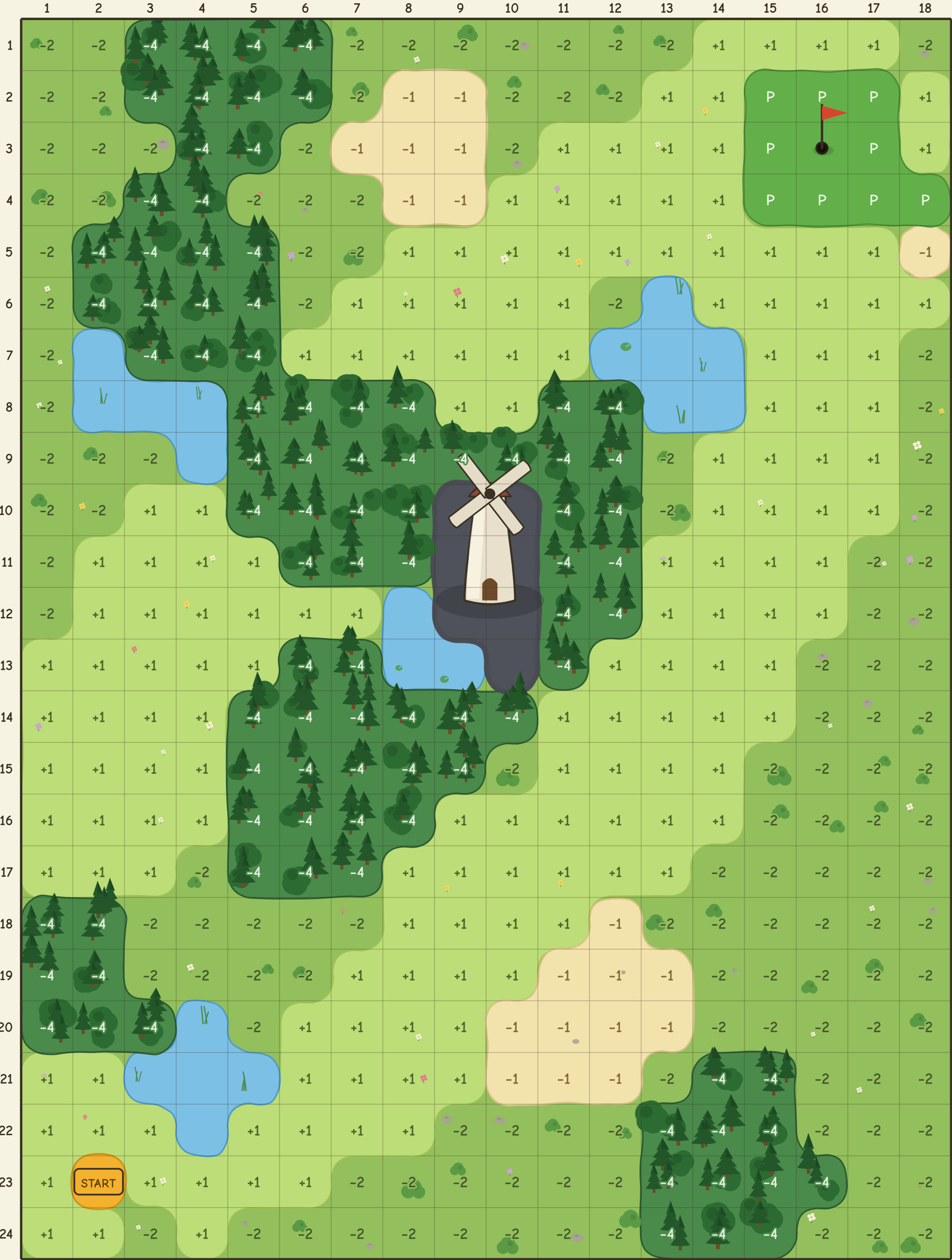


STROKES			
P1	P2	P3	P4



+1

FAIRWAY
add 1 to the die

-2

ROUGH
take 2 off the die

-1

BUNKER
take 1 off the die

-4

TREES
take 4 off the die

P

GREEN
putt only, no driver

WATER
back to the bank, +1

HILLS
no shooting over

CHECK YOUR PRINT

print at 100%

3 cm

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 HILLS; 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.



PAR 7

STROKES			
P1	P2	P3	P4



+1

FAIRWAY
add 1 to the die

-2

ROUGH
take 2 off the die

-1

BUNKER
take 1 off the die

-4

TREES
take 4 off the die

WATER

back to the bank, +1

HILLS

no shooting over

P

GREEN
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.
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