

For the game of
AFRICAN GOLF

The following rules govern:
 Two or more may play the game.
 The first player is known as the "Shooter," and the idea is to make as many "passes" as possible. The cards are placed face down on the table. The "Shooter" cuts the cards and should he turn up 7 or 11 he wins and scores one pass. The "Shooter" again cuts, and should he turn up any of the following numbers: 4, 5, 6, 8, 9 or 10 then this number is his "point" and the cards should be shuffled and the "Shooter" rolls the cards which are placed face down, from the top one at a time until he either makes his "point" or misses by turning up number 7. Should he make the "point" he has scored another "pass" and starts over again.
 Should the "Shooter" on any first cut turn up 2, 3 or 12 he suffers a loss of one point.
 Numbers 2, 3, 11 or 12 are only of value on the first cut by the "Shooter" and are of no value when turned up during a "roll."
 The privilege of "Shooting" is lost only when the "Shooter" has a "point" to make and misses by rolling number 7.
 It is important to remember that the "Shooter's" opponent, known as the "Fader," has the right to shuffle or cut the cards at any time, even during a roll, and particularly after each decision.
 The cards are to be placed face down on the table after shuffling, so that the "Fader" may conveniently cut them any time he desires.

