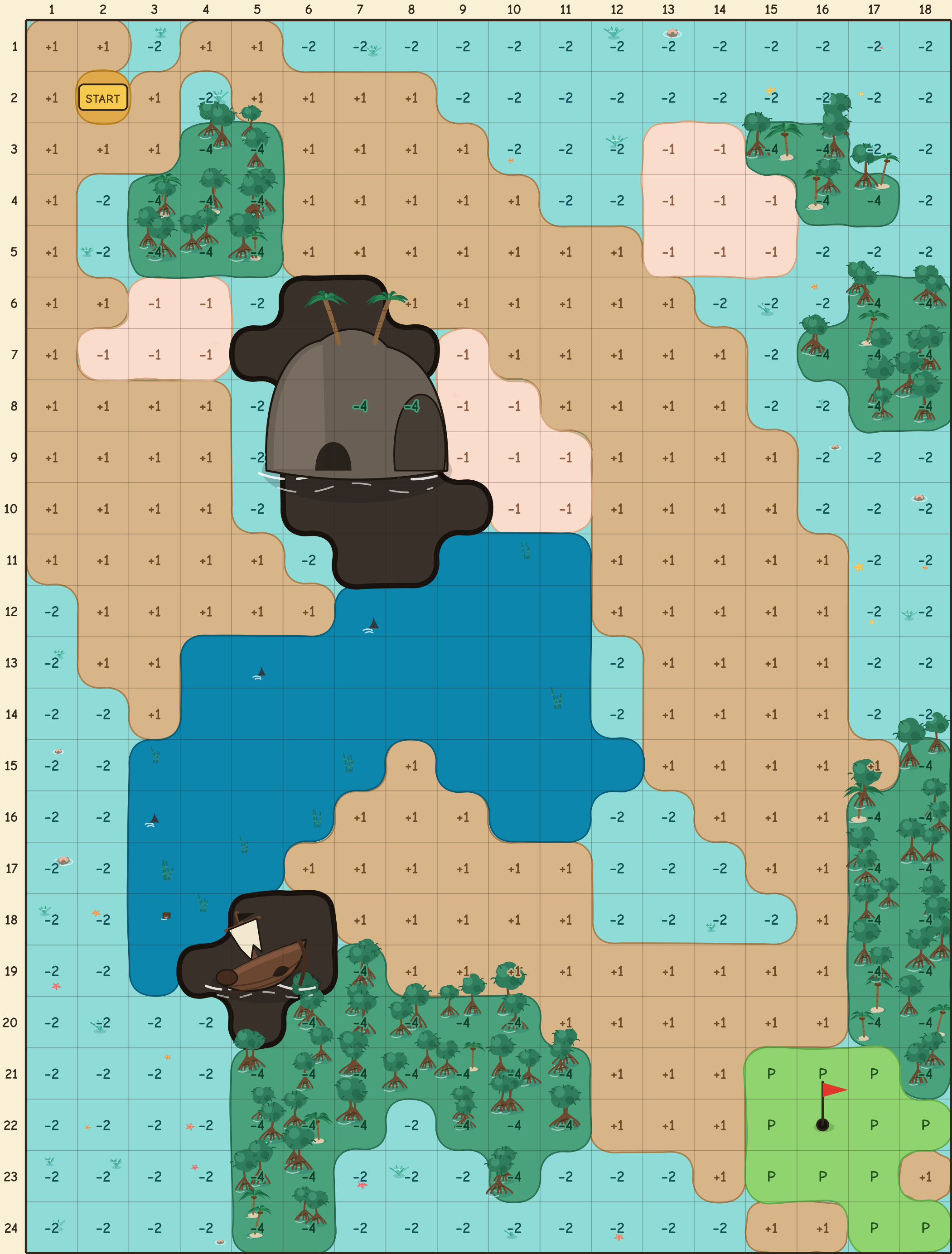




PAR 7

STROKES			
P1	P2	P3	P4



+1

PLANKS
firm boards, add 1

-2

SHALLOWS
wading, take 2 off

-1

CORAL SAND
sinks in, take 1 off

-4

MANGROVE
roots, take 4 off

THE DROP-OFF

swim to shore, +1

SKULL ROCKS

no shooting over

P

THE X
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 SKULL ROCKS; it stops where it meets them.

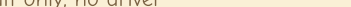
5. Water or off the page? Slide back to the bank, +1.

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.



	PLANKS firm boards, add 1		SHALLOWS wading, take 2 off		CORAL SAND sinks in, take 1 off		MANGROVE roots, take 4 off
	THE DROP-OFF swim to shore, +1		SKULL ROCKS no shooting over		THE X putt only, no driver		



HOW TO PLAY

- 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 and the end of it is the ball.
 4. A line cannot cross the SKULL ROCKS 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 +s you wrote.