

# Awesome GOLF

YOUR GUIDE TO THE BEST FORMATS,  
SIDE BETS AND ADDED EXTRAS



BROUGHT TO YOU BY



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# INTRODUCTION

Whether you're out for a casual round with friends or running a full-blown charity golf day, the right game can take your golf experience from good to unforgettable. That's where this book comes in.

We've collected our favourite golf games - ranging from pressure-packed side bets to fun team formats - to help you shake up your next round. Some are ideal for three balls, others suit charity events, and a few are perfect for adding a little extra edge to your usual fourball. There's something here for every group, every skill level, and every type of day on the course.

Each game is clearly explained with simple rules, suggested handicap adjustments, and why it's worth trying. Some are classics you'll recognise; others might be brand new. But all are designed to keep things competitive, inclusive, and above all, fun. If we've missed any of your favourites, we'd love to hear about them—just reach out to Royal & Awesome on social media or via our website.

So pick a format, tee it up, and let the games begin.

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## BEST WILDCARD GAME 1

# WOLF

*A rotating strategy game, where picking the right partner—or going solo—makes all the difference.*

### BASIC RULES

- Played in groups of 4 (can be adapted for 3).
- On each hole, one player is designated the Wolf (the role rotates every hole).
- The Wolf always tees off last.
- After each of the other 3 players hit their tee shots, the Wolf must decide

immediately whether to:

- ▶ Partner with that player, or
- ▶ Wait to see the next shot.
- Once the next player tees off, the Wolf cannot go back and pick a previous player.
- If no partner is chosen, the Wolf plays the hole solo against the other 3.
- If you're playing a 4-ball game over 9 or 18 holes, use this method to decide the wolf for the final holes:
  - ▶ 9-hole game: On hole 9, the player currently last in the points becomes the Wolf.
  - ▶ 18-hole game: On holes 17 and 18, the player currently last in the points becomes the Wolf on both.
  - ▶ In the event of a tie for last, stick to the normal rotation or flip a tee.

## SCORING

- If it's 2 vs 2: the team with the best net ball wins, and each winning player gets 1 point.
- If the Wolf goes solo and wins: the Wolf gets 2 points.
- Tied hole = no points.

## HANDICAPPING

- Play off the lowest handicap.
- Other players receive 90% of the difference.
- Apply strokes using the Stroke Index.

## WHY YOU'LL LOVE IT

- Every player gets a chance to be the Wolf.
- Strategic choices make it about more than just good shots.
- Creates drama and pressure on every tee box.

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## BEST WILDCARD GAME 2

# GOLF POKER

*A fun, strategic combo of golf and poker that keeps everyone engaged until the last card.*

## BASIC RULES

- Requires a deck of cards in addition to your clubs.
- Decide on a starting ante per player e.g.,

£10–£20 to enter the pot.

- Throughout the round, players earn cards based on specific achievements:
  - ▶ One putt → 1 card
  - ▶ Hole out from off the green → 2 cards
  - ▶ Birdie → 1 card
  - ▶ Eagle → 2 cards
  - ▶ Sandie (up-and-down from a bunker) → 1 card
  - ▶ Closest to pin on par 3 → 1 card
- Players collect cards as they play; aim to earn at least five cards—more if possible.
- At the end of the round, each player reveals their best five-card poker hand.
- Best poker hand wins the pot.

### VARIATION – PENALTIES ADD TO THE POT

- Players must add extra money to the pot for common mistakes, such as: Three-putt, Lost ball or OB or Double bogey or worse (optional) → £1

### HANDICAPPING

- Use full handicap to determine net scores on each hole.

### WHY YOU'LL LOVE IT

- Keeps every shot interesting – you're only ever a 1 putt or a chip in away from a card.
- Penalty pot adds risk and pressure
- Everyone has a chance to win until the last card is turned over!

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## BEST WILDCARD GAME 3

# ONE & DONE

*A test of forward thinking and shot making - once you've used a club, it's gone!*

### BASIC RULES

- Played alongside any other match, each player can only use each club in their bag only once, until all clubs have been used.
- Once a club is used, it's retired for the rest of that phase.
- When a player has used all their clubs, they get them all back, and the game resets.
- You can choose any club for any shot - but once you've used it, it's off-limits until the reset.
- The putter can be used more than once, or treated like any other club - agree on the rule before you start.

