



GolfProfi

The Rules



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TurfMaster + TurfMaster Cours-Collection I	
MotorChamp	

Game contents:

- 1 Golf course with 18 holes
(Front and back side of the playing board)
- 2 x 14 Golf club dice in different forms
- 4 Direction dice
- 4 Golf ball figures in 4 colours
+ 2 spare balls for each colour
- 1 Marker to represent the golf hole of the green
+ 2 spare holes
- 4 Tees in 4 different colours
- 36 Chips



For all questions about the game you can contact our hotline 7 days a week until 24.00 hours (GMT) on (+49) 201 2667119.

Further information about our company and interesting puzzle competitions can be found on our website at www.aza-spiele.com

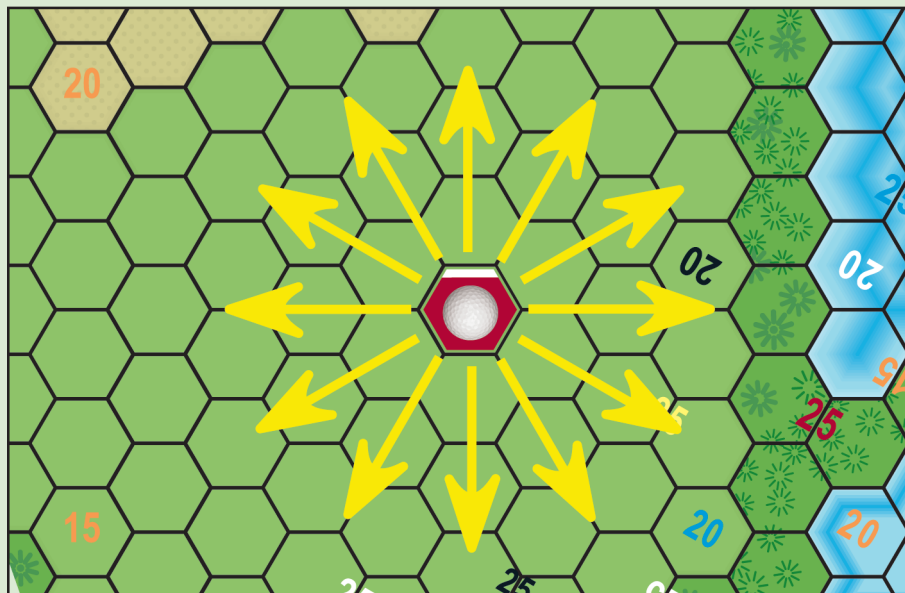
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Aim of the Game

The aim of the game is to move your golf ball with the least strokes into the hole positioned on the green. 2-4 players form a group to play the golf course. Each participant receives a golf ball plus tee in his chosen colour. The tee serves to mark a ball if several balls are to be played from the same square. More than 4 players can take part in a tournament by playing additional playing boards. GolfProfi can also be played alone.

Shot direction

For each shot there are theoretically 12 possible directions, 6 straight and 6 diagonal. For each shot usually just 1 or 2 directions are sensible.



Pic. 1

Function of the dice

The dice represent the golf clubs of the player used to play each shot. There are 14 different golf clubs available. (see app. 1) The white coloured dice are for beginners, the green for advanced players. The blue glitter die is the driver for players with a handicap from 11,5 on.

The choice of which golf club to use is determined by the lie of the golf ball. The different lies on our golf course are as follows:

- **Tee shots (20 sided die)**

Each teeing area is coloured and numbered clearly and represents the stipulated round. The colours represent the different officially rated length of a golf hole, short, middle and long. In our game each represents a new golf hole. In golf there is a difference between the men and women's teeing area, but in GolfProfi this is not necessary. The player can choose then as to from which teeing area of the golf hole he or she wishes to play from. Additional coloured numbers make it easier to locate the impact after the first stroke.

- **Fairway (12 sided die / 4 sided die)**

The closely mown area (20mm) of the golf course is called the fairway and is coloured light green. It is the best area to play from between tee and green. From here the maximum distance and best accuracy can be achieved.

- **Rough (10 sided die / green 4 sided die for advanced players)**

Rough has the colour dark green. Rough is the area of the golf course not regularly maintained, only 1-3 times per year is the area mown. From rough is the length and accuracy of the shot diminished.

- **Small Wood (8 sided die)**

Small Wood is represented by brown and is the area of the golf course with roots and weeds. From Small Wood the length and accuracy is diminished severely.

- **Bunker (6 sided die)**

Bunkers are hazards. They are coloured yellow. Bunkers are manmade hollows in the ground filled with sand. Playing from a bunker is easier than playing from the small wood, however the shot is also as by small wood disadvantaged.

- **The Green (Double numbered die)**

The green is coloured yellow/green, the grass on a golf green is mown close. (2,5-5mm). Here is found the golf hole and flag, which for every game can be placed in different variable positions, as far as you keep the distance of one square in the minimum to the related lie.

