

The Official Rules of BirdieBall® GOLF and Four Other Fun BirdieBall® Games



Yes, hitting BirdieBalls back and forth is a blast and hitting them at random targets makes you a much better golfer. For those of you content to play without rules, please continue to do so. This book is not for you. However, we have been asked for years to publish the official rules of the game. So here are the rules of BirdieBall, the off-course golf game and four other fun games for school instruction, practice, and competition or just to have fun. These rules are common sense and are meant as a guideline. There are many versions of BirdieBall the game, here are five. We would love to hear about yours, we are sure there are even better BirdieBall games out there.

Safety First... Watch that Golf Club! First and foremost, before you create your own BirdieBall course, a few words need to be said about safety. BirdieBalls are only half the weight of a golf ball and they lose their energy rapidly. However, you do not want to be standing directly in front of someone hitting a BirdieBall. Further, without a baseball glove or other suitable eye and hand protection you should not try to catch a BirdieBall. BirdieBalls have been used to teach baseball players how to catch fly balls. However, even if catching with a glove, never stand closer than thirty feet from the person swinging the golf club. Never try to catch a BirdieBall in your bare hands! Having said that, the biggest danger is not getting hit with a BirdieBall, it is getting hit with the golf club that is dangerous, particularly when beginning golf students are swinging them. Before any golf lesson or golf class, discuss where people should stand when someone is swinging a golf club. This is very important. One of the most common mistakes made by people waiting for their chance to hit is standing directly behind the person hitting the ball. This is the worst spot to be in. When a player is at address, ready to hit a golf ball or BirdieBall, standing in front of them and at an angle away from where they are swinging is the best place to be. When a golfer swings a golf club, their follow through is behind them. Further, if someone loses their grip on the golf club, it often flies behind them at an angle away from the way they are facing. Instructors should illustrate what happens during the swing.

Illustrate the golf swing in slow motion so that people see where the golf club goes during the swing and where it can go if someone lets go of it.



Waiting golfers should stand in front of, and at an angle away from, the golfer swinging the golf club.

Etiquette - After "teeing off" and when on the course, it is of utmost importance to be aware of others. The person furthest from the hole should shoot first and the other players should watch for this person's play. A player on the course should never just "swat" at the ball, it endangers other players and shows poor sportsmanship.

BirdieBall® GOLF, in the park, school (or off-course anywhere)

If you have BirdieTargets (and Flags), the object of the game is to hit the BirdieBall into the target. If you do not have BirdieTargets, then each object that is chosen as the "hole" should be explained to the participants. For example; a trash can or a tree could be a hole. It needs to be determined what completing, or "holing out" means. For example, "holing out", or completing the hole, designated as a trash can, means just hitting the trash can anywhere. It could also mean that in order to complete the "trash can hole" that the BirdieBall must go into, and stay in, the trash can. Further, the number of holes being played and what constitutes holing out should be explained and agreed upon. This can be done by a simple explanation or by creating your own ScoreCard. Go to www.birdieball.com/CustomDocs/birdieballscorecards.asp to download a sample ScoreCard. When utilizing the commercially available BirdieTarget, completing the hole means that the entire BirdieBall is inside the target. BirdieTargets can and should be rotated so that the "backstop" faces the player who is shooting. It is most common to have all of the BirdieTargets in their backstop position as illustrated on the following page.

BirdieBall Course with BirdieTargets in Regulation Position or in the Full Upright Position.

If, as the designer of the course, you elect to use a regulation BirdieTarget in its full upright "can" position and if finishing the hole means putting the BirdieBall into the full upright target, par for the hole should be increased by at least one stroke. BirdieTargets in this position are much more difficult. As a result, completion of a hole in the full upright position can be very challenging for beginners. When playing in this challenging upright position, accommodations may be made such as, completion of the hole means hitting the BirdieTarget anywhere three times without it actually going in. This number can be changed by the designer to whatever the

designer deems appropriate. The only criterion here is that the target, or any part of the target including the flag or the flag pole, is touched by the BirdieBall. BirdieTargets can also be "flat" with only a slight backstop. This is also more difficult than the backstop position; however designers should not increase the par rating.



