



ARNIE'S ARMY®
INDOOR GOLF

Set includes: The patented Arnold Palmer shotmaker, six oversize clubs, championship size green with cup, tee, flag, sand trap, water hazard, boundary markers, lightweight golf balls, putting balls and official scorecards.



About Arnold Palmer

When you think of golf one of the first names that come to mind is Arnold Palmer. Admired by his fans as well as his peers, his success on the golf course has been equaled by few. This world famous golf immortal has amassed ninety-one championships in professional competition of national and international stature. Sixty-one of the victories came on the U.S. Tour.

Seven of his victories came in what the golfing world considers the four major professional championships: the Masters Tournament (four-time winner), the British Open (two-time winner), and the U.S. Open.

In addition to his magnificent performance record, his magnetic personality and unfailing sense of kindness and generosity to everyone with whom he comes in contact with have endeared him to millions throughout the world, and led to the largest non-uniformed organization in existence – Arnie's Army.



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About Indoor Golf

First, you are playing with a replica of Arnold Palmer. Mr. Palmer's integrity says this game is quality. His charisma and flair for the dramatic should make you want to "go for broke". You'll make that choice when you have a shot that must be hit over the chair rather than take the safe route around it. The game is scaled 1:60 which means a 10 foot shot over the water on the par three is no easy task. The more you play the game, the more the realism comes through. My strength is the short game, because I practice it.

The Arnold Palmer Indoor Golf Game first came out almost 40 years ago. Today we've changed the game to bring it up to current standards. The clubs use oversize faces so the bigger ball has less of a chance to hit the shank and a larger sweet spot. The swing is smoother so the delicate chip or putt can be finessed.





I. Before You Begin

Keep the green smooth at all times. Avoid wrinkling and folding. To store the green, roll it up to the maximum diameter which fits easily into the box. For best results, lay the green out flat 24 hours prior to use. You may take out the perforated piece on the green. The blue paper goes under the green to make a lake. Put the flag in the cup and the cup in the green, flat side down on the ground and the open side up to receive the ball.



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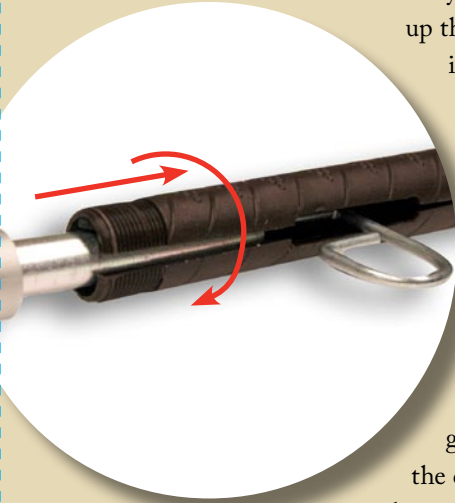
The grip is attached to the shaft by screwing the cylinder onto the brown grip. Simply pull the bottom of the grip out and place it onto the top of the shaft. Align the holes and close the grip on the shaft. Attach

the metal cylinder by bringing it up the handle and align it to the threads at the bottom of

the grip. Screw the cylinder on the grip. We suggest you leave the grip attached, but if

necessary, you may remove the

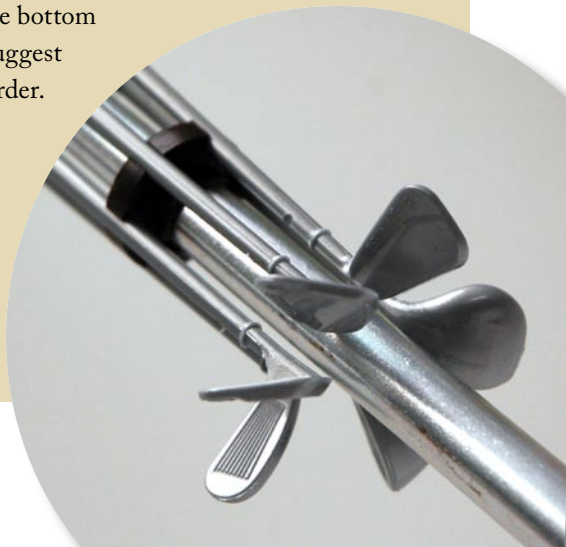
grip by unscrewing the cylinder and carefully taking the grip off the shaft.



Store the six clubs on the shaft using the brown caddy ring. Always put the club on and take it off using the bottom

narrow end. We suggest keeping clubs in order.

Each club has a notation 1 and 4 metal and 5-7 W irons.



2. Holding the Arnold Palmer Club

There are two ways to hold the Arnold Palmer Shotmaker. Experiment with both to see which works best for you.



Regular Grip

This grip uses the Arnold Palmer Club like a regular golf club. Hold it in the left hand, using the index finger of the right hand to operate the trigger ring by sliding your hand down, then pulling up.

Seperate grip

Hold the Arnold Palmer Club in the left hand, operating the trigger ring with the right forefinger and thumb.





