



ASG Golf Pinehurst No. 2 Quick Play Rules

Choose the golfers' cards and your course.

Quick Play courses that are also available in board game format may be played in combination with the ASG shot-by-shot board game. A combination tournament would consist of some golfers being played shot-by-shot and some golfers being Quick Played.

The Quick Play courses are designed to produce scores that will be similar to the scoring in the shot-by-shot game when using the same course conditions in each format.

There are three course conditions that can change from round-to-round and course-to-course. The modifiers for Pinehurst are listed at the end of these rules. The use of these conditions is optional. If you are playing a combination tournament, the same conditions should be used for both versions.

The three conditions are: *Course Condition*, *Wind* and *Rough*. If you are playing a 100% Quick Play event, determine the conditions by rolling 2 dice. Use the result of the first die to determine the Course Condition, and use the second die to determine the Wind.

The Course Condition may be one of the following three types:

1. Soft
2. Normal
3. Hard (Firm)

Wind Conditions may be one of the following types:

1. Calm/Light
2. Strong

The choice of rough is optional depending on the type of event you are playing. Rough may be one of the following three types:

1. Normal
2. PGA
3. US Open

Proceed to the first tee.

1. Roll 3 dice. The Quick Play version of ASG golf requires the use of 3 dice. Designate one die as the tens digit and another as the units digit. Combine their results to form a two-digit number from 11 to 66 and use that to get a reading from the golfer's card. The 3rd die is used to determine which column (W, I or P) to use on the golfer's card. For a 3rd die roll of 1 or 2 use the W-column. For a 3rd die roll of 3 or 4 use the I-column, and for a 3rd die roll of 5 or 6 use the P-column.

Note for the following example, we will use Tiger Woods playing Pinehurst hole one.

2. Read the result from the golfer's card. A roll of 5-3-6, for example would lead us to the P-column on Tiger Woods' card. The result on Tiger's card for a 53 in the P-column is a 15.

NOTE: Ignore the p, t, r, m, s and d modifiers that appear in the I column of the golfers card.

3. Read this result from the hole card under the same WIP column as used on the golfer's card. Checking the hole card a P-column 15 result is a 4. So Woods has scored a par 4 on the first hole at Pinehurst. However, there are 3 types of modified results possible. These are explained below:

A. An X or x before a number on the hole card:

X# -- possible birdie or par based on the golfer's QP rating

x# -- possible par or bogey based on the golfer's QP rating

If the golfer's QP rating is greater than or equal to the X/x number the golfer records the better score. If it is less than the X/x number he records the worse score.

B. Some hole card results include a letter modifier after the score (i.e. 4A, 5c, 3b). It was determined prior to the round which modifiers would be in effect for the round (see above). When a score is followed by a letter modifier and the modifier is in effect for this round (as determined before the round) the score on the hole will be altered. All capital letter modifiers (A, B, etc.) will reduce the listed score by one shot if that modifier is in effect for the round (i.e. a 4A result would become a score of 3). All small letter modifiers (b, c etc.) will increase the listed score by one shot if that modifier is in effect for the round (i.e. a 5c result would become a score of 6).

C. There are also 3 modifiers that may follow the score on the Quick Play hole card. These 3 modifiers require a re-roll to determine a possible change in the score:

! – Hole out re-roll of 3 dice: if re-roll is '666' score is the listed result –1 stroke (3! would become a score of 2).

* – Hole out re-roll of 2 dice: if re-roll is '66' score is the listed result –1 stroke (4* would become a score of 3).

+ – Triple bogey re-roll of 2 dice: if 3 is the result on either die, score is the listed result +1 stroke; if re-roll is '44' score is the listed result +2 strokes.

Pinehurst No. 2 Modifiers			
Modifier Type	Condition	Modifier	Roll Chances (1-6)
Course Condition	Soft	A	1
Course Condition	Normal	None	2
Course Condition	Hard	b	3-6
Wind	Calm/Light	None	1-5
Wind	Strong	c	6
Rough	PGA	None	N/A
Rough	US Open	d	N/A