The object of the game is to hit the BirdieBall into the selected target with the fewest number of strokes. This game can be played in either stroke play (total strokes for all holes played) or match play. Match play is head to head competition with another competitor. In match play, the players compete on each hole. If player A gets the BirdieBall into the hole in 3 shots and player B gets it into the hole in 5 shots, player A is said to be up by one, or up one hole. Scoring is done in this manner hole by hole. If a player is up by more holes than there are holes left to play, the match is closed out or over, with the player having the most holes won, winning the match. A player up by three with two holes to play wins 3 and 2.

Step 1 – Layout your BirdieBall® course

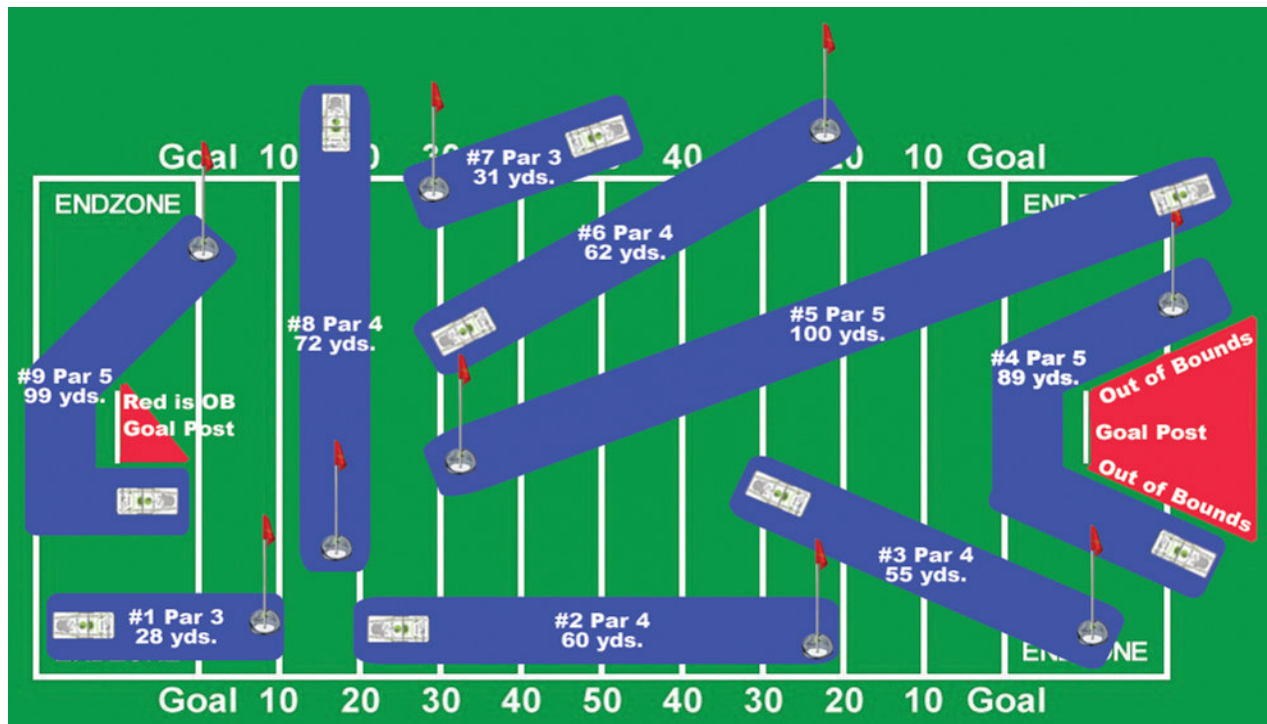
- **Design for Safety**

When designing the BirdieBall Golf Course, keep in mind where people will be waiting to tee off, where landing areas occur and where errant shots might go. Changing the starting point or changing the direction that the players hit the ball are ways to avoid accidents.