3. Stance and Swing

The key to an effective swing is just like real golf. The goal is to make a smooth, unrestricted swing. Take aim and visualize the shot, then slowly take the club back and accelerate the club into the ball. Selecting the right club for the shot is often a matter of personal preference, but we offer a few suggestions:

- Keep in mind that the distance of the shot is controlled by the length of the swing and the speed of the down swing. Do not try to “scoop up” the ball
- the club face will send it into the air.

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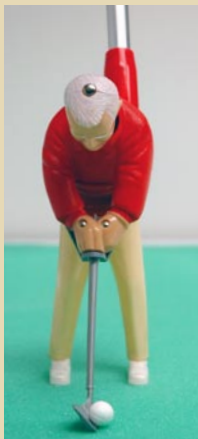


Position the ball between the center and the toe of the club face. Align the club face with the target before swinging.

Keep the bottom of the club face level with the playing surface.



Play ball forward for high ball flight. Use this position for the Driver.



Play ball at center for most shots.

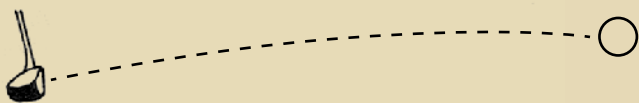


Play ball back for lower ball flight.



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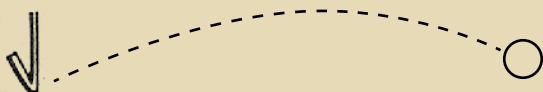
4. Club Action



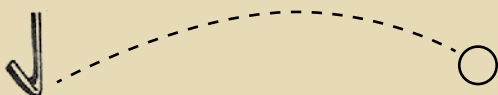
Driver from the tee on long holes



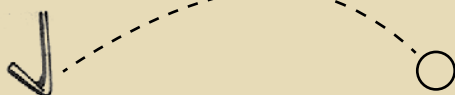
Four wood for long fairway shots



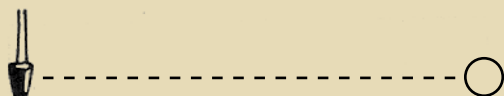
Five iron for medium to long fairway shots



Seven iron for medium fairway shots



Wedge for short shots and pitches to the green



Putter after the ball is on the green

Putting

It is recommended to use the marble for the putting ball after the ball is on the green. The marble should be used for putting only.



5. Playing the Arnold Palmer Indoor Golf Game

With every Arnold Palmer Indoor Golf Game, you get the “Mini Arnie” Shotmaker with the choice of six interchangeable clubs that easily snap into his hands. A dozen Styrofoam driving balls also come with each set, as well as four marbles which are used exclusively for putting. The set also contains a moveable foam green, complete with a water hazard, flag, cup, sand traps and boundary markers strategically located to make each hole your “signature hole.” Scorecards are also included.

After setting up your green, you can figure a scale of one foot equaling 20 yards and place the “Mini Arnie” a few feet for a Par 3 and up to 30 feet for a Par 5. Look over the entire hole and plan a strategy. Do you “go for it” or “play it safe?” Are you down or should you protect your lead? With the club selected for the shot, you line up the club with the ball and push the trigger down or pull up to make the swing. You may decide on one of the three irons or two woods (all with oversized



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heads) and let the mechanism go to work as you strike the ball.

The ball will go into the air (like a real golf ball) and may land on the green with backspin. You then replace your ball with one of the putting marbles. Switch clubs and put the putter in the hands of “Mini Arnie.” Carefully lining up the shot, move the trigger down, then pull up to putt the ball toward the cup.

Using Your Own Course Design at Home

The player having the “honor” designs the next hole. It’s been stated, half the fun of Indoor Golf is designing the course.

Is it time for a par 3, long par 4 or a tough par 5 with risk and reward? Keep the green in the same place, but this time move your tee to the spot that makes the new hole. Strategically reposition the sand traps and boundaries to catch the miss hit or shot that almost made it to the green.

A par 3 is usually 5-12 ft. and is sometimes over a chair or uses a hardwood floor as water to create an island green effect. Par 4’s measure 14’ to 24’ often using furniture or walls positioned to create a “dogleg” or an angle requiring a well placed tee shot. Par 5’s are 25’ to 32’ requiring three shots (in most cases) to get to the green. Stairs are utilized for extreme height differences. A favorite shot can be from the top of the stairs to the floor below.

Sounds like a lot of fun, right? **It is!**

6. Suggested Course Layout

You will want to alter this layout to suit your play area if you can. But if you have a large open room, use the Arnold Palmer golf club to measure course distances. Remember one foot is equal to 20 yards. Have fun setting up your own holes!

Lake

If a ball lands in the lake, the player is charged with a one-stroke penalty. The ball is removed from the lake and placed at the drop area just left or right of the lake – no closer to the hole.

Out-of-Bounds

If a ball is hit beyond the boundary markers, the player is charged with a penalty stroke and loses the distance of the shot. For example, if the ball is hit out of bounds on the drive, the player must drive the ball again and take a penalty stroke. The player is then lying three: one for each time the ball was hit, and a one stroke penalty.

