



## FRED'S TABLE GOLF © (FTB)

Original works by: Ashur Givargis, May 4, 2024 (REVISED: February 1, 2026)

### FRED'S TABLE GOLF © RULES

#### **SECTION 1:**

##### **BASIC PLAY:**

FRED'S TABLE GOLF © IS A MODIFIED GOLF GAME CONTAINING SCORING CHANCES THAT MAY BE IMPOSSIBLE IN REAL LIFE. GAME IS MEANT TO BE FUN AND EXTREMELY COMPETITIVE. THIS GAME HAS NO TIME LIMIT. GAME CAN BE PLAYED BY MULTIPLE PLAYERS. GAME HAS TWO ROUNDS OF EIGHTEEN HOLES. EACH ROUND IS PLAYED BY AS MANY PLAYERS AS DESIRED. EACH PLAYER WILL PLAY TWO ROUNDS OF EIGHTEEN HOLES. EACH PLAYER STARTS WITH FOUR BALLS AND A SCORE OF -10. HOLES ON THE TABLE ARE CALLED SPOTS.

PLAYERS WILL CHIP THE BALLS ONTO THE TABLE. ONCE A BALL DROPS IN A SPOT, FOLLOW THE RULES LISTED IN SECTION 4, AND THE PLAYER'S TURN IS OVER. BALLS MAY BOUNCE AS MANY TIMES ON THE FLOOR, IN FRONT OF THE TABLE, AND ONTO THE TABLE/FIELD. BALLS SHALL NOT BOUNCE ON THE TABLE FROM THE SIDES. PLAYERS HAVE FOUR CHANCES TO REACH THE TABLE AND LAND IN ONE OF THE SPOTS. ALL MISHITS COUNT AS A BALL CHIPPED. IF THE BALL SETTLES ON THE TABLE WITH NO MOVEMENT, AND WITHOUT DROPPING IN A SPOT, CLEAR THE BALL AND CHIP THE NEXT BALL. MAKE SURE NOT TO INTEREFERE WITH THE BALL, ON THE TABLE, UNTIL IT COMES TO A COMPLETE STOP. IF THE BALL FALLS OFF THE TABLE, CHIP THE NEXT BALL. IF NONE OF THE FOUR BALLS DROP IN A SPOT, PLAYER SCORES A BOGEY, OR +1.

THERE IS ONE MARKER ON THE FLOOR (9 FEET FROM THE EDGE OF THE TABLE). ALL PLAYERS WILL CHIP FROM THIS MARKER.

ALL PLAYERS ARE RESPONSIBLE FOR RETRIEVING THE BALLS AND KEEPING SCORE.

FRED WILL NOT ALLOW ANY SPOTS TO BE ALTERED, REMOVED OR RE-ARRANGED. FRED WILL NOT ALLOW ANY RULES BE ADDED OR ALTERED IN THE GAME. NO MULLIGANS.

#### **SECTION 2:**

##### **SET UP AND BEGINNING OF PLAY:**

FROM THE FRONT EDGE OF THE TABLE/FIELD, MEASURE (9 FEET) AND PLACE THE CHIP MARKER.

SELECT A DISTINCT NAME FOR EACH PLAYER. DECIDE WHO GOES FIRST.

#### **SECTION 3:**

##### **GAME PLAY:**

GAME STARTS ON DAY THREE OF A HYPOTHETICAL GOLF TOURNAMENT WHERE ALL PLAYERS ARE EQUAL AT -10. GAME HAS TWO ROUNDS (DAY 3 AND DAY 4) OF EIGHTEEN HOLES. FOR EACH HOLE, PLAYERS WILL HAVE FOUR CHANCES TO CHIP THE BALLS ONTO THE TABLE/FIELD. ALL YELLOW SPOTS ARE POSITIVE FOR EACH PLAYER, WHILE RED IS BAD. SEE SECTION 4.