### HANDICAPPING

- Play off the lowest handicap in the group.
- 2 v 2 game, players get 90% of the difference. 1 v 1 game, 100% of the

difference.

- Apply strokes using the Stroke Index.

### WHY YOU'LL LOVE IT

- Forces you to think ahead and manage your club choices carefully.
- You'll need to get creative with your shot making.
- A great game to shake things up and practice new shots.

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## BEST THREE PLAYER GAME 1

# SPLIT SIXES

*A perfect way for 3 individual players to compete on their own.*

### BASIC RULES

- Each player plays their own ball—stroke play format.
- On each hole, 6 points are up for grabs:
- Best score gets 4 points, second-best gets 2 points, worst gets 0 points.
- Ties are handled as follows:
- Tie for best: 3–3–0, Tie for second: 4–1–1, All tie: 2–2–2.

### HANDICAPPING

- Play off the lowest handicap in the group.
- Other players get 100% of the difference.
- Apply strokes using the Stroke Index.

### WHY YOU'LL LOVE IT

- Every player for themselves – no hiding places.
- Easy to score, but still adds excitement and pressure.
- Great for building friendly rivalries.

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## BEST THREE PLAYER GAME 2

# BINGO, BANGO, BONGO

*A fun points-based game that rewards precision and timing, not just low scores.*

### BASIC RULES

- Each hole has 3 points available:
- Bingo – First player to hit the green.
- Bango – Once all balls are on the green, the player closest to the pin wins the point.

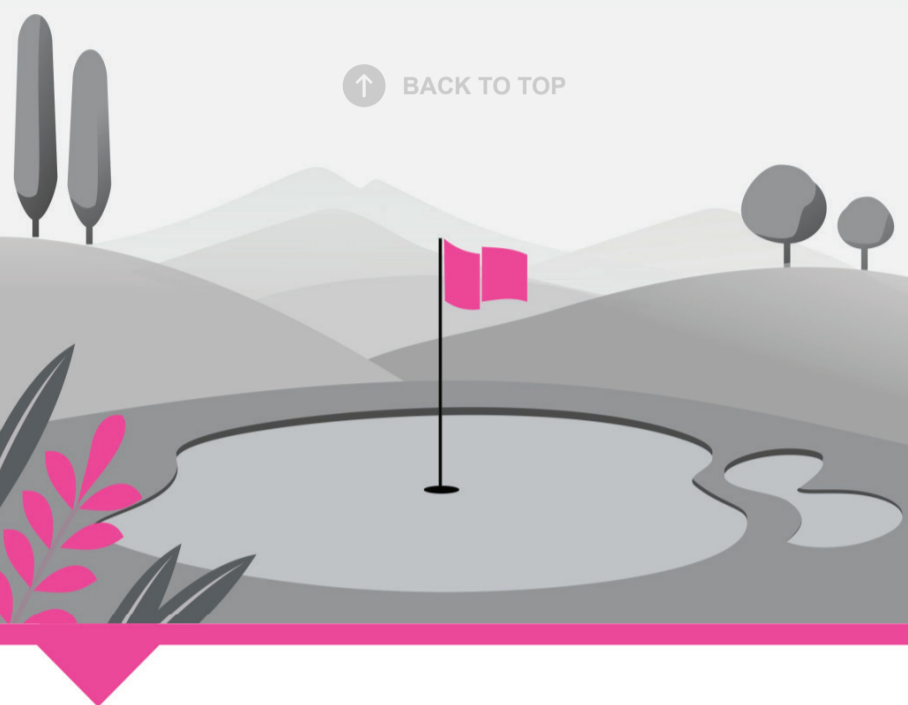
- Bongo – First to hole out.
- Play in correct order - furthest from the hole always plays first.

## HANDICAPPING

- Doesn't rely on scoring - handicaps typically aren't needed.

## WHY YOU'LL LOVE IT

- Gives every player a chance to score points, no matter their score.
- Promotes accuracy and good short game skills.
- Keeps things light, competitive, and inclusive.



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## BEST THREE PLAYER GAME 3

# ROWAN MATCH PLAY

*A dynamic game where loyalties shift and the strongest player is always competing with the other two!*

## BASIC RULES

- All players play their own ball.
- On the first hole, it's every player for themselves.
- The first player to win a hole outright becomes the solo player on the next hole, playing match play against the other two.
- The 2-vs-1 match continues until the match is all square, then all three players go back to playing individually.
- Scoring is traditional match play scoring.