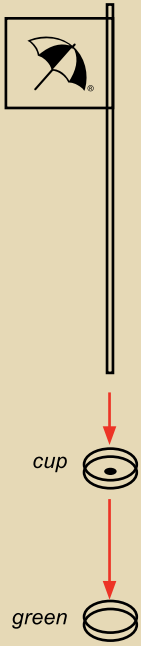
Bunkers or Sand Traps

The sand traps do not necessarily constitute a penalty stroke if a player hits into them. However, the ball must be played exactly as it lays in the bunker. You may move the ball out of the bunker (declare unplayable lie) and take a one stroke penalty. Putting sand in the traps makes for more realistic play.

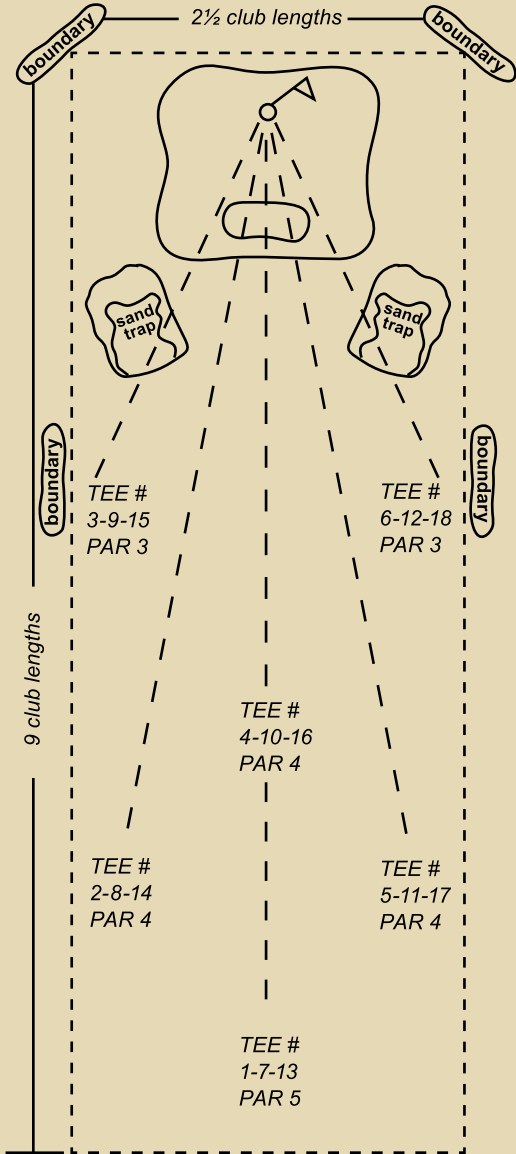


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Put the flag
in the cup,
and the cup
in the hole
in the green.



7. Rules

The game is played in the same manner as real golf. Think through two to three holes and then move the green and hazard for the next holes. Strategically locate the water for instance, making the reachable par 5's more challenging with the water in front. After laying out your course you can play it as a six-hole, nine-hole or 18-hole course. Any number can play, but two, three or four players make the best matches.

Determine the order of play on the first tee by flipping a coin. After each player has teed off, the player farthest from the green is next to shoot and so on.

After each hole is played out, the player with the lowest number of strokes on that hole has the honor (of shooting first) on the next tee. Each of the other players shoots in the order according to their score. It is suggested that the player that shoots first designs the hole (within reason).

The tee is moved after each hole is played out. The course is played three times around to complete eighteen holes. The scorecard is set up for this course. When you design your own course, it is suggested you make your own scorecard to reflect your course.



8. Scoring

The score is kept on the official scorecards. The card indicates the number and par for each hole. “Par” is the number of strokes it should take to get from the tee to the cup on a given hole. The par varies from three to five depending on the length of the hole.

Additional scorecards can be downloaded from our website at www.arnoldpalmerindoorgolf.com.

Game Variations

Match Play

In match play, each player shoots for a low score on each hole. The player who wins the hole receives one point. No points are awarded for a tie. The player who obtains the highest number of points out of the total holes played, is the winner of the match. If a tie occurs after the scheduled number of holes, then a sudden death playoff is used to determine the winner. Whoever wins the first hole, wins the match.

Medal Play

Each player plays for the lowest number of strokes out of the total amount of holes played. Each player strives for Par or under on every hole, but the final total for the holes played determine the winner. As in match play, sudden death is used to determine the winner.

Hole-in-One

For hole-in-one play, concentric circles are chalked on the green, with the hole in the center. The rings are numbered with the lowest number furthest out. From a given tee, players attempt to hit the ball into the hole in one shot. Points are added up at the end. A hole-in-one trumps all, and wins.



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Closest to the Pin

Each player has three shots to get closest to the pin. The closest shot on the green is marked and each player attempts to be closest. The player with the one shot that is closest wins. If no one is on the green, everyone shoots again.

Skins Game Play

Skins games are played like match play, except in the case of a tie on a hole. If there is a tie, the value of the hole is pushed forward to the next hole.



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