- **Water (Not playable)**

Water is coloured blue. In GolfProfi the player is unable to play from water, see the explanation of penalty shots following, page 11, **Obtaining relief**.

The use of the dice

For each shot the shorter club can be used. The exceptions being from small wood, bunkers and the green. That means for,

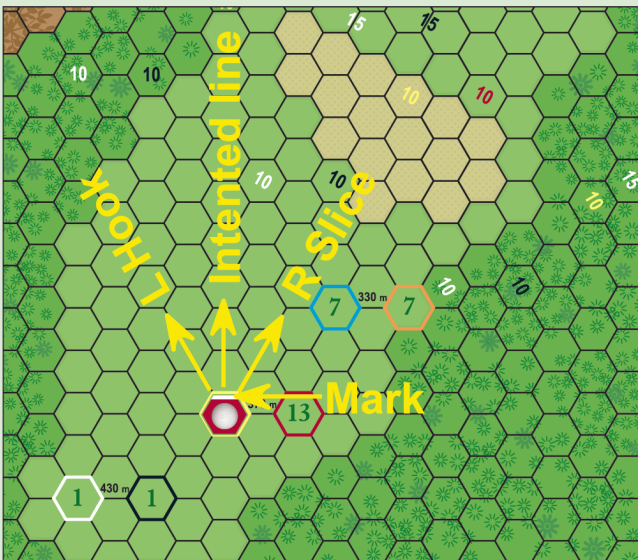
Teeing area:	20, 12, 10 , 4 sided dice
Fairway:	12, 10, 4 sided dice
Rough:	10, the green 4sided dice
Small Wood:	8 sided dice
Bunker:	6 sided dice
Green:	Putter (Double numbered die)

When a player has reached the Driver stage (handicap 11,5) then are both of the other 20 sided dice also allowed on the fairway.

Golf clubs available for the first play

For the beginner (Rabbit) in GolfProfi only the 7 white clubs are available. The beginner is a player that has passed his golf course licence. The golf course licence tests the players knowledge of the rules and etiquette necessary to play the golf course. The beginner must answer 10 questions put to him by his playing partners. These questions are found in the appendix 3. Only after successfully answering these questions can the player play the course with the following white clubs:

20 (Length 6-15), 12 (Length 5-12), 10 (Length 3-8), 8 (Length 0-5), 6 (Length 1-6), 4 (Length 1-4) and Putter (Double numbered). The exact possibilities for each die are listed in the appendix 1.



Pic. 2a



Pic. 2b

Playing a shot

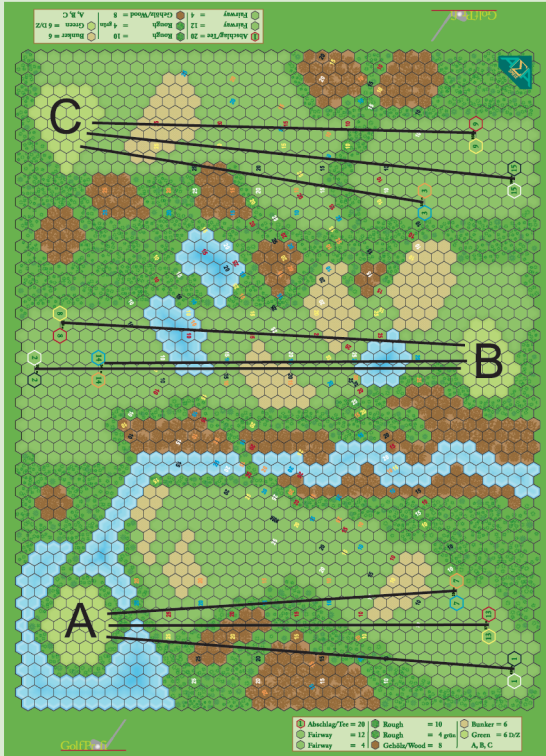
For each shot played the player must show the **intended direction** of the shot. The direction is represented by the direction mark of the golf ball.

The player uses a golf club die and the direction die together to play each shot. The length of the shot is the number thrown on the golf club die. If the direction die shows the AZA-Logo then the ball is played along the intended direction the number shown on the golf club die. If "R" shows on the top then the ball is played diagonally to the right (Slice), when "L" is shown then the ball is played diagonally left (Hook). When the ball finishes on a line then the player can choose between two squares the ball will come to rest. Pic. 2a