Layout your course using the BirdieBall Targets and Flags included in your BirdieBall set. Additional BirdieBall Targets, Flags, StrikePads and BirdieBalls can be purchased by calling 866-807-3348 or visiting the BirdieBall shop at www.birdieball.com. Take into account that the average distance a BirdieBall will fly is 30-50 yards. Further, wind does play a factor in the maximum distance a BirdieBall can travel. Holes 'into the wind' should be a somewhat shorter and holes 'with the wind' somewhat longer. The designer's layout of the course should take into consideration the "lay-up" areas and other set-up opportunities. Natural hazards and obstacles can be incorporated into the course lay-out to make it more challenging and interesting. One great use of the football field goal posts is to incorporate them into the BirdieBall course.

Designing the hole so that the participant must go around the goal post is great fun. In order to insure that the players do indeed go around the goal post, a participant can stand at the goal post and insure that the BirdieBall goes to the appropriate side of the goal post for the layout of the BirdieBall hole. If the player fails to go over the correct side of the goal post the player is deemed to have hit the ball out of bounds.

- A Par-3 hole should be between 20-40 yards.
- Par-4 should be between 40-60 yards.
- Par-5 should be between 60-90 yards.



Example of BirdieBall® 9 Hole, Football Field, Golf Course

The football field BirdieBall Course layout above is a Nine Hole Par 37. The total yardage is 596 yards, making the average hole length about 67 yards. Each of the holes has a regulation BirdieTarget in the "Backstop" position. Like on the regular golf course, the player should be near (within 10 yards) the BirdieTarget when they are within 2 strokes from the stated Par for the hole. This is similar to Green in Regulation (GIR). In golf, if you are playing a Par 4 you will want to be on the green and ready to putt after two strokes, a drive and second approach shot, leaving you two putts to make par on the hole. In the game of BirdieBall, this is called Chipping in Regulation (CIR). It means that you are close enough to be chipping to score. The blue areas above are conceptual and should be shown to the participants as such. Obviously there is not going to be a blue surface on the football field. For all holes, other than the dog leg holes around the goal posts, the hole will be straight with the designer's designated out of bounds areas.

In the above layout, we have taken advantage of some of the room off of the football field. It has some room on the sideline area for extra hole length. Your football field will have areas that you can use to create your own type of hole. All of the holes on this layout are with the backstop configuration on the hole. When using the hole or target in its full upright position you should add another stroke onto Par for the hole. This layout is meant as an example. Use your imagination and the unusual features of your football field to come up with your own innovative

BirdieBall course design. Remember that a football field just happens to be about perfect for nine holes of BirdieBall. However, you can make a BirdieBall golf course almost anywhere that you have approval. Most cities will allow you to build golf courses in the park or in open space. In fact, the city of Cape Girardeau, Missouri, has its own annual downtown golf tournament right through the downtown park system. The StrikePad makes much of this possible, as it is a hitting surface that you can take anywhere which protects both the golf club from abrasive surfaces and the field or park from any harm from divots or fat shots. Simply put, BirdieBall and StrikePad with your idea for a BirdieBall course is almost limitless, including parking lots and any asphalt or concrete surface. How about indoors in a shopping mall? This is just an idea; O.K., maybe that has too much glass for golf clubs to break!

Step 2 - Start the game

Once the course is laid out, players determine who tees off first, second third and fourth by whatever method you choose. The first player tees off using the StrikePad from behind the designated teeing area. Each player will choose a BirdieBall with a different color logo or mark their ball in such a way that it is easily identifiable. Players are responsible for keeping their own score. Download ScoreCards at: www.birdieball.com/CustomDocs/birdieballscorecards.asp. Before play, players designate out-of-bounds areas, e.g. flower beds or driveways, and water hazards, e.g. swimming pools. Once all the players have played their first shot, the player furthest away from the Flag plays first and the player closest to the Flag plays last, this should continue until all players have holed out. "Ready" BirdieBall golf can also be played. The player who is ready goes next to speed up play.

Because the BirdieBall is hit in the upright position, the BirdieBall needs to be set into this position after every shot. The BirdieBall is picked up and placed upright on the hitting surface. Most often, because BirdieBall is played away from the golf course, the StrikePad is used as the surface from which to hit the BirdieBall.

