



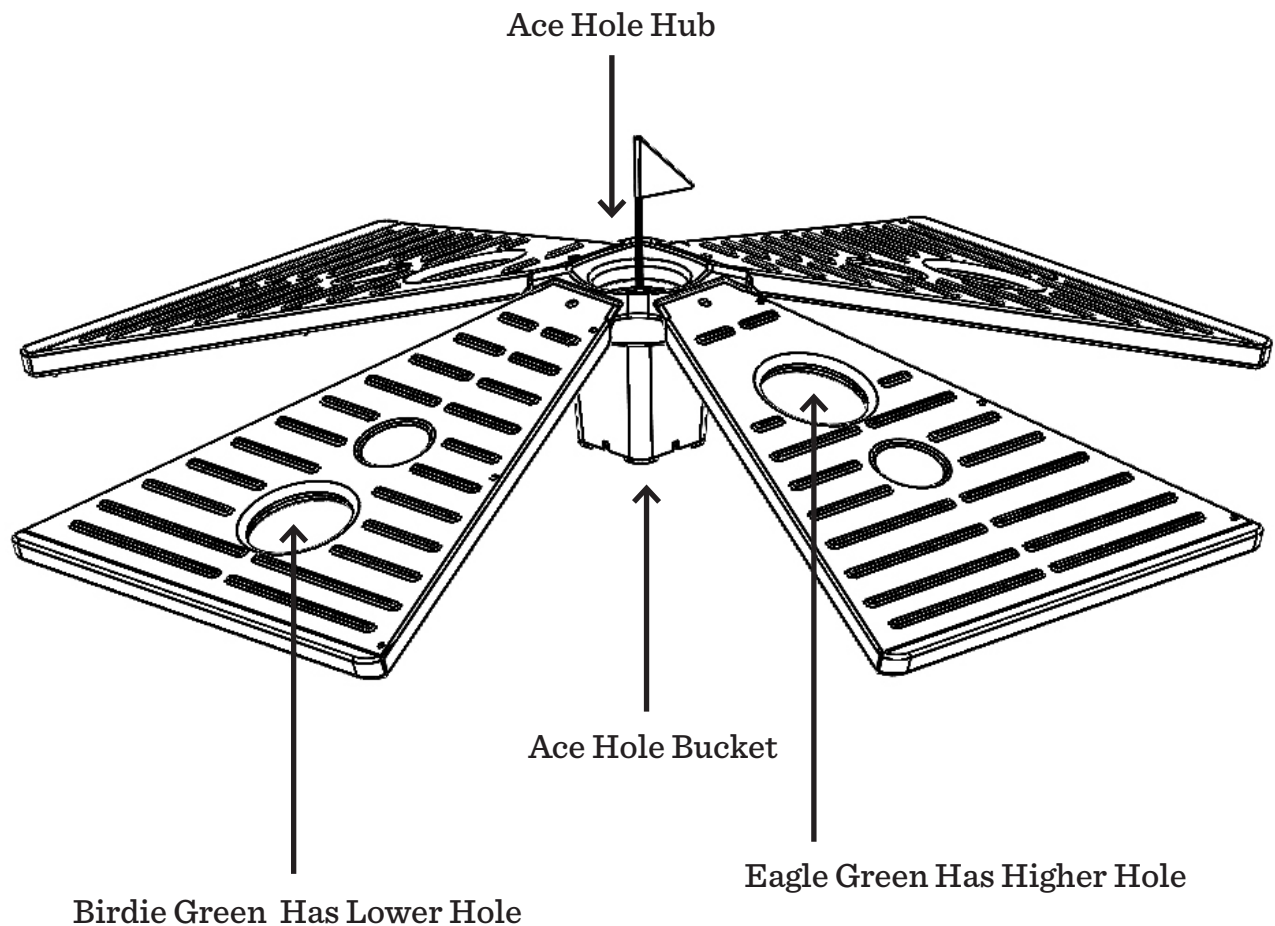
INSTRUCTIONS

DESCRIPTION OF GAME PIECES AND PLAYING SURFACES:

Ace Hole consists of 5 major components.