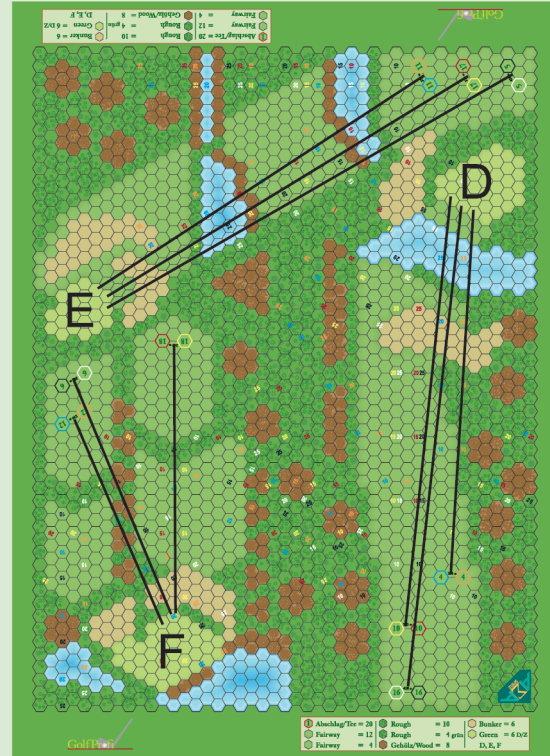
The player can also state the intended line of play along a diagonal. The player must declare left (Pull) or right (Push) before the shot. If the direction die does not correspond to the wished for line of play then the ball will travel respectively left or right to this line. Pic. 2b

Sequence of play

The holes are played in the following sequence (Stipulated round). From Tees 1, 2, 3, now turn the board 4, 5, 6, and so on to Tee 18.



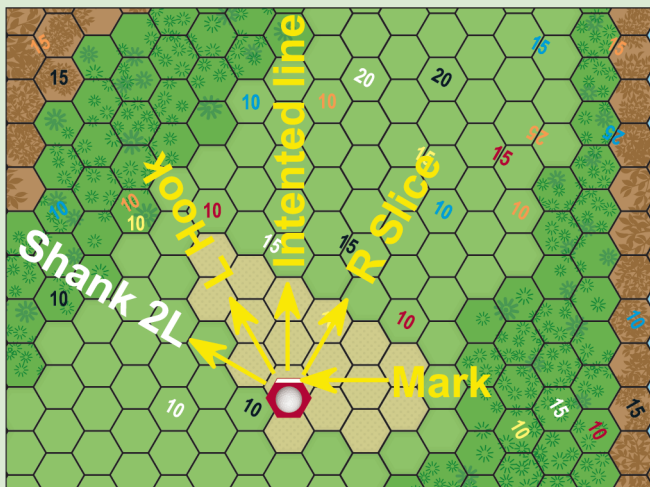
Pic. 3a
Tee shots
1, 7, 13 to green A
2, 8, 14 to green B
3, 9, 15 to green C



pic. 3b
Tee shots
4, 10, 16 to green D
5, 11, 17 to green E
6, 12, 18 to green F

The order of play on the first hole is chosen by lot.

Following the tee shot the player whose ball lies furthest from the hole is the player that always plays first. That can mean that the situation arises that a player must play more than once before the next player. The order of play for the next hole is determined by the score of the players from the previous hole. The lowest score going first, the next lowest second, etc. For players scoring the same result the order of play from the previous hole stands.



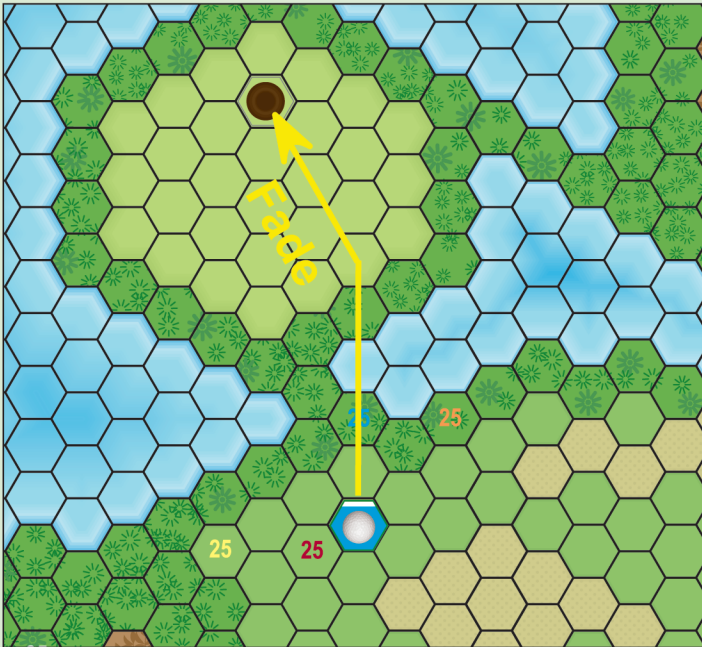
Pic. 4

Specialty shots

When the ball must be played from a **bunker** or from the **small wood**, exists the possibility that the direction can be further affected (Socket or shanked shots). This occurs when the player rolls with the direction die the "2 L" with AZA-Logo side. For other shots the "2 L" side is not used and represents a straight shot. See Pic. 4

By using the **4 sided die** from the **fairway** shorter shots can also be played. For such shots the direction die is not needed (For both white and green dice). In original golf a player would use the Putter instead. However, for GolfProfi it would lead to a not realistic probability of tapping in from outside the green.

