

PIVOT[®] GOLF



**ASSEMBLY
AND RULES**

PIVOT GOLF GAME

(Any Number of Players)

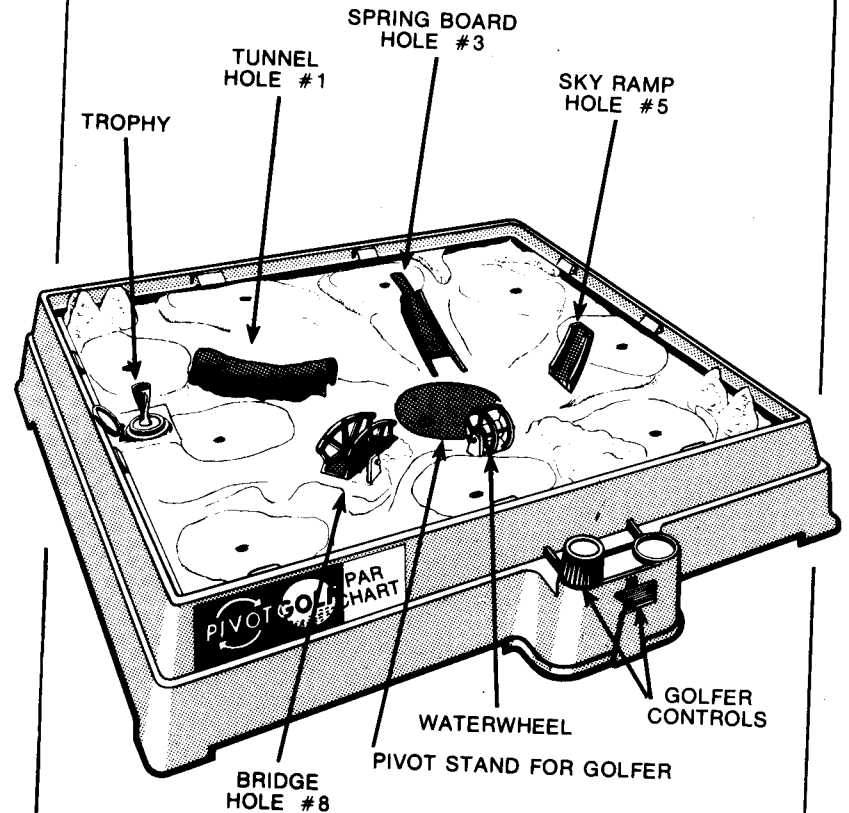
Pivot Golf is a nine hole table top miniature golf course. It requires no knowledge of golf except keeping score.

OBJECT OF THE GAME: To play nine holes taking the fewest strokes.

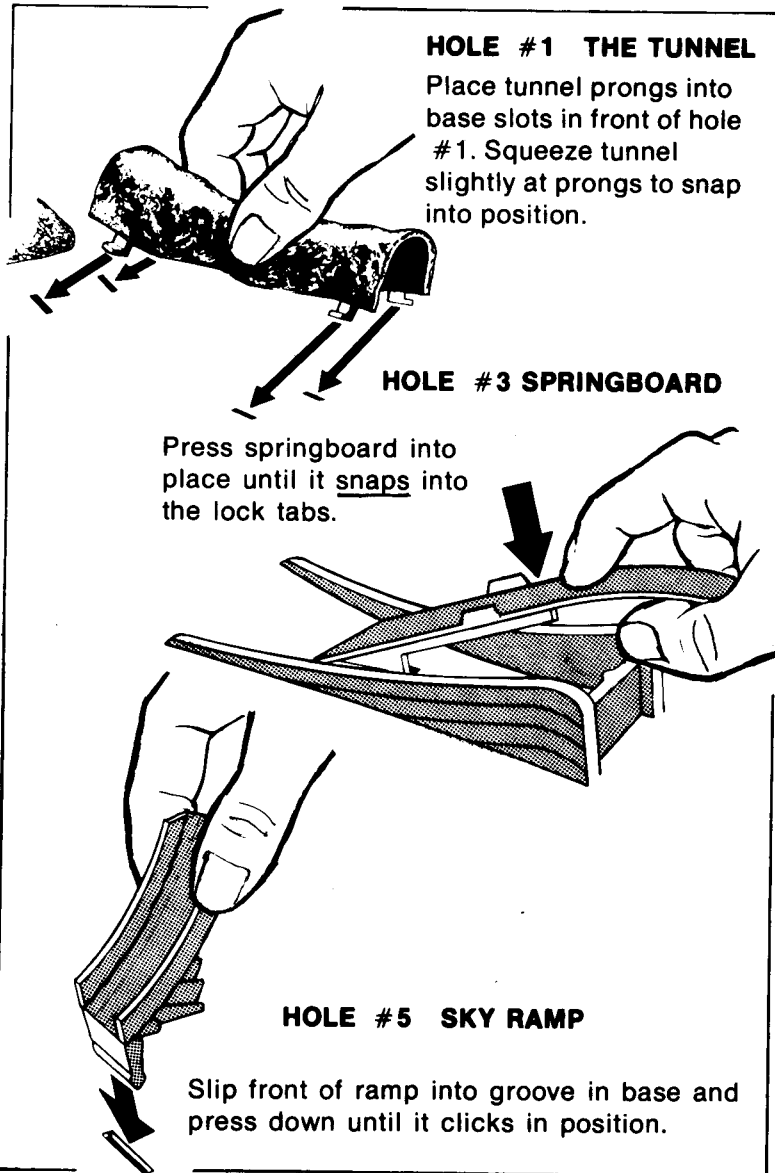
Pages 3 thru 6 show simple assembly of hazards and golfer.