QTY

1. Birdie Greens.....2
2. Eagle Greens..... 2
3. Ace Hole Hub.....1
4. Ace Hole Bucket.....1
5. Endura-Bags..... 8 (Not shown)



THE OFFICIAL ACE HOLE RULES

SECTION A: HOW TO START A ROUND

For singles, each contestant tosses one bag at the first hole. Whoever gets the lowest score or best bag gets the first toss to start the game. For doubles, the lowest score of the team gets the first toss.

SECTION B-1: SINGLES PLAY (AKA 1v1)

Each contestant will take turns tossing all 4 of their bags to complete a hole. The contestants will alternate tossing one bag at a time until all 4 of their bags have been thrown. After completing the hole, the scores will be calculated and the bags removed. The contestants will then rotate to the next tee line and start a new hole. The contestant with the lowest score of the previous hole starts the next hole.

SECTION B-2: DOUBLES PLAY (AKA 2v2)

In doubles play, the first two contestants of each team will take turns tossing all 4 of their bags. The first two team contestants will alternate tossing one bag at a time until all 4 of their bags have been thrown. Once the first two contestants (with one from each team) finish tossing their bags, they will then calculate their score and remove their bags. This is called a half hole set. Once the half hole set is completed, the last two contestants will take turns tossing their 4 bags. This will complete the hole set. Once the whole set is completed and recorded, the two teams will then rotate to the next tee line and start a new hole. The team with the lowest score of the previous hole starts the next hole.

SECTION C: HOLE SETS

Every Ace Hole game is broken down into 8 Hole sets. During each hole set of play, all of the contestants must take turns tossing all 4 bags. In singles play, a hole is completed once both contestants toss all 4 of their bags. In doubles play, a half hole set is completed when the first two players of competing team tosses all 4 of their bags. They remove the bags and take score. A second hole set is completed

when the second set of players competing tosses all 4 of their bags. The second set is then scored and the bags are removed. The contestants then rotate to the next hole.

SECTION D: HOLE ROTATION AND TEE LINES

Ace Hole is played in a clockwise rotation using 8 hole stations. Each hole station has its own playing distance that is defined by a number of paces between the front of a given hole station's green and its tee. (See page 5.) Example: The first tee foul line is set up 8 paces from the front of the Green of that hole. Tee lines can be created by any means possible. You can use cups, sticks, rocks, cans or whatever you need to use as a mark for the tee line. Contestants will take turns tossing all 4 of their bags behind the tee line to complete a hole. After the hole set is completed, each contestant will calculate the score, remove the thrown bags from the greens and rotate to the next station. (See page 4 for scoring.)

SECTION E: OFFICIAL SCORING

The lowest or best bag of the 4 tossed bags is used to calculate the score. Only one bag is used for the final score. Example: You can't have four pars, birdies, eagles or aces. Just one of the best tossed bags can be used for scoring. (See page 4 for scoring.)

SECTION F: HOW TO WIN THE GAME

The contestant with the lowest total score after 8 holes wins the game. In case of a tied score, the contestants will then have a shoot off to declare a winner. The contestants will toss from the 1st hole. The first 'Ace' wins the game. If both contestants makes an 'Ace', THE GAME STARTS OVER!