The **green 4 sided die** can also be used from the **rough**, however always in conjunction with the **direction die**. The **white 4 sided die** is **never** allowed on the **rough**.



Pic. 5

For strokes played on the **putting green** only the putter can be used. The direction die is not needed. On each side of the putter die are two numbers. Either of these numbers can be chosen after the stroke by the player separately or added together. When the ball comes to rest on the field next to the hole then the player doesn't need to throw again and simply adds one more stroke for the tap in. Divergent from the normal rules the ball on the green can change by player's choice its direction during movement for one possibility (diagonal to straight or straight to diagonal) if it taps in. This option is also available for shots played onto the green (Fade/Draw).

Improving your play possibilities

The green dice (golf clubs) for advanced players, the Driver and the chips become available to players as they improve their playing standard. The playing standard is represented by the individual handicap. The handicap system is in the following explained.

Handicap system

Each player has a handicap that reflects his playing standard. The lower the handicap the better the playing standard of the player. Handicaps are improved by participating in tournaments. The handicap system allows players with differing playing standards to play evenly together, each with a chance to win in competition. By passing the Golf licence test the player receives the highest allowed handicap of 54.

A round of golf is normally conducted over 18 holes. Some games can be played over 9 holes. 9 hole games can not be used to improve the handicap. For each hole is a standard result, called par for the hole, designated. The length of the golf hole mostly determines the par for the hole, however the difficulty of the hole may also influence the decision. Holes are designated par 3, 4, and 5's. By adding the total of the 18 holes together you arrive at the standard score for the golf course, the par for the course (e.g. Par 72). In GolfProfi the golf course has a par of 74. So when a player plays exactly 74 shots to play our course then has the player a par round. This is normally only for the real GolfProfi.

The beginner needs on average an extra 3 shots per hole, this then demonstrates the handicap of the beginner, i.e. $18 \times 3 = 54$ shots over par. On our course, par 74, that would mean $54 + 74 = 128$ shots would equal exactly his handicap. When the total of strokes taken is less than the handicap then the player has improved his handicap.

Improving your handicap

The player can improve his handicap only in tournament play. The handicap is calculated by the "Stableford" method. The Stableford system awards points for the nett result calculated to the players handicap. The handicap strokes are taken as prescribed by the stroke index (see following):

2 and more over Par	= 0 Points
1 over Par	= 1 Point
Par	= 2 Points
1 under Par	= 3 Points
2 under Par	= 4 Points
3 under Par	= 5 Points
4 under Par	= 6 Points

If a player who has handicap 54 plays 7 shots on a par 4 he earns 2 points, if he plays 6 then he is 1 under and has earned 3 points, 5, 2 under and 4 points and so on. If after 18 holes he has in total 36 points then he has played his handicap, not improved or increased his handicap.

Therefore to improve the handicap more than 36 points are required. When the beginner with handicap 54 plays 41 points then he has played 5 strokes better as his handicap and can therefore improve his handicap by 5 shots to 49. This calculation is valid for the handicap group 54 to 36, after 36 the factor of improvement is increasingly difficult and is as follows:

54	-	36,0	by	1,0	per Point,
36,0	-	26,5	by	0,5	per Point,
26,4	-	18,5	by	0,4	per Point,
18,4	-	11,5	by	0,3	per Point,
11,4	-	4,5	by	0,2	per Point,
4,4	-	0	by	0,1	per Point.

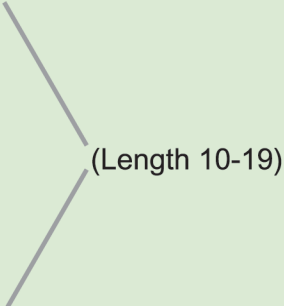
For example, a player with handicap 39 plays 42 Stableford points, so he has played 6 strokes better than his handicap. He therefore reduces his handicap to the 36 barrier 1 to 1 and thereafter 0.5 for the other strokes. The resultant handicap is then 34.5 and not 33.

Direction Chips

A player can use the direction chips to make corrections after throwing an incorrect direction with the direction die. When the result of "2 L" is thrown (In bunkers and small wood) then two direction chips are necessary for complete correction.

Golf club and chip allocation for players with better Handicaps

As the players handicap is improved he is allowed to add green golf clubs to his set and receives also direction chips. The following table describes when each becomes available.

