4.46) On Par 3 holes, the two-letter abbreviation indicating the result of some tee shots may be followed by a dash and another abbreviation. This abbreviation will be either "P" (Pitch) or "Ch" (Chip), indicating that the second shot will use one or the other of these approaches to the green. The hole card should be immediately consulted in order to see if this tee shot has resulted in some sort of difficulty, such as sand or trees. For example, on the 4th Hole at Augusta National, a Long Iron tee shot may lead to an "SL-Ch" result on the player card. Checking the "Second Shot" area of the hole card, it is determined that this tee shot has landed in the sand. Furthermore, the card states that the second shot must be executed on the golfer's "Sd" (Sand) column. On the other hand, if the result of the tee shot had been "SC-Ch", the hole card states—under the heading "All other Ch"—that the shot has landed near the green and the second shot should use the golfer's "Ch" (Chip) column to resolve it.

(4.47) The results of some drives may be followed by an asterisk. This is a "superlative" drive and may affect the second shot. See Case 5.1 for an explanation of superlative drives.

#### (4.5) THIRD AND ADDITIONAL SHOTS

If the second shot has landed on the green, no third shot is necessary and the golfer must putt to complete the hole (see 4.6). If the second shot has not landed on the green, a third shot is required. Moreover, if the third shot (or any shot after that) does not land on the green, an additional shot must be taken. **Essentially, the golfer must continue to take shots as long as the ball has not landed on the green.** Third (and all additional) shots are resolved exactly like second shots. That is, the player must consult the "Third Shot" portion of the hole card in order to determine where the second shot has landed and what type of shot will be required as a result. All rules of Case 4.4 fully apply to third (and additional) shots. For example, on the 1st Hole at Augusta National, if a Long Iron was called for on the second shot and an "SL-Ch" resulted due to this shot, the "Third Shot" portion of the hole card reveals that this shot has landed in the sand and the golfer must use his "Sd" (Sand) column for the third shot. On the other hand, if the result of the Long Iron shot was "SC-P", the hole card reveals that the third shot must use a "P" (Pitch). If the pitch still does not land on the green, then fourth and future shots are

resolved according to the instructions of the "Additional Shots" portion of the hole card.

(4.51) On Par 5 holes, the third shot may follow a second shot "Layup" or a normal second shot. See Case 4.7 for a full explanation of Par 5 holes.

(4.52) Par 3 holes never have a "Third Shot" portion on their hole cards. Instead, if the second (and all later) shots do not land on the green, the "Additional Shots" portion of the hole card is referred to.

#### (4.6) ON THE GREEN

If the result of any shot is a number rather than a letter-abbreviation, the ball has landed on the green. The golfer must complete this hole by putting. The number is the distance in feet that the ball has landed from the flag. It should be noted by all the players and jotted down to aid the memory. Then, the player rolls two dice, cross-referencing this number with the golfer's Putt column. The result will again be a number (exception: see 4.61). **If this number is equal to or greater than the distance the ball is from the pin, the putt is good and the hole is completed.** If the number is less than the distance the ball is from the pin, the putt is not good and a second putt—which is automatically considered good (exception: see 4.62)—is required to complete the hole. For example, if the ball lands on the green 37 feet from the pin and, due to a putt dice roll a result of 7 is obtained, that putt is not good, but the second putt is automatically considered holed (for a total of two putts on the green).

(4.61) A result of "In" on the golfer's Putt column means that a putt of any length is considered sunk in one putt. A result of "Miss" on a golfer's Putt column means that a putt of any length is missed.

(4.62) If a putt attempt is missed and the number obtained in the Putt column is followed by a letter (A, B, C, or D), the second putt is not automatically good. Instead, the player must consult the Second Putt Card and, if necessary, roll the dice again in order to see if the second putt is good:

A. Consult the appropriate column of the Second Putt Card corresponding to the letter that followed the golfer's first putt result: A, B, C, or D.

B. Locate the proper box down the left-hand side of the Second Putt Card corresponding to the length of the golfer's original putt.

C. Cross-reference this distance with the proper letter column. The resulting number is the distance in feet of the golfer's second putt attempt (exception: see Step D). The player must roll the dice and resolve the second putt exactly as described in Case 4.6—that is, a putt distance on the player card that is equal to or greater than the footage of the second putt is good. If it is less, it is not good (see 4.63).

D. If cross-referencing the distance of the original putt with one of the four letter-columns on the Second Putt Card yields a "Good" result instead of a number, the

second putt is automatically sunk without the need of the player having to roll the dice for it.

(4.63) If a second putt is missed, the player immediately rolls two dice. A result of 11 means that the third putt is also missed. Any other result indicates that the third putt is sunk. If a third putt is missed, the fourth putt is automatically sunk.

#### (4.7) PAR 5 HOLES: SPECIAL RULES

Tee shots on Par 5 holes are resolved normally. However, the second shot on such holes may be one of two types: Layup (see 4.71) or Normal (see 4.72).

(4.71) When determining the type of second shot to be used on a Par 5 hole, the word "Layup" may follow the type of shot called for on the hole card. A Layup means that the golfer is not "going for the green" on his second shot—instead, he will attempt to hit the ball as accurately as possible down the fairway. A Layup shot is executed normally (see 4.42), except that its result must be translated into a different meaning by consulting the "Third Shot (Layup)" portion of the hole card. Here, the result obtained by the second (Layup) shot is transformed into new instructions for the ensuing (third) shot. If this third shot does not land on the green, the normal procedure (see 4.5) is followed until the ball does land on the green.

