

MATCH PLAY IN FOURSOMES

Two on each side play partners. The player on either side who makes a hole in fewer strokes than either opponent in the Foursomes wins the hole for his side. The side winning the larger number of holes out of the 9 or 18 wins the match.

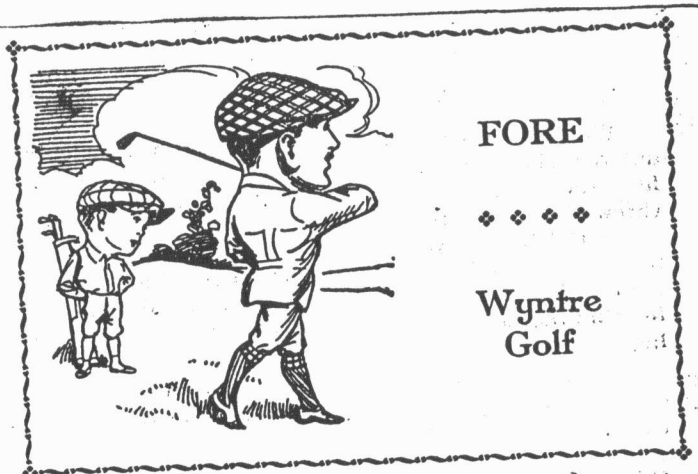
MEDAL PLAY

In medal play every stroke is counted, and the player making the 9 or 18 holes in the fewest number of strokes wins.

Scores are kept as in regular golf.

Score pads can be purchased from dealers selling Wyntaxre Golf, three pads for 25 cents. or direct from,

ALDERMAN FAIRCHILD COMPANY
Rochester, N. Y.



WYNTRE GOLF

General Information

Wyntre Golf is played the same as Field Golf. The only difference being that the Player throws the cubes to make his distances, which is the same as hitting the ball. One throw of the cubes equals a stroke.

In Golf the player who uses the best judgement in selecting his Clubs generally wins and it is necessary to use certain Clubs under certain conditions. Always keep in mind that a player must select his club before throwing the cubes.

Players should therefore study the course carefully and note the values given each club found in the scoring circle.

Counts obtained by throwing the cubes are given in the smaller circles close to the golf ball in the center of the large circle.

By consulting the scoring circle you find that by using a Driver or Brassie one may get from 150 to 240 yards depending on the total of the numbers on the cubes and so on through the rest of the clubs.

Penalties are provided for misplays and carelessness when one goes into a bunker, into the rough, or throws a 12 with the cubes.

All Bunker penalties are given in the respective bunkers and the penalties for throwing a 12 are given in the outer margin of the scoring circle.

DIRECTIONS FOR PLAYING

To begin the game, each player throws the cubes to see who drives off first.

The one getting the highest count on the cubes has the "honor", as it is called in golf.

Thereafter the player winning a hole drives off first on the next Tee.

When the balls of all players are driven off and on the Fairway, the player whose ball is farthest from the hole plays first.

LEARNING THE GAME.

That it may be easily understood, let us play a practice game and put the illustration in the second person.

Consulting the score card, you note that the first hole is 325 yards long; the ball is placed on the playing Tee, a

Driver is selected, the object being to get as far as possible on the first shot or stroke. You now throw the cubes, the count of 11 yields a drive of 240 yards.

The ball is now moved to square on the Fairway marked 240 which shows that you are now 85 yards from the hole, or 65 yards from the green, because a distance of 20 yards or less from any hole places the ball on the Green.

You now select a Mashie and throw the cubes getting a 5 which yields 80 yards. You are now within 20 yards of the hole, to be exact 5 yards from it-therefore the ball is on the green. You now place the ball on the green on the square marked 5 in the column headed "Yards to go" and take a Putter because the Putter is the only club that may be used on the Green.

You throw the cubes and get 6, now the distance

obtained with a Putter is found in the square at the intersection under the column giving the number thrown with the cubes, and opposite the number of yards to go on which the ball rests.

In this case, the ball is 5 yards from the hole and you have thrown 6, so you read down the column headed "6" until directly opposite 5 in the "Yards To Go" column.

At this intersection you find the figure 4, take 4 from 5 which leaves 1—this being the difference between "Yards To Go" and the distance obtained with the cubes or stroke, and move the ball to the square marked 1 in the "Yards To Go" column, which indicates that you are 1 yard from the hole.

You again throw the cubes and get another 6 and looking under the column headed 6 find "Hole Out", which means that you have made the hole.

As you have thrown the cubes four times you have made the hole in "4" and proceed to the next hole in the same manner. On some of the holes you may go into the bunker, but by looking at the course find that you must use a certain club. You may throw a 12, but looking at the scoring circle find that if you throw a 12 with a Driver or Brassie, you go into the "Rough", and can only take 110 yards, and must play a Niblic on the next shot. Following this circle the penalties for each club is given when a 12 is thrown, and particularly when the ball is on the Green. If you throw a 12, count a stroke, but do not move ball toward the hole.

MATCH PLAY IN TWOSOMES

The player winning the greater number of holes, irrespective of the aggregate number of strokes, during the playing of the 9 or 18 holes, wins the match.