## HANDICAPPING

- Play off the lowest handicap.
- Other players receive 90% of the difference.
- Apply strokes using the Stroke Index.

## WHY YOU'LL LOVE IT

- Naturally balances the competition, as the strongest player often ends up playing solo against the other two.
- Varied as you switch between fending off two players or teaming up to take down the solo player.
- Great for small groups who like head-to-head play with a twist.

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## Best 4 Player Game 1

# 4-BALL BETTER BALL MATCH PLAY

*This is a classic match play format with two teams of two players going head-to-head.*

### BASIC RULES

- Each player plays their own ball on every hole.
- Each team takes the best net score (after handicap) from their two players.
- Compare the best net scores from each team:
  - ▶ Lower score wins the hole for that team.
  - ▶ If it's tied, the hole is halved.
- The match continues until one team is leading by more holes than there are holes left to play (e.g., 3&2 = 3 holes up with 2 to go).

### HANDICAPPING

- Play off the lowest handicap.
- Other players receive 90% of the difference.
- Apply strokes using the Stroke Index.

### WHY YOU'LL LOVE IT

- Great for teamwork—one hot player can carry the team!
- Works well with different skill levels.

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## Best 4 Player Game 2

# DAYTONA

*Also known as Vegas, this format is fast, fun, and full of wild scoring swings. Two teams of two players compete hole by hole, and instead of adding scores, you combine them into a two-digit number.*

### BASIC RULES

- Each player plays their own ball.
- At the end of each hole, each team combines their two scores into a two-digit number—lowest score goes first. Example:
  - ▶ One player shoots 4, the other shoots 5 → Team score = 45.
  - ▶ The other team might score 5 and 6 → Team score = 56.
- The score for the hole is the difference between the two team scores.
  - ▶ In this case: 56 – 45 = 11 points to the team with 45.

- The team with the most points at the end of the round wins.

### IMPORTANT EXCEPTION

- If any player scores a 10 or higher on a hole, their score goes first, no matter what.
- Example: One player scores 10, the other scores 4 → Your team's score is 104 (not 410).
- This rule limits the damage of big blow-up holes!

### OPTIONAL TWIST – FLIPPING THE BIRD!

- If a player makes a birdie or better, you can flip your opponent's digits to mess with their score.
- Opponent scores 46 → flip to 64 if you earn the right.

### HANDICAPPING

- Play off the lowest handicap.
- Other players receive 90% of the difference.
- Apply strokes using the Stroke Index.
- Use the net scores to build each team's two-digit number.

### WHY YOU'LL LOVE IT

- Massive swings mean no lead is safe.
- Every score matters.

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## Best 4 Player Game 3

# 6-6-6

*Also known as "Sixes", this format is perfect for variety and teamwork. You and your partner take on three different formats across your round, switching it up every six holes. It keeps things fresh, fun, and competitive all the way through.*

### BASIC RULES

You play in teams of two, and the round is broken into three 6-hole chunks, each with a different format:

- **Holes 1–6: Best Ball**
  - ▶ Both players play their own ball.
  - ▶ Take the best net score on each hole as the team score.
- **Holes 7–12: Alternate Shot /Foursomes**
  - ▶ You and your partner play one ball, taking turns hitting shots.
  - ▶ One player tees off on the odd-numbered holes, the other on the evens.
  - ▶ Keep alternating until the ball is holed.
- **Holes 13–18: Scramble**
  - ▶ Both players tee off, choose the best

shot, and both hit from that spot.