(4.72) If the word "Layup" does not follow the type of second shot called for on a Par 5 hole, the golfer must "go for the green" with his second shot. This means that the golfer resolves his second shot normally (without translation into a different meaning) by consulting that portion of the hole card labeled simply "Third Shot". In addition, the rest of the hole is also resolved normally.

#### Example of Par 5 Hole

1. A tee shot on the 2nd Hole at Augusta National results in a Short Center (SC) drive. The second shot called for is an "FW Layup". The player rolls two dice, obtains a result from his golfer's FW column, and consults the "Third Shot (Layup)" portion of the hole card. Assuming the result of the FW shot was 43, it can be seen that this ball has not landed on the green—instead, the third shot requires a "P" (Pitch). Let's assume the result of this pitch is "SC-Ch". Consulting the "Additional Shots" portion of the hole card, this means that a chip (Ch) to the green is required for the fourth shot.

2. A tee shot on the same hole results in a Long Left (LL) drive. The second shot called for is simply "LI" (Long Iron). The player rolls the dice, consults his golfer's LI column and obtains a result of 43. This ball, which has landed on the green, is then sunk in two putts for a birdie.

(4.73) Parenthesized modifiers to all shots on Par 5 holes fully apply (see 4.43).

(4.74) Some Par 5 holes, such as the 13th at Augusta National, may give the players the choice of whether to try a difficult shot to the green or an easier and simpler Layup shot.



Whatever, 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) on 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



versa. Before the start of each round, the players should flip through the Course Booklet and agree upon the positioning of the pin on all 18 greens. There are three possible pin positions: Easy, Average, and Difficult (although note that some holes do not allow Easy placement). The declared position of each pin should be noted on the scorecard. (If players cannot agree, the pin position should be considered Average.) Pin position only comes into play when any shot lands on the green. When this occurs, the player should consult the following chart, cross-referencing the type of shot attempted with the hole's pin position. (NOTE: If Case 6.1 is not being employed, all shots are considered "Standard".) The result will be a letter, the meaning of which is explained below:

PIN POSITION			
Shot	Easy	Average	Difficult
Safe	B	C	D
Standard	A	B	C
Gamble	A	A	B

A: Distance to hole obtained on shot is halved (round fractions up).

B: Distance to hole obtained on shot is unchanged.

C: Distance to hole obtained on shot is increased by 50% (round fractions up).

D: Distance to hole obtained on shot is increased by 100%.

#### (6.3) WEATHER

Adverse weather conditions, such as strong winds or heavy rains, can occasionally cause difficulties for professional golfers. Before each round of play, a single die should be rolled. A result of 1-5 indicates normal weather with no adverse effects on

play. A 6 indicates **poor** weather, the effects of which are summarized below. (NOTE: Adverse weather lasts only one round. The die would have to be rolled again to determine the weather for the next round.)

A. No superlative drives are possible.

B. All "L" (Long) drives are converted to "M" (Medium).

C. Two is subtracted from all dice roll numbers obtained on iron and fairway wood shots, as well as all putts.

### (7.0) ABBREVIATIONS AND TERMINOLOGY

Ch: Chip; D: Drive; FW: Fairway Wood; LC: Long Center shot; LI: Long Iron; LL: Long Left shot; MC: Medium Center shot; MI: Middle Iron; ML: Medium Left shot; MR: Medium Right shot; Nr Grn: Near Green; P: Pitch; SC: Short Center shot; Sd: Sand; SI: Short Iron; SL: Short Left shot; SR: Short Right shot.

**Birdie:** A hole finished one below its par; **Bogey:** A hole finished one above its par;

**Double-Bogey:** A hole finished two above its par; **Eagle:** A hole finished two below its par; **In:** A golfer's score on the last nine holes of the course; **Par:** The standard number of shots expected to complete a hole (or the course); **Out:** A golfer's score on the first nine holes of the course.

daily rounds from Thursday through Sunday. Each round consists of a complete playing of the Augusta National Golf Course, providing a match of 72 holes and an overall par of 288. Usually, about 80 golfers are invited yearly to play in the Masters according to sometimes strict and sometimes quaint club by-laws. About 30 or 40 of these players may be amateurs or old-timers, but the professional golfers that are asked to play are, without doubt, the cream of the PGA crop. At the end of two rounds, only the top 44 players are allowed to continue to compete. Of course, the winner is the player who possesses the lowest four-round score. (If there is a tie, it is settled by an 18-hole playoff round the next day). The current purse is about \$360,000, from which the winner receives \$55,000 (plus, of course, the coveted "Green Jacket"). The average winning score over the past ten years has been 278. The highest winning total of all time was 289 (Sam Snead in 1954 and Jackie Burke in 1956); the lowest was 271 (Jack Nicklaus in 1965 and Ray Floyd in 1976). The current holder of the Green Jacket is Tom Watson, whose 280 score in April 1981 was two strokes ahead of Johnny Miller and Jack Nicklaus. ■ ■

#### DESIGN CREDITS

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### (8.0) THE TOURNAMENT

The Masters Tournament takes place annually in mid-April. It is structured like most golf tournaments: four consecutive