- **Golf Club or Golf Clubs?**

One of the truly remarkable things about BirdieBall Golf is that it can be played with one golf club. If you are limited by the number of golf clubs available to you, it may be desirable to have the participants play the BirdieBall course with one golf club. Because the difference in distance that BirdieBall travels relative to the club used is only a yard or two per loft, the course can be played with one club. Because the chipping aspect of the game is the scoring opportunity, six irons down through pitching wedges are the best single clubs to carry. Because of its multi-functionality, the six iron is the author's club of choice. (BirdieBall has a great six iron purchase program, go to www.birdieball.com for details). Obviously, the game can be played with an entire set of clubs as well. However, in this off-course variety of BirdieBall, you may as well leave the putter behind.

- **The StrikePad®**

The StrikePad is utilized to do three things. First, it is to protect the football field or other surface from being damaged. Second, the StrikePad can protect the golf club from being damaged by hard surfaces like asphalt or concrete. Third, the StrikePad has the proper swing path imprinted on its surface to help reinforce the proper golf club path and orientation.

The best environment is to give each and every participant their own StrikePad. When this is not possible, the next best solution is to give a StrikePad to each group of players. The groups, whether they are a twosome, threesome or foursome can share a StrikePad while playing a BirdieBall Hole. The group should bring the StrikePad with them as they play the course.

- **Using the StrikePad**

The StrikePad is placed behind (away from the BirdieTarget) where the ball lies, touching the BirdieBall. The BirdieBall is then picked up and placed upright on the StrikePad. In the case of another player's BirdieBall obstructing play, the player shall mark their ball with a coin or any other object and allow the other players to play through. The StrikePad should never be placed closer to the hole.

- **BirdieTarget**

The object is to hit the ball into the target with the fewest number of strokes. Most often, the finishing shots will be within a few yards of the hole. If the hole is layed out with the BirdieBall Hole in its backstop orientation, then the backstop can be rotated to face the player chipping at the hole. Rotating the target to the player is meant to simulate or replace the putting portion of golf. If you hit past the hole or target, simply rotate the target so that the back of the hole is directed toward the player who has the next shot (the player furthest from the hole) so the player can hit into the backstop and have the BirdieBall fall into the target. The hole should only be rotated for requested by the player who has the next shot. Many times the player will not request rotation because the natural approach shot to the hole is far enough away that all of the players are not close enough to the hole that rotation would help. Therefore, in most cases the target should be rotated toward the player, beginning when they are "Chipping in Regulation", (CIR). Hitting the backstop is not necessary as long as the BirdieBall is completely inside the target. In this type of BirdieBall golf, the hole is complete when the ball is in the bottom of the target. There is no putting involved in this off course type BirdieBall game. *(If the game is played on a golf course with actual putting greens, then the BirdieBall is replaced by an actual golf ball for putting when on the putting surface. BirdieBall is replaced with an actual golf ball when the entire BirdieBall is on the putting surface).*

Once the ball is chipped into the BirdieTarget, the player picks up and marks their score on the score pad. After holing out, the holed BirdieBall should be removed from the target.

- **Out of Bounds**

If a participant hits the BirdieBall out of bounds, the BirdieBall is placed on the StrikePad at the point at which the BirdieBall went out of bounds. If the BirdieBall barely misses going over the proper part of the football goalpost, the BirdieBall and StrikePad are placed no closer to the hole at the inbound side of the base of the goal post. If the BirdieBall went out of play well in advance of the goal post, then the BirdieBall and StrikePad are backed up to the point where it went out of bounds. Be sure to have an illustration of what is determined out of bounds on your course. This should take only a few minutes. On most football fields, out of bounds will be on the track and directly behind the goal posts like the illustration above.

- **No Penalty Strokes**

In BirdieBall, the penalty is the distance-not a penalty stroke plus distance. As a result, the rules are simple for all participants to understand. Count the number of shots it takes to get the ball into the hole. If you go out of bounds, bring the ball back the distance it went out of bounds to the point where it went out of bounds and hit your next shot. Strokes now simply mean the number of times you hit the BirdieBall with the golf club.