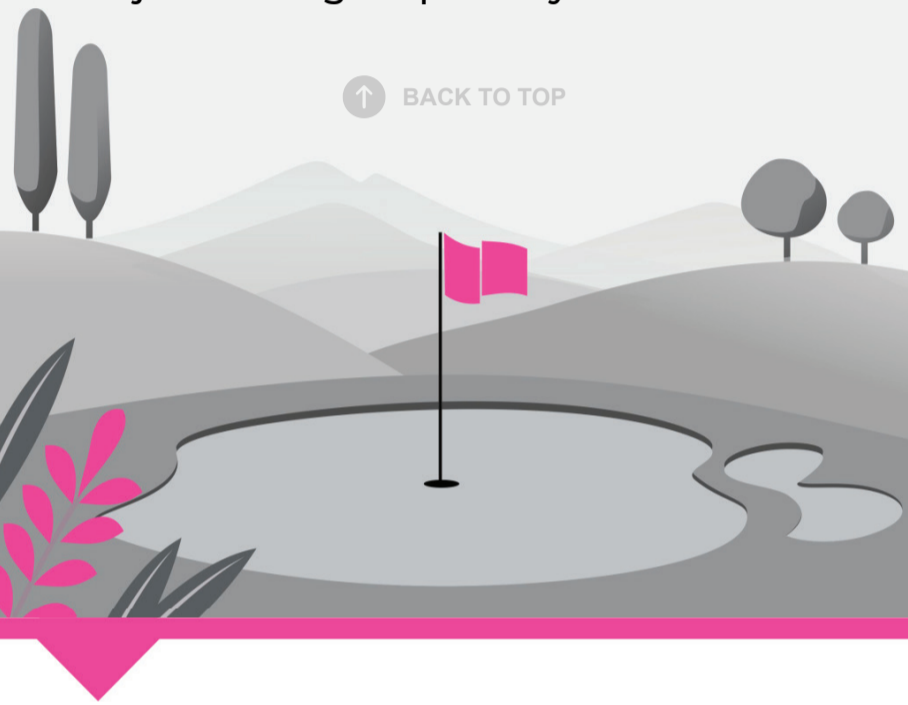
- ▶ Repeat until the ball is holed.
- ▶ Pick the best shot each time and move both balls there.

## HANDICAPPING

- Best Ball: Use 90% of each player's handicap. Take strokes based on the Stroke Index.
- Alternate Shot: Use 50% of the team's combined handicap.
- Scramble: Use 35% of the lower handicap + 15% of the higher handicap.

## WHY YOU'LL LOVE IT

- Three formats in one round = no chance of getting bored.
- Great mix of strategy, pressure, and teamwork.
- Perfect for charity days, weekend comps, or just mixing it up with your mates.



## Best Classic Bet Game 1

# NASSAU

*A flexible, fast-moving format with three chances to win every match.*

## BASIC RULES

- Nassau is essentially three separate matches in one:
  1. Front 9
  2. Back 9
  3. Overall 18-hole match
- Played as either match play or stroke play.
- Each segment (front, back, overall) is worth an equal wager (e.g. £5/£5/£5).
- You can win all three, tie one, or split the bet depending on how each segment goes.

## VARIATION – THE PRESS

- If a player or team is losing during any segment, they can call a press, a new bet starting from that point over the remaining holes in that segment. See next section.

## HANDICAPPING

- Use the handicapping relevant to the match you are playing eg 90% difference

for 2v2, 100% difference for 1v1 etc

## WHY YOU'LL LOVE IT

- Keeps players engaged even if they have a bad start - you can still win the back 9 or press.
- Classic format with built-in comebacks and drama.

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## Best Classic Bet Game 2

# PRESSES

*A mid-round comeback mechanic that keeps every bet alive - and every hole tense.*

## BASIC RULES

- A press is a new side bet started during a match that's already underway.
- Presses are typically used in games like Nassau or match play.
- If a player or team is down by 2 or more in any segment (e.g. front 9, back 9, or overall), they can press to start a new bet from that point forward.
- The new bet usually carries the same stake as the original and runs over the remaining holes in that segment.
  - ▶ For example: You're 3 down after 6 holes on the front 9 → you press → a new 3-hole match begins from holes 7–9.
- The original match continues as normal—the press is an additional side bet running in parallel.
- Multiple presses can be layered in a round if more betting opportunities arise.

## HANDICAPPING

- Handicaps for the press match are calculated the same way as the main game.
- Strokes apply based on the holes remaining in the press segment.

## WHY YOU'LL LOVE IT

- Keeps play competitive all the way to the end.
- Builds drama and stakes – do you cut your loses or take a shot at redemption?!

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## Best Classic Bet Game 3

# SKINS

*A hole-by-hole battle where the pot grows until someone swoops in and wins it.*

### BASIC RULES

- Every hole is worth a set value—called a “skin” (e.g. £1, £5, or agreed stake).
- Players compete hole by hole, and the player with the lowest score on a hole wins the skin.
- If two or more players tie, the skin carries over to the next hole—making that one worth more.
  - ▶ Example: Hole 1 is tied → Hole 2 is now worth 2 skins
- This continues until someone wins a hole outright, claiming all the skins at stake.
- The process resets after a skin is won, and carries again if there's another tie.
- At the end of the round, tally how many skins each player has won and settle up.