From HC 53	Small Wood 8 sided die (Length 1-8)	
From HC 52	1 Chip	
From HC 48	2 Chips	
From HC 46	Fairway/Rough short 4 sided die (Length 3-6)	
From HC 44	3 Chips	
From HC 42	4 Chips	
From HC 40	Bunker 6 sided die (Length 4-9)	
From HC 38	5 Chips	
From HC 36	Tee shot 20 sided die (Length 10-19) for 9 from 18 Holes	
From HC 34,0	6 Chips	
From HC 32,0	7 Chips	
From HC 30,0	Rough 10 sided die (Length 5-11)	
From HC 26,4	Fairway 12 sided die (Length 8-16)	
From HC 22,0	8 Chips	
From HC 21,0	9 Chips	
From HC 20,0	Tee shots 20 sided die for 10 Holes	
From HC 19,0	Tee shots 20 sided die for 11 Holes	
From HC 18,0	Tee shots 20 sided die for 12 Holes	
From HC 17,0	Tee shots 20 sided die for 13 Holes	
From HC 16,0	Tee shots 20 sided die for 14 Holes	
From HC 15,0	Tee shots 20 sided die for 15 Holes	
From HC 14,0	Tee shots 20 sided die for 16 Holes	
From HC 13,0	Tee shots 20 sided die for 17 Holes	
From HC 12,0	Tee shots 20 sided die for all Holes	

With further improvement the player receives one driver each (Length 15-24) for every improve of 0,5. He can also then use both of the other 20 sided dice from every fairway.

From HC 11,5 Tee shots Driver 20 sided die for 1 Hole

With HCP 3 you can use all possibilities the game has to offer.

From HC 3,0 All clubs for all holes

From here all that is left is to play to handicap 0 and join the professional ranks.

Relationship of the beginner golf clubs to the other golf clubs

A player who has in his possession a green golf club is not to use the direction die if he plays the corresponding white club. This is also true for a player who has the driver if he uses the green 20 sided die instead of it for the tee off. If he plays the green 20 sided die on the fairway, he has to use the direction die.

Not until the driver or the green tee shot die is allowed for all 18 holes can the player choose for which hole he will use the golf club. He can only use it on those holes that are rated by the stroke index as easier as his handicap.

The Stroke-Index

The stroke index of every hole is indicated on the score card. The Stroke index rates the difficulty of each hole to score a par, the hole with the Stroke Index 18 is therefore the easiest hole of the golf course and the Stroke index 1 represents the most difficult hole. All other holes are rated accordingly with respect to the difficulty of scoring par.

The Stroke Index is important for the so-called „Nett“ result. At the start of each tournament the available strokes for the player per hole are indicated on the score card. The calculation of the “nett” result of the player is determined from the handicap of the player. Therefore a player with handicap 54 is allowed three extra strokes per hole, handicap 36 two extra strokes per hole and a handicap 18 player has one extra stroke for each hole. That means a handicap 54 player can on a Par 4 play 7 total strokes for a nett result of 4 ($7 - 3 = 4$). The handicap 36 player can play 6 ($6 - 2 = 4$) and the handicap 18 player 5 ($5 - 1 = 4$). When a handicap 54 player and a handicap 36 player on the same hole and both play 6 strokes then the handicap 54 player has won the “nett” result for that hole, and thereby in Nett match play he has won that hole.

In the above example the individual calculation is simple because the handicaps are divisible by 18. This is of course only possible with the handicaps 54, 36, 18. For the other handicaps the stroke index determines where extra strokes are taken. The following examples will explain.

For a player with handicap 46, 10 holes are played with 3 extra strokes available and 8 holes with 2 extra strokes. The 10 most difficult holes (stroke index 1-10) therefore receive three extra strokes with the remaining holes (stroke index 11-18) receiving only 2 extra strokes. ($10 \times 3 + 8 \times 2 = 46$). For a player with handicap 30, 12 holes (stroke index 1-12) receive two extra strokes, 6 holes (stroke index 13-18) receive only one extra stroke. ($12 \times 2 + 6 \times 1 = 30$).



Pic. 6a

Obtaining relief – with penalty

When a ball lands in a water hazard (Blue Field) the player must add to his score one penalty stroke and then continue with one of the following possibilities,

- place the ball (in real golf the player drops his ball with an outstretched arm) on the field position where the ball last crossed the margin of the water hazard, not nearer to the hole (Pic. 6a) or,
- play the ball from any point, not nearer to the hole, on the extended line between the flag and the point where the ball last crossed the margin of the water hazard (Pic. 6b),



Pic. 6b

- play the ball from the last position played.

When a player's ball is played outside the boundary of the course it is deemed to be out of bounds. He must then put a new ball in play from the last position played and add one penalty stroke.

A player may declare his ball unplayable at any position of the golf hole. The player has the same possibilities as by the water hazard, with the exception of the bunker where he may not remove his ball.

Obtaining relief – no penalty

When a ball comes to rest on a green that doesn't belong to the hole being played, the player must take relief. As with water hazard the same three options are available however without penalty.

Handicap increases

When a player doesn't play to his handicap and lies outside of the respective puffer zone he receives 0.1 added to his handicap. This is only for players who have passed the handicap 36 stage.

The Puffer zones are:

HC 36,0 – 26,5	31 to 36 Stableford-Points
HC 26,4 – 18,5	32 to 36 Stableford-Points
HC 18,4 – 11,5	33 to 36 Stableford-Points
HC 11,4 – 0	34 to 36 Stableford-Points

Variation of Play

There are two types of play, Stroke play and Match play

By stroke play the person with the least amount of strokes is the winner. By "Nett" stroke play the winner is the player with least amount of nett strokes, that is the total strokes taken minus the handicap of the player.