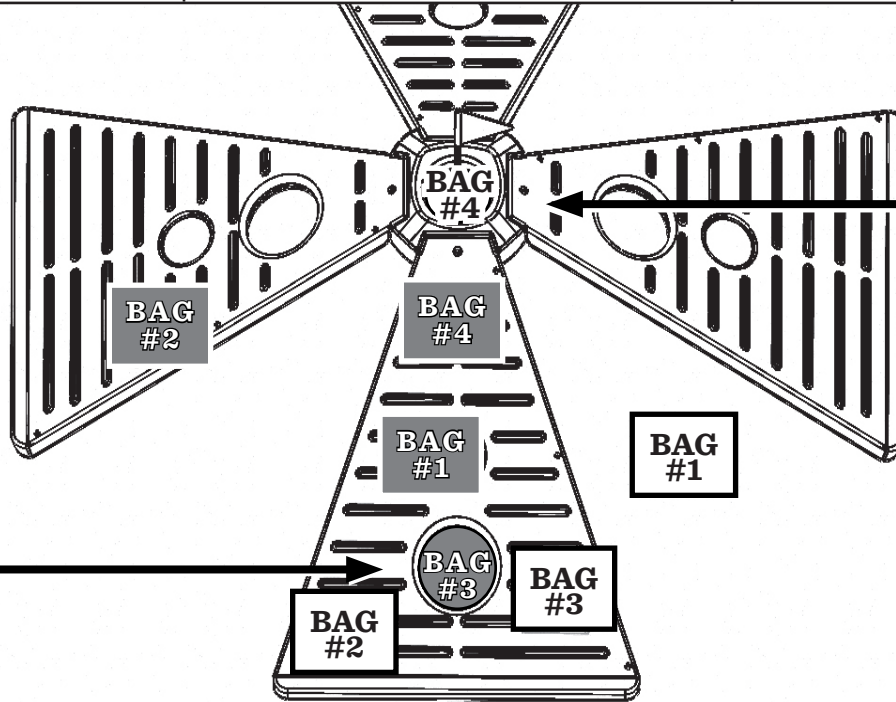
SECTION WIN: HOT TIPS FOR WINNING

- Go for a par first, then aim for better shots.
- Knock off your opponents' bag to be the ultimate *Ace Hole*.
- Aim for the center hole marker on each green.



HOW TO SCORE HOLES

TERM	DESCRIPTION	SCORE
Ace	<i>Bag in Ace Hole</i>	4 Under Par (-4)
Eagle	<i>Bag in Higher Hole</i>	2 Under Par (-2)
Birdie	<i>Bag in Lower Hole</i>	1 Under Par (-1)
Par	<i>Bag on Surface of Green in Play</i>	Par (0)
Bogey	<i>Bag Off All Surfaces, on Ground</i>	1 Over Par (+1)
Double Bogey	<i>Bag on Any Adjacent Green NOT in Play</i>	2 Over Par (+2)



AN EXAMPLE OF POSSIBLE SCORING ON HOLE #1

TEAM GREY		
Bag Location		Score
Bag #1	Par	4
Bag #2	DbL. Bogey	6
Bag #3	Birdie	3 (Best)
Bag #4	Par	4

Team Grey's score for this hole is 3.

TEAM WHITE		
Bag Location		Score
Bag #1	Bogey	5
Bag #2	Par	4
Bag #3	Par	4
Bag #4	Ace	0 (Best)