### HANDICAPPING

- Use full handicap, with strokes applied based on the Stroke Index.
- Skins are awarded based on net scores, not gross.

### WHY YOU'LL LOVE IT

- Every hole is a fresh chance to win — perfect for keeping players engaged.
- Skin carryovers create drama and big swings in value.
- Works well with players of all skill levels — you're never out of it.

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## Best Side Game 1

# SNAKE

*A fun putting-pressure game where every missed putt could cost you—literally.*

### BASIC RULES

- Snake is a running bet throughout the round, focused on three-putts.
- The first player to three-putt becomes the Snake.
- From that point on, whenever another player three-putts, they take over the Snake title.
- At the end of the round, whoever is holding the Snake owes the bet (e.g. pays a set amount to each other player).

### VARIATION – DOUBLING SNAKE

- Each time the Snake changes hands, the value of the bet doubles.
  - ▶ Start at £0.01 or \$0.02 → next time it's £0.02 → then £0.04 → £0.08, and so on.
- This variation can escalate quickly,

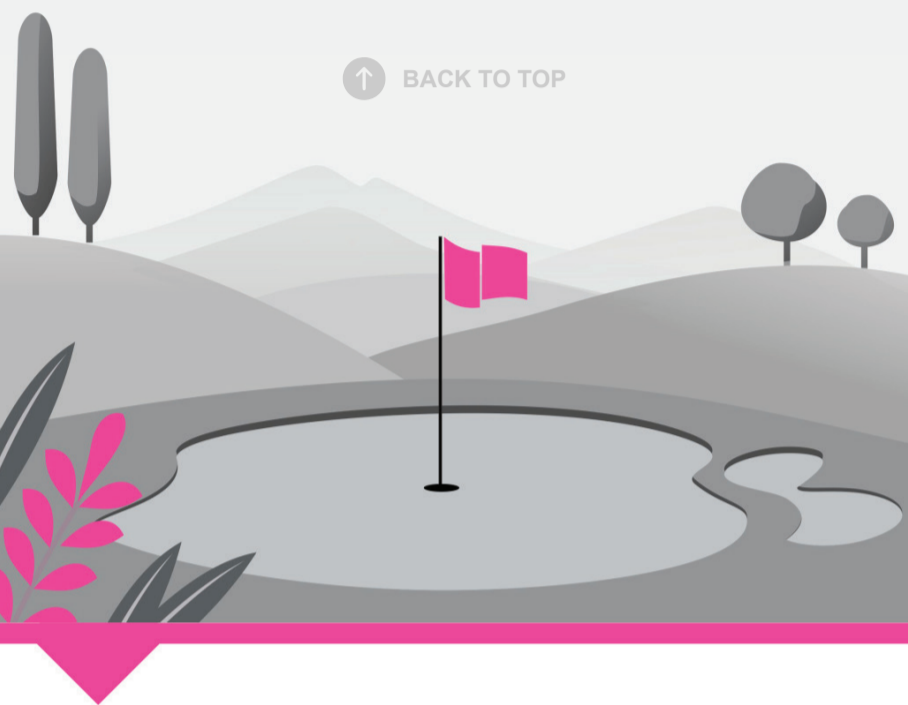
especially on tricky greens—so maybe best to agree on a maximum limit before you start!

## HANDICAPPING

- No handicaps required—this is a side game focused purely on putting performance.

## WHY YOU'LL LOVE IT

- As the round progresses the pressure putts ramp up.
- Keeps everyone involved on every hole.
- Keeps the competition going all the way to the 18th green.



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## Best Side Game 2

# PICK UP STICKS (aka Bag Raid)

*A fun and strategic game where the better you play, the harder it gets!*

## BASIC RULES

- A match play game, where after each hole the player or team who loses the hole gets to remove one club from their opponent's bag.
- The chosen club is taken out of play for the rest of the round.
- You can't remove a putter until the very end (unless agreed beforehand).

## HANDICAPPING

- Play off the lowest handicap in the group.
- 2 v 2 game, players get 90% of the difference. 1 v 1 game, 100% of the difference.
- Apply strokes using the Stroke Index.