In match play the game is played by holes, a hole is won by the side which holes its ball in the fewer strokes. In a handicap match the lower net score wins the hole.

Further variations of play are Threesomes and Foursomes, Three-Ball, Best-Ball and Four-Ball Match Play, Four-Ball Stroke Play, Bogey, Par and Stableford Competitions. It is outside the scope of this manual to explain all forms of the game. We recommend you visit the website www.randa.org for more information.

Extra Hole

If after 18 holes the winner has not been decided then extra holes, "Sudden death", are played until a winner is decided.

The Scorecard

At the beginning of each round the player must prepare the scorecard. The name of the player, the date of the tournament, the number of tournaments played and the handicap of the player are filled out on the scorecard. To prove his handicap the player must show to his playing partners the last played tournament card. When unable to do so then the player must start as a beginner with 0 tournament played. The strokes taken for each hole for the handicap of the player are noted on the score card.

In the column, "Score", each stroke is registered by a mark. The total then written in the column "Total Score", with the nett result, (score minus handicap strokes for the hole) written in the column "Score Nett". It is possible to return a negative, positive or null nett score. In the last column is written the Stableford points.

To better explain we have included the following example.

Date: 12. Jun. 2002
 Players Name: Tom Tough
 Game-No.: 3 (AZA-Open)
 Handicap: 46



Tee No.	Dist. in m	Par	Stroke Index	HC	Stroke	Sum Score	Score Nett	Sum Nett	Stableford
1	430	5	18	7	III	5	-2	-2	4
2	390	5	15	7	III 1	11	-1	-3	3
3	330	4	12	6	III 1	17	0	-3	2
4	330	4	2	7	III III	27	+3	0	0
5	420	5	13	7	III 1	33	-1	-1	3
6	260	3	11	5	III	38	0	-1	2
7	330	4	16	6	III	43	-1	-2	3
8	350	4	4	7	III IIII	52	+2	0	0
9	350	4	8	7	III III	60	+1	+1	1
10	380	5	14	7	III	65	-2	-1	4
11	330	4	5	7	III III	73	+1	0	1
12	230	3	17	5	III	78	0	0	2
13	370	4	3	7	III 1	84	-1	-1	3
14	340	4	9	7	III	89	-2	-3	4
15	390	4	10	7	III 1	95	-1	-4	3
16	430	5	6	8	III II	102	-1	-5	3
17	370	4	1	7	III III	112	+3	-2	0
18	240	3	7	6	III	116	-2	-4	4
			74	120	- HC:	46	Sum:		42
					Nett:	70			-36
							Difference:		6

New Handicap:

40

Epilogue

GolfProfi is designed so that every player has the chance to play his or hers handicap. When you play better than you can improve your handicap. If it is that by the first game you have not improved your handicap don't get upset with the game. Maybe you just had a bad day. Don't give up! You will soon realise that the way to GolfProfi is not easy, but when you play your first birdie, 1 under par, your first eagle, 2 under par or your first albatross, 3 under par you have passed the most difficult stages. When the bogeys, 1 over par, double bogeys, 2 over par, or triple bogies, 3 over par are belonging more and more to the past, then you have overcome the adversity of the golf course and can be proud of your abilities. This is the great feeling that is associated with golf and **GolfProfi!**

Appendix 1

Distance measures for each golf club

20 sided die

Beginner		Advanced		Driver	
Num.	times	Num.	times	Num.	times
6	1	10	1	15	1
7	1	11	1	16	1
8	2	12	2	17	1
9	3	13	3	18	2
10	3	14	3	19	4
11	3	15	3	20	4
12	2	16	2	21	3
13	2	17	2	22	1
14	2	18	2	23	1
15	1	19	1	24	1
				25	1

12 sided die

Beginner		Advanced	
Num.	times	Num.	times
5	1	8	1
6	1	9	1
7	2	10	1
8	3	11	2
9	2	12	2
10	1	13	2
11	1	14	1
12	1	15	1
		16	1

10 sided die

Beginner		Advanced	
Num.	times	Num.	times
3	1	5	1
4	1	6	1
5	2	7	2
6	3	8	2
7	2	9	2
8	1	10	1
		11	1

8 sided die

Beginner		Advanced	
Num.	times	Num.	times
0	1	1	1
1	1	2	1
2	1	3	1
3	1	4	1
4	2	5	1
5	2	6	1
		7	1
		8	1

