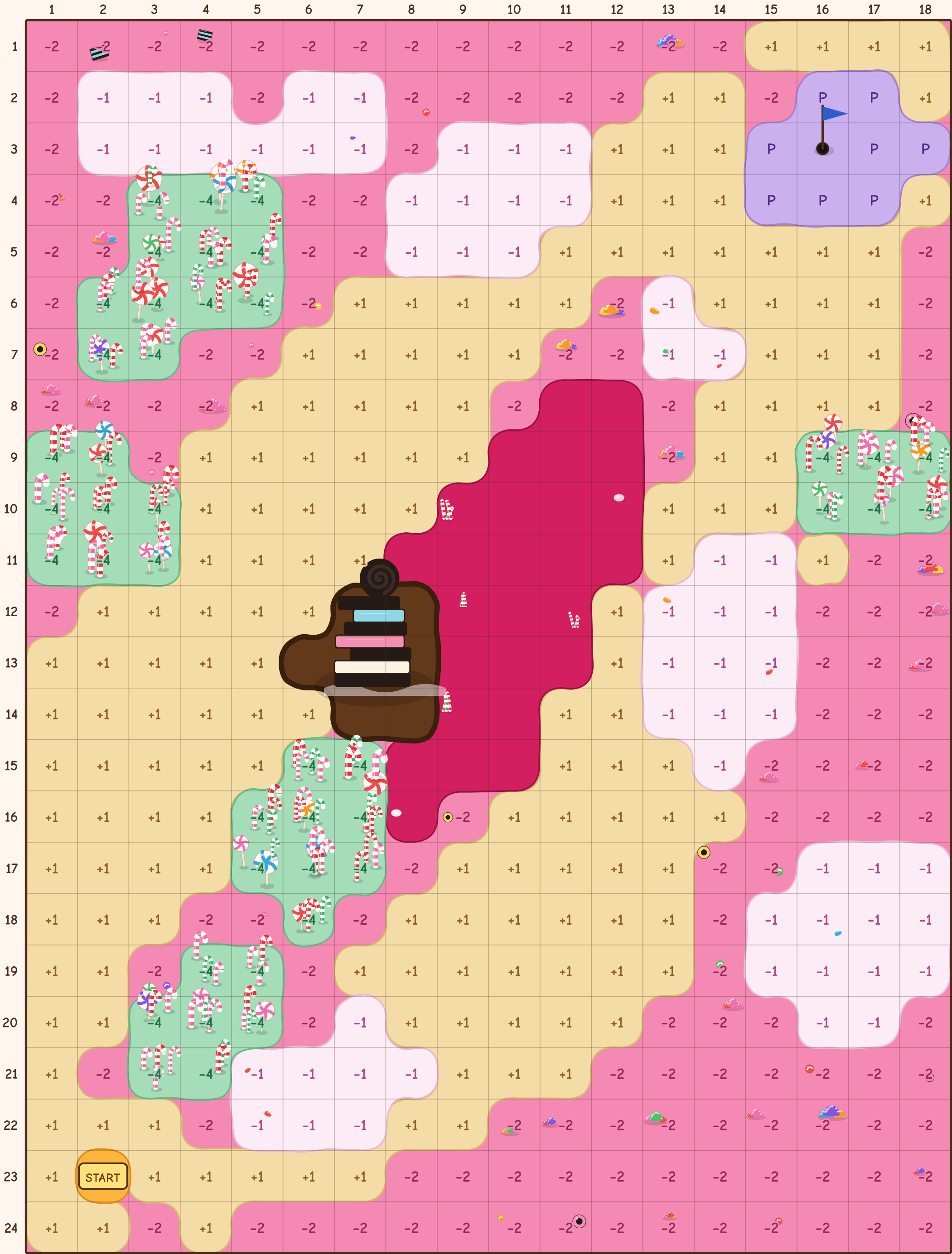




PAR
 7

STROKES			
P1	P2	P3	P4



+1

NOUGAT

firm nougat, add 1

-2

PINK ICING

gooeey, take 2 off

-1

SPRINKLES

sugary, take 1 off

-4

CANDY CANES

sticky, take 4 off

SYRUP RIVER

sticky mess, +1

GINGERBREAD

no shooting over

P

FONDANT

putt only, no driver

CHECK YOUR PRINT

3 cm

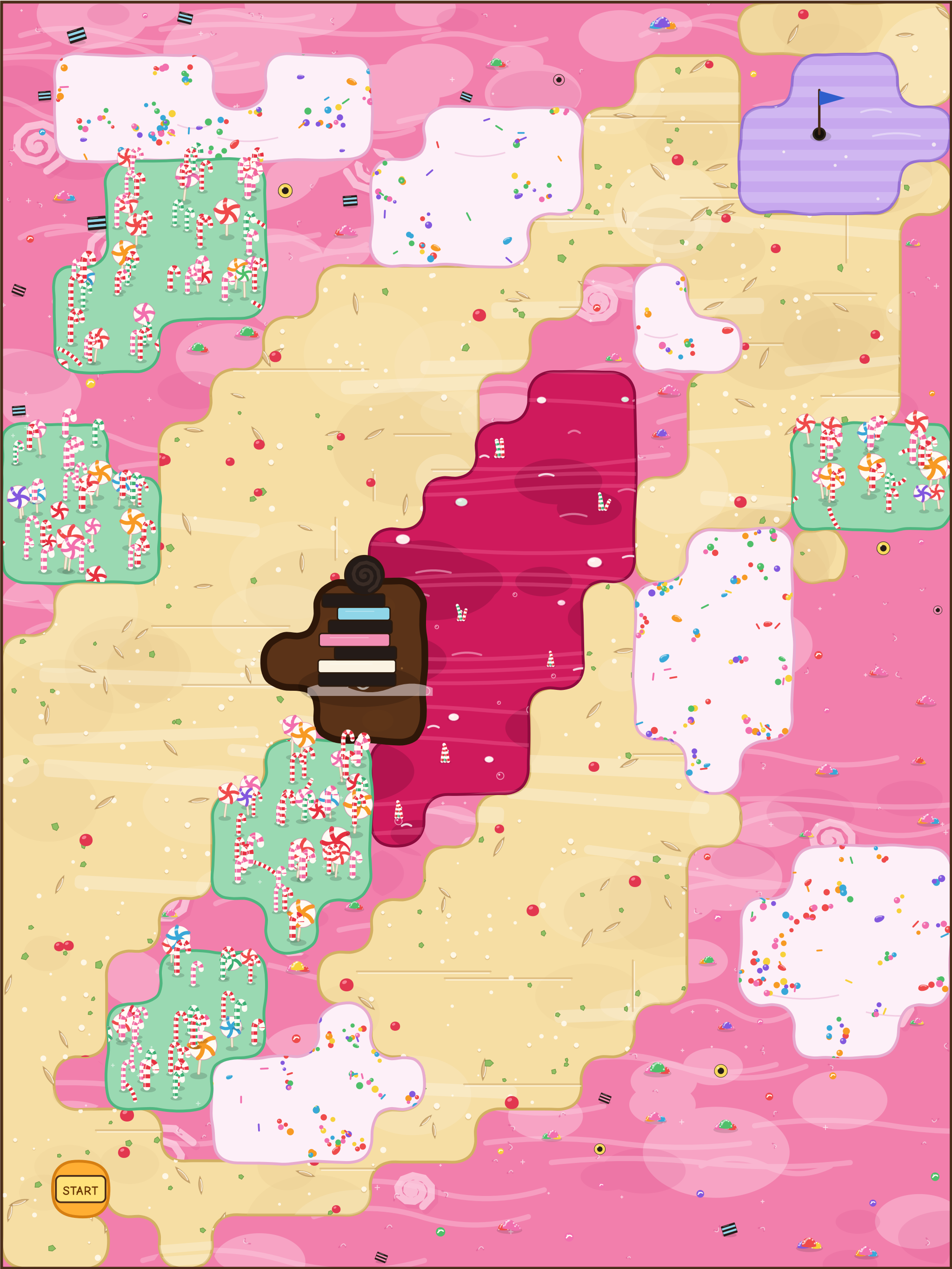
print at 100%

more courses

HOW TO PLAY

1. Pick your line and call the driver — BEFORE you roll.
 2. Distance = (die + terrain) × driver. Never under 1 cm.
 3. Draw that line — the end of it is your ball.
 4. A line cannot cross the GINGERBREAD: it stops where it meets them.
 5. Water or off the page? Slide back to the bank, +1.
 6. Within 1 cm of the flag is a gimme — one stroke, you are in.
 EASIER WAY: roll first, then aim. Worth about a stroke a hole.
 YOUR SCORE = the lines you drew + the +1s you wrote.

STROKES			
P1	P2	P3	P4



+1

NOUGAT
firm nougat, add 1

-2

PINK ICING
gooey, take 2 off

-1

SPRINKLES
sugary, take 1 off

-4

CANDY CANES
sticky, take 4 off

SYRUP RIVER
sticky mess, +1

GINGERBREAD
no shooting over

P

FONDANT
putt only, no driver

CHECK YOUR PRINT

3 cm
print at 100%

HOW TO PLAY
1. Pick your line and call the driver — BEFORE you roll.
2. Distance = (die + terrain) × driver. Never under 1 cm.
3. Draw that line — the end of it is your ball.
4. A line cannot cross the GINGERBREAD: it stops where it meets them.
5. Water or off the page? Slide back to the bank, +1.
6. Within 1 cm of the flag is a gimme — one stroke, you are in.
EASIER WAY: roll first, then aim. Worth about a stroke a hole.
YOUR SCORE = the lines you drew + the +1s you wrote.