## WHY YOU'LL LOVE IT

- Adds strategy – which club are you going to take?
- Naturally balances the game: the more holes you win, the fewer clubs you'll have left.
- Forces players to adapt, improvise, and get creative.

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### Best Side Game 3

# BIRDIE / EAGLE POOL

*A simple, exciting way to reward great golf and keep things interesting on every hole.*

## BASIC RULES

- Before the round, players contribute to a shared prize pool e.g. £10–£20 per person.
- Throughout the round, any player who makes a birdie or eagle earns a share of the pool.
- At the end of the round, the pool is divided up based on the total number of birdies and eagles made.
  - ▶ Each birdie earns 1 share.
  - ▶ Each eagle earns 2 shares.
- Players total their shares and receive a proportionate amount of the prize pool.
- Decide before the round whether to base it on net scores or gross scores.

## HANDICAPPING

- Use full handicap to determine net birdies and eagles.
- Apply strokes according to the Stroke Index.

## WHY YOU'LL LOVE IT

- Easy to run and adds excitement to every hole.
- Rewards moments of brilliance, even if you're not playing your best.
- Keeps everyone motivated - every birdie or eagle could cash in.

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### Best Classic Charity Day Format 1

# TEAM STABLEFORD

*A simple, scalable team format perfect for charity days and mixed-ability groups.*

## BASIC RULES

- Played in teams of 3 or 4 players.
- Each player plays their own ball and records a Stableford score on each hole.
- The team score on each hole is made up of the 2 best individual Stableford scores  
Eg Player A gets 3 pts, B gets 2, C gets 0, D gets 1, so team score is 5.
- If best 2 scores count → team gets 5 points for the hole.

## VARIATION – MORE SCORES COUNT AS THE GAME GOES ON

- 1 score counts on holes 1–6, 2 on 7–12, 3 on 13–18.

## HANDICAPPING

- Use full handicap.
- Apply strokes using the Stroke Index for each player.
- Stableford points are calculated based on net scores.

## WHY YOU'LL LOVE IT

- Perfect for mixed ability teams — everyone contributes.
- Easy to score and exciting to play, especially with rotating formats.
- Great for large groups, charity events, or casual competitions.

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## Best Classic Charity Day Format 2

# SCRAMBLE

*A team favourite that keeps the pressure low and the fun high.*

## BASIC RULES

- Played in teams of 2, 3, or 4 players.
- On each hole, everyone tees off, and the team chooses the best shot.
- All players then play their next shot from that spot, and again choose the best result.
- Repeat this process until the ball is holed - always playing from the best ball.
- Place or drop the ball within one club length (same cut of grass), no closer to the hole.
- Each player must contribute a minimum number of tee shots. The number varies depending on the size of the team:  
4-player team = 3 drives per player,  
3-player team = 4 drives per player and  
2-player team = 6 drives per player.

## HANDICAPPING

- Apply a team handicap using one of the following formulas:
  - ▶ 4-player team: 25% of the low handicap + 20% of the next + 15% of the next + 10% of the high handicap
  - ▶ 3-player team: 30% of the low handicap + 20% of the next + 10% of the high handicap
  - ▶ 2-player team: 35% of the low handicap + 15% of the high handicap