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TIE GAME REPLACES 5-PAR HOLE IN ONE, ONLY DURING THE EIGHTEENTH HOLE OF EACH ROUND, AND APPLIES TO THE PLAYER THAT CHIPS IT INTO THE SPOT. THE PLAYER WILL BE TIED WITH THE LEADER. ALL OTHER PLAYERS WILL REMAIN AS IS. HOWEVER, IF THE LEADER LANDS IN TIE GAME, ALL PLAYERS ARE TIED. FRED'S TOKEN MAY BE USED TO ELIMINATE SPOTS DURING THE GAME. SEE SECTION 7. KEEP SCORE USING THE PAPER SCORE SHEET, ELECTRONIC SCOREBOARD, OR DOWNLOAD THE APP BY SCANNING THE QR CODE.

**OVERTIME:** THE SCORE IS EQUAL AFTER ROUND TWO (DAY 4) ENDS. EACH PLAYER WILL HAVE TWO BALLS TO CHIP AND FOLLOW STANDARD GAME PLAY RULES. IF THE GAME REMAINS TIED, KEEP PLAYING UNTIL THERE IS A WINNER.

### **SECTION 4:**

**STEPS/SPOTS: YELLOWS (Y) ARE GOOD FOR THE PLAYER. REDS (R) ARE BAD. BLUE IS GOOD OR BAD.**

BIRDIE:	SCORE -1.
BOGEY:	SCORE +1.
DOUBLE BOGEY:	SCORE +2.
DOUBLE WATER PENALTY:	LOSE TWO BALLS.
EAGLE:	SCORE -2.
PAR:	SCORE 0.
PAR 4 HOLE IN ONE:	SCORE -3.
PAR 5 HOLE IN ONE:	SCORE -4.
TRIPLE BOGEY:	SCORE +3.
WATER PENALTY:	LOSE ONE BALL.

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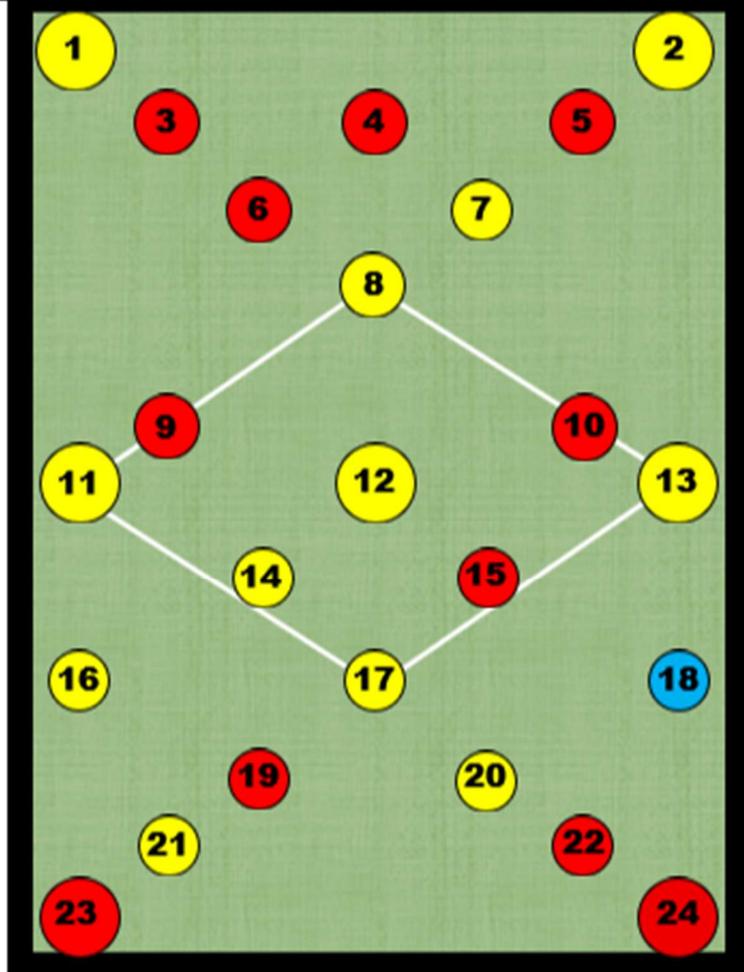
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**SECTION 5:**