- **BirdieBall® Golf, Tie means Shoot-Out**

In the event of a tie at the end of the game in either stroke play or match play (e.g. after 9 holes/targets), a match play BirdieBall sudden-death playoff will be used to decide the winner. The players who have a tied score begin at hole number 1 and replay the course until 1 player wins a hole by scoring the lowest on that hole.

Other Fun and Challenging BirdieBall® Games:

BirdieBall® Accurate Golf

An *Accurate Golf* competition can also be held where 3 BirdieBall targets with tape measures are set up at 15 yds, 30 yds, and 45 yds. Each player takes one shot at each target. Score each target by taking the length of the target minus the distance from the ball to the target. Add all three scores together and the highest score wins. A perfect score would be 90, if you hit all three balls in each target. (For example: a person who landed in the first target (15 points), was 6 feet short of the 2nd target (24 points (30-6)) and 12 feet to the side of the 3rd target (33 points (45-12)), would have a total score of 72). BirdieBall tape measures are available for purchase. BirdieBall tape measures fasten to the anchor nail in outside use and spin under the BirdieBall target. Measurements should be taken from the center of the BirdieBall target. ScoreCards are available at www.birdieball.com/CustomDocs/birdieballscorecards.asp

BirdieBall® Horseshoes

Horseshoes can be an individual or team competition. Set up 2 targets 20 to 35 yards apart. Have teams of 2 split up and hit back and forth against another team. Completely inside the target is worth 5 pts. Hitting the target, but not being completely inside the target, is worth 3 (this usually means any part of the target including the flag and flag pole. If at the end of each alternating shot participants failed to hit the target or go into the target, the participant or team which is closest to the hole will be awarded a point. What this means is that after every other shot there is at least one point awarded. If a ball hits a target, even though it may end up further away than the opposing shot, the participant hitting the target is awarded the three points to the opposition's zero. There is not a point awarded for hitting the target and being closest to the target, it is one or the other. Most often, it is easy to see which BirdieBall is closest to the target during any one round of the game. If there is an issue, the measurement should be taken from the center of the target. When having multi-school competitions, it is fun to create a bracket for the teams to climb toward a championship. In the illustration on the last page of this booklet, the Horseshoe "pit" is set up for left handed and right handed golfers. The StrikePads are slightly angled toward the target.

BirdieBall® Football Field Goal

Pioneered by golf coaches, BirdieBall Football Field Goal is just like it sounds. Who can make the longest field goal with a BirdieBall? Place the front of the StrikePad on a hash mark centered with the goal post. Start close in, say from the 10 or 15 yard line. Each participant gets three chances to get it through the uprights. Eliminate players by stepping back a few yards or even a few feet at a time. Have two of the participants stand under the cross bar, one on the left upright and one on the right. From this position you can see if the BirdieBall goes under or over the crossbar or left or right of the upright. In the event of a tie, the tie breaker is a shoot off. At the time of this writing, the non-wind aided (3 mile per hour max.) record is 44 yards or from the 34 yard line.

BirdieBall® In the Zone

Up to four players or four teams can play this game. One of the really cool and absolutely unique attributes of the BirdieBall is its ability to back up. Anybody who has hit one well understands that with a lofted club with a high rate of reverse spin the BirdieBall will back up.

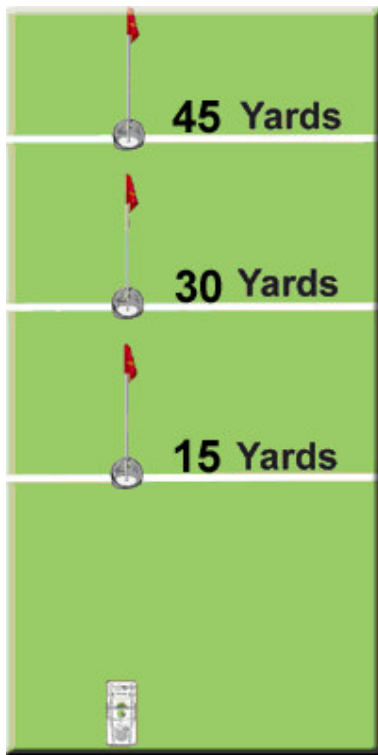
Use about twenty feet of rope and create a six foot diameter circle up to 25 yards away. The size is really not that important given that everyone is shooting at the same target. (It is important if you are having a competition and people have been practicing hitting to a specific diameter.) Remember that these are only guidelines. Any distance, from 5 yards to 25 yards,