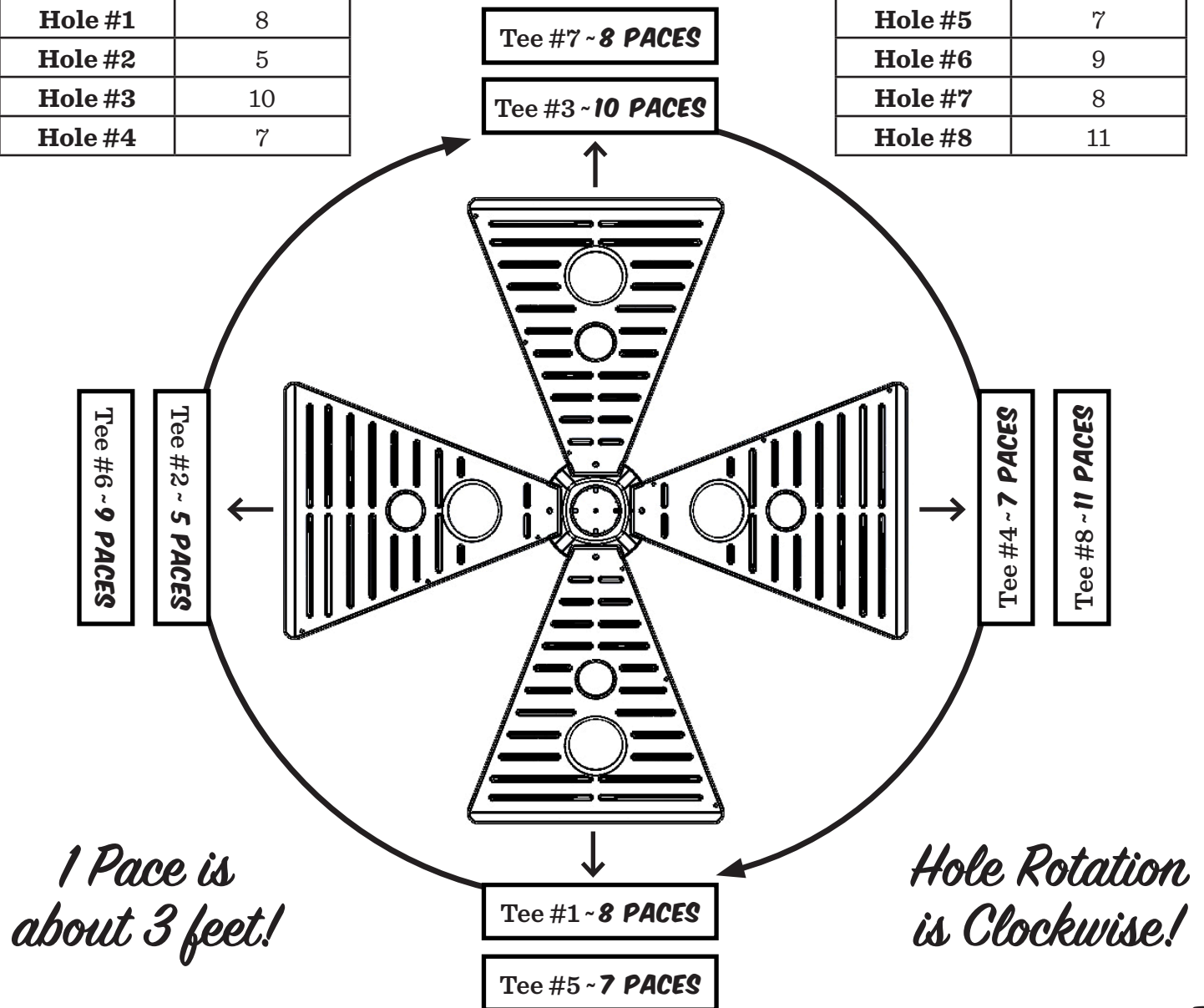
Team White's score for this hole is 0.



HOW TO PLAY ACE HOLE



- Set up the game in a open area big enough to handle a field of play that is a minimum of 60 ft or 20 paces in diameter.
- The Greens should be assembled alternating the Birdie and Eagle Greens. One of the Birdie Greens will need to be set up as the 1st Hole.
- Refer to the scorecards for Easy and Expert paces.
- Set up Tee Markers for each of the Holes with the correct distance by stepping off paces from the front of each of the Greens as follows:



Tee Location	No. of Paces
Hole #1	8
Hole #2	5
Hole #3	10
Hole #4	7

Tee Location	No. of Paces
Hole #5	7
Hole #6	9
Hole #7	8
Hole #8	11



	TEE LOCATIONS				NAMES			
	EASY	NORMAL	EXPERT					
Hole	Paces			Par	Player 1	Player 2	Player 3	Player 4
1	7	8	9	4				
2	4	5	6	3				
3	9	10	11	5				
4	6	7	8	4				
5	6	7	8	3				
6	8	9	10	4				
7	7	8	9	4				
8	10	11	12	5				
MOZARKUSA.COM				32				

	TEE LOCATIONS				NAMES			
	EASY	NORMAL	EXPERT					
Hole	Paces			Par	Player 1	Player 2	Player 3	Player 4
1	7	8	9	4				
2	4	5	6	3				
3	9	10	11	5				
4	6	7	8	4				
5	6	7	8	3				
6	8	9	10	4				
7	7	8	9	4				
8	10	11	12	5				
MOZARKUSA.COM				32				

	TEE LOCATIONS				NAMES			
	EASY	NORMAL	EXPERT					
Hole	Paces			Par	Player 1	Player 2	Player 3	Player 4
1	7	8	9	4				
2	4	5	6	3				
3	9	10	11	5				
4	6	7	8	4				
5	6	7	8	3				
6	8	9	10	4				
7	7	8	9	4				
8	10	11	12	5				
MOZARKUSA.COM				32				