Page 7 lists the rules of play and scoring.

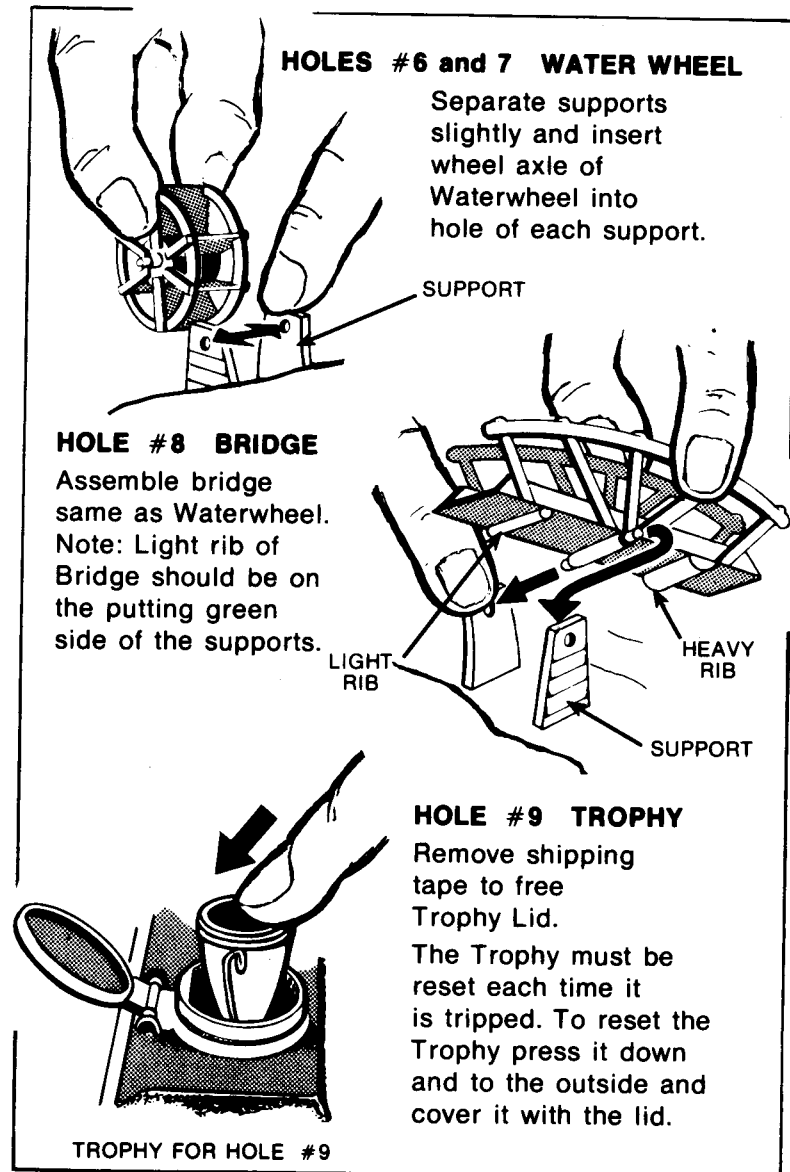
Page 8 diagrams a sample scorecard.



