

# KANGARILA™

## LET THE BALLS DECIDE

Each player carries six clubs, including their putter:

**WOOD** – any 1-5 wood

**'3'** – any long/mid iron or hybrid (1-5)

**'7'** – any short/mid iron (6-9)

**WEDGE** – any wedge

**SUPERCLUB** – any other club of your choice

# RULES



IT'S A WHOLE NEW  
BALL GAME

At each hole, each player tees off as usual with a free choice of clubs (from the six carried), using their KANGARILA golf ball.

Before playing the next shot, each player examines the lie of their ball, with the top of the ball determining what club you play next.

### **If the top of your ball shows:**

- the **WOOD** area, play your wood
- the **3** area, play your '3' club
- the **7** area, play your '7' club
- the **WEDGE** area, play your wedge
- the **P** area, play your putter
- the **KANGARILA.COM** area, play your 'SUPERCLUB'
- the **KANGARILA** logo area, you have a free choice of clubs
- the border of more than one area, it is the area nearest the hole which counts

**In bunkers you can either play the club indicated or your wedge.**

Each subsequent shot takes place in the same way, with the top of your ball at each shot determining the club to be used.

**Once you are on the green, use your putter.**



# ADDITIONAL RULES

If the top of your ball falls at the border of two areas that are equally close to the hole, the area to the right (as you stand behind the ball facing the hole) is the one that counts.

If a ball is dropped, it is the lie of the ball after dropping it that determines the next club to be used.

The general rules and etiquette of the game are exactly as you would normally play.

---

*To find out more visit:*

**[WWW.KANGARILA.COM](http://WWW.KANGARILA.COM)**

US Patent Pending.