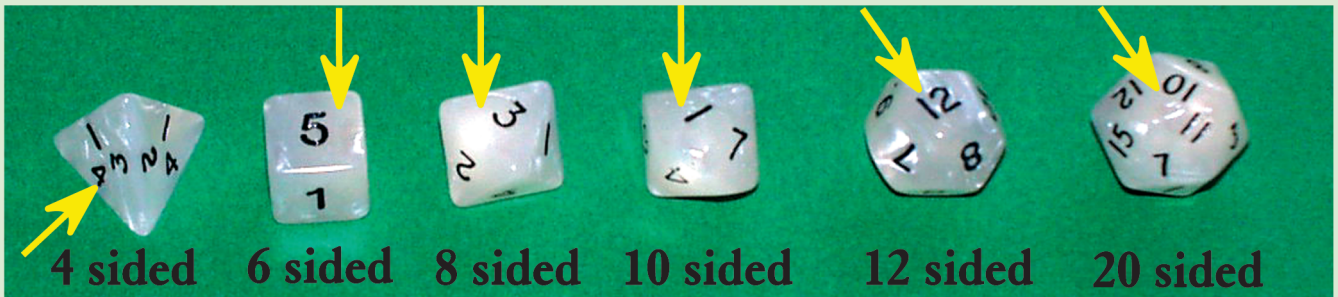
6 sided die

Beginner		Advanced	
1-6	1 times each	4-9	1 times each

4 sided die

Beginner		Advanced	
1-4	1 times each	3-6	1 times each

For higher dynamic we recommend to use a shaker cup.



Valid is the number on top of the dice, except of the four sided die. There the number is valid you can see above the three edges on the bottom. In our example "4".

Appendix 2

The rules of golf as used for GolfProfi

1. Players shall not agree to exclude the operation of any *Rule* or to waive any penalty incurred. Penalty for breach of rule 1 Match play Disqualification of both sides; Stroke play Disqualification of competitors concerned.
2. A player may concede a hole or a match at any time prior to the conclusion of the hole or the match.
3. The player shall start a *stipulated round* with not more than fourteen clubs.
4. *Partners* may share clubs, provided that the total number of clubs carried by the partners so sharing does not exceed fourteen.
5. A **marker** is one who is appointed by the *Committee* to record a *competitor's* score in stroke play. He may be a *fellow competitor*.
6. Before starting a match in a handicap competition, the players should determine from one another their respective handicaps. If a player begins the match having declared a higher handicap which would affect the number of strokes given or received, he shall be disqualified; otherwise, the player shall play off the declared handicap. It is the player's responsibility to know the holes at which handicap strokes are to be given or received.
7. After each hole the *marker* should check the score with the competitor and record it. On completion of the round the marker shall sign the card and hand it to the competitor. If more than one marker records the scores, each shall sign for the part for which he is responsible.
8. After completion of the round, the competitor should check his score for each hole and settle any doubtful points with the *Committee*. He shall ensure that the *marker* has signed the card, countersign the card himself and return it to the *Committee* as soon as possible.

9. The *Committee* is responsible for the addition of scores and application of the handicap recorded on the card.
 10. The player shall play without undue delay and in accordance with any pace of play guidelines which may be laid down by the *Committee*. Between completion of a hole and playing from the next *teeing ground*, the player shall not unduly delay play.

Penalty
 Match play - Loss of hole;
 Stroke play - Two strokes.
 For subsequent offence - Disqualification.
 For the purpose of preventing slow play, the *Committee* may, in the conditions of a competition, lay down pace of play guidelines including maximum periods of time allowed to complete a stipulated round, a hole or a stroke. In stroke play only, the *Committee* may, in such a condition, modify the penalty for a breach of this Rule as follows:
 First offence - One stroke;
 Second offence - Two strokes;
 For subsequent offence - Disqualification.
 11. During a *stipulated round*, a player shall not give *advice* to anyone in the competition except his partner and may ask for advice only from his partner or either of their caddies. **Advice** is any counsel or suggestion which could influence a player in determining his play, the choice of a club or the method of making a *stroke*. Information on the *Rules* or on matters of public information, such as the position of *hazards* or the *flagstick* on the *putting green*, is not advice.
 12. If a player plays when his opponent should have played, the opponent may immediately require the player to cancel the stroke so played and, in correct order, play a ball without penalty as nearly as possible at the spot from which the original ball was last played. (Match play) By stroke play no penalty is incurred.
 13. In Match play, if a player plays a *stroke* with a *wrong ball* except in a *hazard*, he shall lose the hole. If a player plays any strokes in a *hazard* with a wrong ball, there is no penalty. If the player and opponent exchange balls during the play of a hole, the first to play the wrong ball other than from a *hazard* shall lose the hole; when this cannot be determined, the hole shall be played out with the balls exchanged.
 14. Stroke play: If a competitor plays a *stroke* or strokes with a *wrong ball*, he shall incur a penalty of two strokes, unless the only stroke or strokes played with such ball were played when it was in a *hazard*, in which case no penalty is incurred.. If the wrong ball belongs to another competitor, its owner shall place a ball on the spot from which the wrong ball was first played.
-

Appendix 3

Questions (the answers can be found in the rules)