TABLE LAYOUT / SPOT COUNTS: BIRDIE (5), BOGEY (2), DOUBLE BOGEY (4), DOUBLE WATER PENALTY (2), EAGLE (2), PAR (2), PAR 4 HOLE IN ONE (3), PAR 5 HOLE IN ONE (1), TRIPLE BOGEY (1), WATER PENALTY (2)

PAR	4	5	4	3	4	3	4	5	4	4	3	3	5	4	5	3	4	4	Total
PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
Player 1	3	-1																	2
Player 2	0	-2																	-2

1. PAR 4 HOLE IN ONE
2. PAR 4 HOLE IN ONE
3. DOUBLE BOGEY
4. WATER PENALTY
5. BOGEY
6. WATER PENALTY
7. BIRDIE
8. EAGLE
9. DOUBLE WATER PENALTY
10. DOUBLE BOGEY
11. EAGLE
12. PAR
13. BIRDIE
14. BIRDIE
15. DOUBLE WATER PENALTY
16. PAR 4 HOLE IN ONE
17. BIRDIE
18. PAR 5 HOLE IN ONE / TIE
19. DOUBLE BOGEY
20. PAR
21. BIRDIE
22. DOUBLE BOGEY
23. TRIPLE BOGEY
24. WATER PENALTY



**SECTION 6:**  
**SCORE SHEET**

**FRED'S TABLE GOLF**

PLAYER	TOURNAMENT														TOTAL					
	4	5	4	3	4	3	4	5	4	4	4	5	3	4		4				
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		

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**SECTION 7:**

**ALTERNATIVE GAME PLAY OPTIONS THAT CAN BE PERFORMED SEPARATELY OR IN COMBINATION. FOR EXAMPLE, PLAYERS COULD AGREE ON USING OPTION 2, OPTION 4, AND OPTION 5b:**

**OPTION 1:**

ADD A MONETARY, OR OTHER REWARD TO ANY OR ALL BIRDIES, EAGLES, HOLES IN ONE.

**OPTION 2:**

ADD A MONETARY, OR OTHER REWARD FOR WINNERS AND/OR LOSERS OF THE GAME.

**OPTION 3:**

PLAY FRED'S TABLE GOLF GAME © AS A TOURNAMENT. TOURNAMENTS CANNOT USE OPTION 5. TOURNAMENTS MAY KEEP A VARIETY OF STATISTICS.

**OPTION 4:**

PLAY FRED'S TABLE GOLF GAME © WITH A TIME LIMIT.

**OPTION 5:**

- a) BEFORE THE GAME STARTS, PLAYERS AGREE TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR ALL PLAYERS, DURING THE ENTIRE GAME.
- b) BEFORE THE GAME STARTS, PLAYERS AGREE TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR ALL PLAYERS, DURING AGREED UPON ROUNDS OR SPOTS.
- c) BEFORE THE GAME STARTS, THE WINNER OF THE COIN TOSS PLACES FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR ALL PLAYERS, DURING THE ENTIRE GAME.
- d) PLAY FRED'S GOLF GAME © IN A FULLY AUTOMATED AND ELECTRONIC VERSION.

**WE HOPE YOU FIND COUNTLESS HOURS OF PHYSICAL PLAY, EXERCISE, EXCITEMENT, ENTERTAINMENT, COMPETITION, BONDING, FRIENDSHIP, FUN, LAUGHTER, STRESS RELIEF, FREEDOM AND LIBERTY PLAYING FRED'S TABLE GOLF GAME ©.**

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IMAGES OF ACTUAL GAME TABLE:

