



SAND TRAP

-1



EAGLE

+3



A photograph of a golf course green. In the center, a white golf ball sits on the grass. To its left is a white golf tee. Below the ball, the word "BIRDY" is spelled out in large, light-colored wooden letters. The number "+1" is printed in black on the golf ball.

+1

BIRDY

A close-up photograph of a white golf ball with a dimpled texture floating in a body of water. The water is dark and reflects the surrounding green reeds and lily pads. The golf ball is the central focus, with its reflection visible in the water below. The background is slightly blurred, showing more of the pond's vegetation.

-1

WATER HAZARD



3 PUTT



Act of
GOD

+1

-1

OUT OF BOUNDS

DEFINITIONS — PLUS/MINUS

SAND TRAP - MINUS 1

EAGLE - PLUS 3

BIRDIE - PLUS 1

PUTT LENGTH OF FLAGSTICK - PLUS 1

WATER HAZARD - MINUS 1

3 PUTT - MINUS 1

ACT OF GOD - MEMBER BOUNCE - PLUS 1

OUT OF BOUNDS - MINUS 1

SANDY - PAR FROM SAND - PLUS 1

SNOWMAN - GET AN 8 - MINUS 1



SNOWMAN (8)

+1



SANDY

+1



**PUTT LENGTH OF
FLAGSTICK**

+1



CARDS ON THE COURSE

How to Play

Game can be played with 2 - 4 players.

Decide on a dollar amount.

Cards are given out to a player who did what's on the card.

Cards are positive +(birdie) or negative - (water).

For example, last person on each hole that gets a birdie, gets the birdie card before the next tee.

After the next hole, you give the card away to the last person to get a card, for example a birdie.

The card must be given before you tee off on the next hole.

Square up at end of round by seeing who has what card.

If you are betting \$1, and you end up with 3 negative cards, you owe \$3 to each player.

If you end up with an eagle you win \$3 from each player.

Nothing to write down - tally the cards at the end.