1. What is a group?
2. What is the maximum number of clubs that a player is allowed to use in an official tournament?
3. What is the Fairway?
4. What is the Rough?
5. What is a Bunker?
6. What is a Green?
7. What is the difference between a lateral water hazard and a water hazard?
8. What options has a player got when his ball comes to rest within a water hazard?
9. What is the penalty for playing into a water hazard?
10. What means direction of play?
11. What do the terms Slice and Hook mean?
12. What do the terms Push und Pull mean?
13. What decides the order of play by tee shots?
14. What decides the order of play on the next hole?
15. What is a Socket or Shank?
16. What golf clubs are not allowed to be used on the putting green?
17. What do the terms Fade or Draw mean?
18. What is a Par?
19. What do the terms Bogey, Birdie, Eagle und Albatross mean?
20. What does par for the course mean?
21. What is the par for the course in GolfProfi?
22. What is a Handicap?
23. What is the starting handicap for the beginner?
24. With which method are changes to the players handicap calculated?
25. What is the Stroke Index?
26. When can a player declare his ball unplayable?
27. What is the penalty for declaring the ball unplayable?
28. What does the term "wrong green" apply to?
29. What happens when your ball comes to rest on the wrong green?
30. What is stroke play?
31. What is match play?
32. What does the term "Nett" mean?
33. When must an extra hole be played?
34. What happens when a player decides to ignore a rule or not accept a penalty?
35. When can a hole be given?
36. Can slow play be penalised?
37. What happens when a player plays out of turn?
38. What happens when the player plays the wrong ball not in a hazard?
39. What happens when the player plays the wrong ball in a hazard?
40. Who can offer coaching during the round?

Date: _____

Players Name: _____

Game-No.: _____

Handicap: _____

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Tee No.	Dist. in m	Par	Stroke Index	HC	Stroke	Sum Score	Score Nett	Sum Nett	Stableford
1	430	5	18						
2	390	5	15						
3	330	4	12						
4	330	4	2						
5	420	5	13						
6	260	3	11						
7	330	4	16						
8	350	4	4						
9	350	4	8						
10	380	5	14						
11	330	4	5						
12	230	3	17						
13	370	4	3						
14	340	4	9						
15	390	4	10						
16	430	5	6						
17	370	4	1						
18	240	3	7						
	74								
					-HC:				
					Nett:				
								Sum:	
									-36
								Difference:	

New Handicap:

Date: _____

Players Name: _____

Game-No.: _____

Handicap: _____

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Tee No.	Dist. in m	Par	Stroke Index	HC	Stroke	Sum Score	Score Nett	Sum Nett	Stableford
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13	370	4	3						
14	340	4	9						
15	390	4	10						
16	430	5	6						
17	370	4	1						
18	240	3	7						
	74								
					-HC:				
					Nett:				
								Sum:	
									-36
								Difference:	

New Handicap:



TURFMASTER

TurfMaster is thrilling combination of card and dice moves, interspersed with hazards and snares that make for lively play. Constantly switching position, polished race tactics, intimidation the opponent – this all goes to make up **TurfMaster**. Not least, a cunning handicap rule ensures that racing fever steadily intensifies right up to the home straight, and even the wildest jockey has to fear about whether he will manage the short step to the winners rostrum or land in the dirt in the end.

Contents:

- 1 Playing board
- 8 Pewter horses and jockeys
- 8 Decks of cards 33 cards each
- 16 Perl spot dice (2 x 8 colours)
- 6 Fences for special steeplechase



TurfMaster
(with 1-colour painted pewter figures)

TurfMaster Exklusiv

(with 5-colour hand painted pewter figures)

TurfMaster Course-Collection I

TurfMaster, the flat-racing event for 2 to 8 people is being extended:

Now you can experience the full action of racing for win, place and show on the original racecourses "Düsseldorf Grafenberg" and "Berlin Hoppegarten". New features are the running direction, the even more varied play with different long and short races and the new way of sharing our the cards. All this requires new tactics and adds to the appeal of the game.



MotorChamp – a car-racing game for 2-8 players. Each player is both team manager and driver. As manager he/she must decide which driver in the team will go for victory and which will have the job of supporting him.

As driver he must master the dangers of the racetrack and never let the opponents out of his sight. A feel for driving at the limit, the right strategy concerning pit-stops, clever use of the second car and the necessary bit of luck will guarantee a successful race.



Contents:

- 3 Board sections with 12 different possible combinations (8 long distance with all tree sections, and 4 short distance with two sections)
- 4 Board section fasteners (high grade steel)
- 16 AZA-race cars (8 Teams, with 2 cars each)
- 16 normal 6-sided dice (2 dice per Team)
- 8 special dice (1 to 3 digits)
- 80 Lap-Pins in 5 different colours to signify how many laps have been run
- 16 Yellow pit flaps to signify a completed pit stop
- 8 Red handicap flaps to signify a reduced driving capability
- 1 Plastic box for the small parts



Additional Teams for MotorChamp



Team Set 20/21 and 18/19



The Symbol of High Grade SportsGames

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