will be challenging and fun. With beginning students just learning the proper chipping techniques, getting very close (say fifteen feet away) is a good place to start. Give each of 4 players the same agreed upon number of BirdieBalls, say 10. If you are playing teams, have a set rotation and have each of the players take turns hitting the designated number of BirdieBalls. Each player's, or team's, BirdieBalls can be distinguished by the color of logo (red, blue, green, black) or marked with a discernable mark. In the singles game, after choosing a rotation, player one hits all of his balls, in this case ten balls, at the target area. Balls which are remaining in the target area are left, the rest are picked up. Player 2 then goes; again the BirdieBalls inside the target area are left. If player 2 knocked any of Player 1's BirdieBalls out of the area, they come back to Player 1 (at first this may seem impossible, but after each player has ten balls in the area, the odds get pretty good). Player 3 then goes, and then Player 4. "In the target area" means that all of the BirdieBall is inside the roped area. The BirdieBall can be touching the rope but must be inside the inside diameter of the roped off area. The first player to have all ten BirdieBalls in the target area (after all players have had an equal number of turns) wins. If there is a tie, the tied players have a shoot off with four BirdieBalls each. If you are playing teams, players rotate to hit the four "shoot off" BirdieBalls.

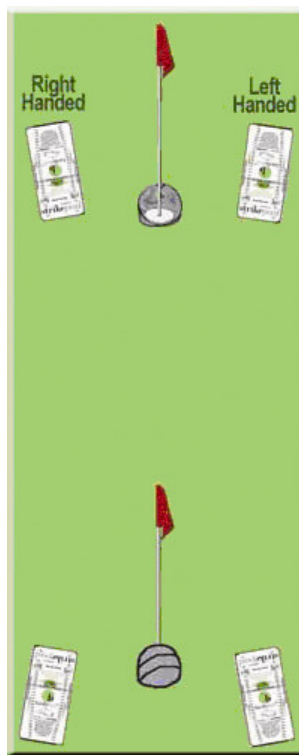
In the illustration below, you see a typical "In the Zone" finished game, layout. This illustration is for a six BirdieBall, four-player or four-team game. The game is between the blue team, red team, green team and black team. In this illustration, the game is over and the blue team or single player has won the match. Blue has all six of the balls inside the six foot diameter circle. Once Blue is done the other players all get an equal number of attempts at getting all of theirs to stay. Red is in second place with four in the circle, green is third with three in the circle and Black is fourth with just one "in the zone".

• **BirdieBall® In the Zone, Options**

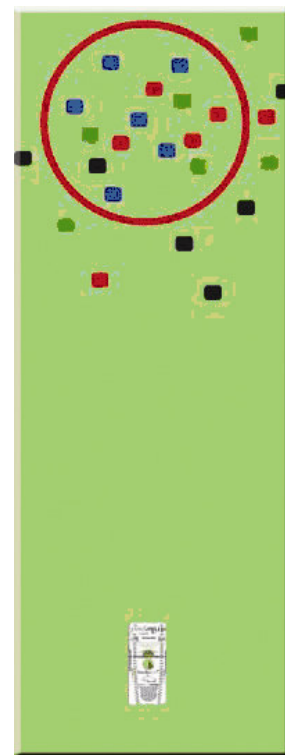
Birdie Ball, Inc. will soon be introducing an indoor/outdoor commercially available soft landing surface for playing "In the Zone" indoors. At the time of this writing, Winter '06, it is not yet available. Go to www.birdieball.com for details on availability.



**BirdieBall®
Accurate Golf**



**BirdieBall®
Horseshoes**



**BirdieBall®
In the Zone**