

OBJECT

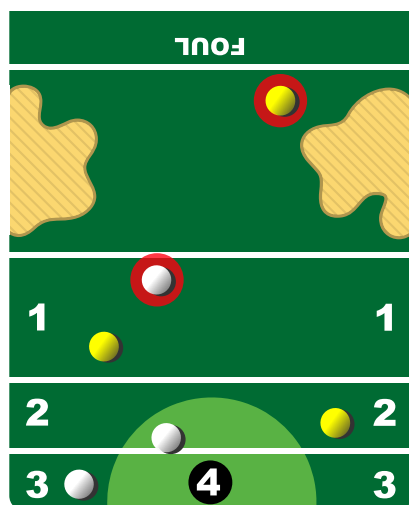
The object of Sholf is to putt your golf balls farther into the scoring end than your opponent. Point values increase, as you get closer to the edge of the green. The first player or team of players to 15 wins.

RULES

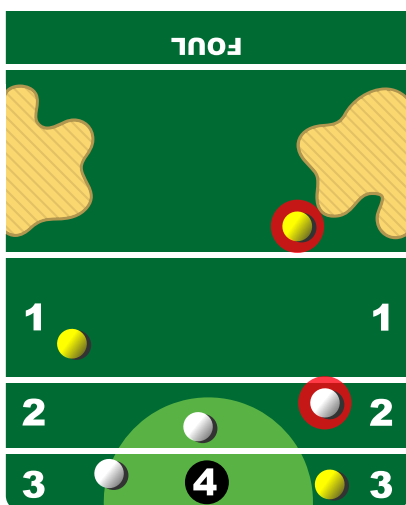
- 1 Players determine who goes first.** The player or team of players that goes first chooses the ball color.
- 2 Players alternate putts from the 3-zone toward the opposite end of the putting green.** Players may try to place their balls in the scoring zones, bump opposing balls off the green, and/or protect their own balls from bump-offs. Balls that do not cross the Foul line are immediately removed before the next ball is played.



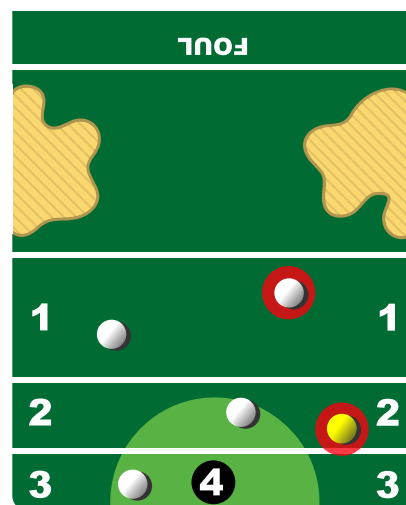
- 3 After all eight balls are played, each player re-putts their farthest ball from the scoring end. This is called the Mulligan Ball.** The opponent of the player with the ball closest to the end of the putting green putts their Mulligan Ball first. A player can only make contact with their Mulligan Ball with the putter. Knocking your opponent's balls off of the green and combo shots are encouraged and sometimes necessary! In the below examples the Mulligan Balls are circled in red:



Yellow putts their Mulligan Ball 1st because white's ball is closest to the end.

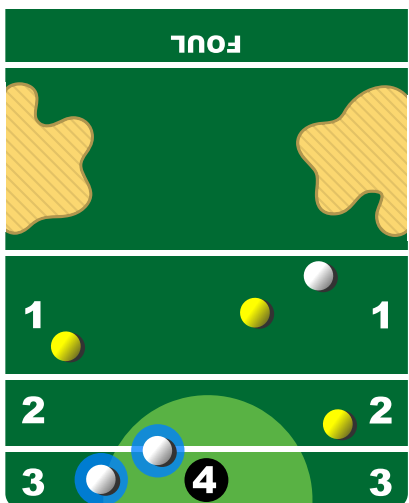


White putts their Mulligan Ball 1st because yellow's ball is closest to the end.

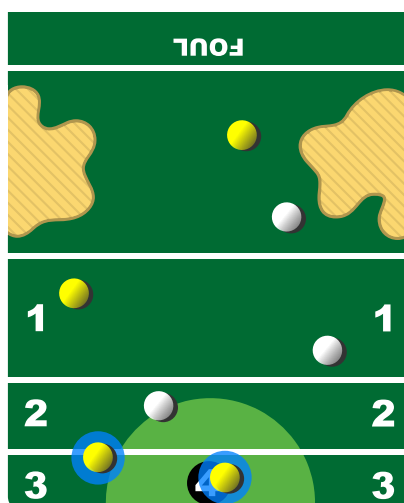


Yellow putts their Mulligan Ball 1st because white's ball is closest to the end.

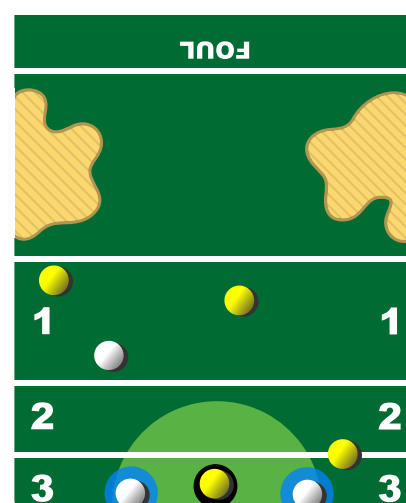
- 4 The score for the round is tallied.** Sholf is scored like table shuffleboard. Only the team with the ball(s) closest to the end receives points. The 4-hole is part of the 3-zone and is simply a one point bonus in the 3-zone. (If you have a ball in the 4-hole, but your opponent has a ball closer to the end of the putting green, your opponent is the Scoring Player.) Balls must be completely across a line to get the higher point value. Balls must be completely in the 4-hole to receive 4 points. In the below examples the scoring balls are circled in blue:



White scores 5 this round.



Yellow only scores 5 this round because their ball is not completely in the 4-hole.



White scores 6 this round despite a yellow ball in the 4-hole because white is closest to the end of the Sholf putting green.

- 5 This concludes one round of Sholf.** The player or teams of players now putt toward the opposite end of the green to begin another round. The previous round's point winner putts first.