GENERAL VIEW
OF 9 HOLE PLAYING BASE
WITH ORNAMENTS & HAZARDS



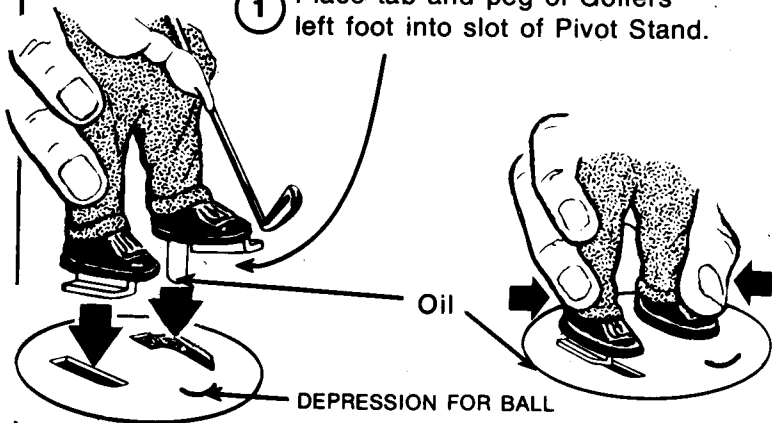
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ASSEMBLING THE GOLFER TO THE BASE

- ① Place tab and peg of Golfer's left foot into slot of Pivot Stand.



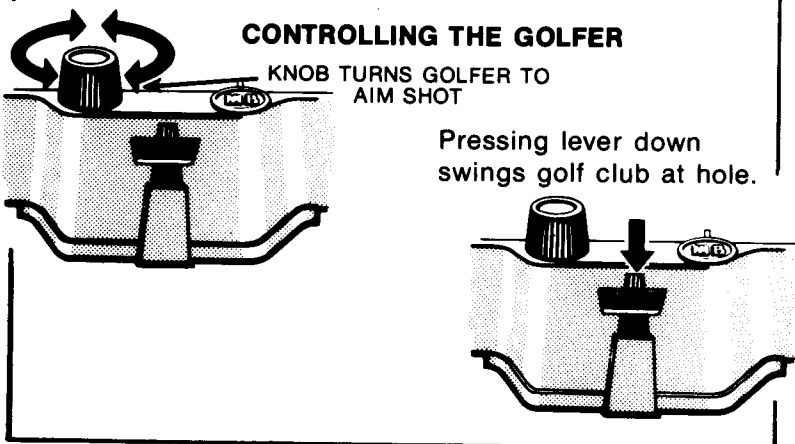
If Golfer becomes hard to turn or Golf Club hard to swing, add a few drops of mineral oil to the points shown above.

- ② Squeeze right leg to snap into other slot.

CONTROLLING THE GOLFER

KNOB TURNS GOLFER TO AIM SHOT

Pressing lever down swings golf club at hole.



PIVOT GOLF RULES (Any Number Of Players)

OBJECT OF THE GAME: To play the nine holes of miniature golf taking the fewest strokes.

1. Place the steel ball in the depression in front of the Golfer. After being hit, the ball should return automatically to this spot.
2. The holes are played in order. Starting with No. 1 all players must complete hole No. 1 before any player moves to hole No. 2.
3. A player turns the control knob to aim the Golfer's club. To hit the ball, he presses the lever with the proper force to drive the ball onto the green, and into the cup.
4. Holes No. 1, 3, 5 and 8 have hazards. If the ball goes into these cups, without going through the hazard, it counts as one stroke, and the player continues shooting at the hole until he negotiates the hazard.
5. If the ball is hit off the playing surface, it is considered to be out of bounds and counts as 2 strokes. The ball is then replaced in front of the Golfer.
6. If the ball lodges in the trees or other hazards, it is considered unplayable and counts as 2 strokes. The ball is then removed and replaced in front of the Golfer.
7. A ball going into a wrong cup counts as one stroke, with no additional penalty.
8. On each hole a player tries to hit the ball into the cup in "Par" or better. Par is the number of strokes considered Fair for each hole, as shown on the side of the plastic base.
9. On each hole a player continues shooting until he has exceeded Par for the hole by 2 strokes. His turn then ends and he receives a score of Par +3 for the hole. A score of Par +3 is the highest score that can be recorded for any hole.
10. After all the players have completed 9 holes, the player with the lowest number of strokes (score) is the winner of the game.

SCORE CARD

Pivot Divot Country Club

SCORE

PLAYER A PLAYER B PLAYER C PLAYER D

| HOLE | NAME | PAR | PLAYER A | PLAYER B | PLAYER C | PLAYER D |
|------|------------------|-----------|----------|----------|----------|----------|
| 1 | Long Tunnel | 3 | | | | |
| 2 | Nice & Easy | 4 | | | | |
| 3 | Spring Board | 3 | | | | |
| 4 | Narrow Opening | 4 | | | | |
| 5 | Sky Ramp | 5 | | | | |
| 6 | Straight Away | 3 | | | | |
| 7 | Across the Creek | 4 | | | | |
| 8 | Over the Bridge | 5 | | | | |
| 9 | Pop The Lid | 4 | | | | |
| | Totals | 35 | | | | |