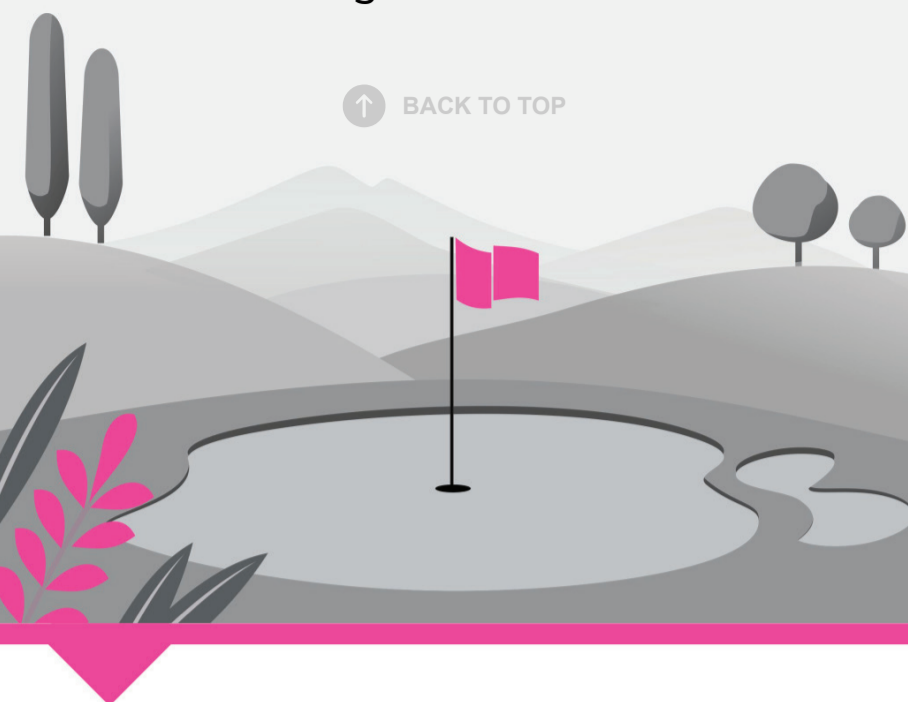
## WHY YOU'LL LOVE IT

- Ideal for mixed-ability groups—bad shots usually go unpunished, and everyone gets a chance to contribute.
- It's really social - you're always playing

from the same spot and working together.

- Encourages big drives, aggressive play, and lots of laughs.

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### Best Classic Charity Day Format 3

## SHAMBLE

*A great hybrid format—combining the teamwork of a scramble with the pressure of individual play.*

### BASIC RULES

- Played in teams of 2, 3, or 4 players.
- On each hole, all players tee off, and the team selects the best tee shot.
- From that spot, everyone plays their own ball for the remainder of the hole.
- Each player finishes the hole individually, and the team records the 2 best net individual Stableford scores.
- Each player must contribute a minimum number of tee shots. The number varies depending on the size of the team:  
4-player team = 3 drives per player,  
3-player team = 4 drives per player and  
2-player team = 6 drives per player.

### HANDICAPPING

- Use 80% handicaps to compensate for the advantage of using other people's drives.

### WHY YOU'LL LOVE IT

- A fun balance - team support off the tee, individual responsibility from there.
- Keeps everyone involved and thinking strategically.
- Perfect for charity events - less pressure than team Stableford, but more challenge than a full scramble.

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### Best Best Charity Day Side Bet 1:

## PINK BALL

*A high pressure game within a game - protect the pink ball at all costs!*

### BASIC RULES

- This game runs alongside a regular team event, where one, two, or more Stableford scores count per hole.

- Each hole, one player plays the pink ball (rotation alternates each hole).
- That player's Stableford score is tracked as the “pink ball score”.
- If the pink ball is lost, the pink ball score ends there—no more points can be added, but the total up to that point still counts.
- A prize is awarded to the team with the highest pink ball score at the end of the event.

## VARIATION – PINK BALL COUNTS IN MAIN GAME

- If you really want to increase the pressure, make the pink ball score count in the main game:
  - ▶ Example: “Pink ball score must count, plus one other best Stableford score.”
  - ▶ Now the team has to protect the ball and rely on it to post a score!

## HANDICAPPING

- Use full handicap Stableford scoring.

## WHY YOU'LL LOVE IT:

- Adds variety and excitement to a well-known format.
- Ramps up the pressure for one player each hole.
- Great for team bonding and charity days.

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## Best Best Charity Day Side Bet 2:

# STRING GAME

*A sneaky twist on traditional golf - buy yourself out of trouble with string!*

## BASIC RULES

- This game runs alongside whatever main format your event is using (e.g., Stableford, scramble, best ball).
- Each player is given a length of string - usually 1 foot per handicap stroke.
- The string can be used to move the ball without penalty or incurring a shot - for example:
  - ▶ Pull it out of a bunker
  - ▶ Shift it away from a tree
  - ▶ Even move it into the hole!
- The distance moved must be measured and cut off the string.
- Once your string is used up, it's gone - so use it wisely.

## VARIATION – BUY MORE STRING FOR CHARITY

- Boost fundraising by allowing players to buy extra string before or during the round.
  - ▶ For example: \$10 per additional foot of string.
- Great way to raise extra money and increase the fun factor!

## HANDICAPPING

- Give each player a length of string equal to their full handicap e.g. 18 handicap = 18 feet of string.
- No other strokes given – just the string advantage.

## WHY YOU'LL LOVE IT

- Encourages clever, creative decisions.
- Adds fun and forgiveness.
- Perfect for charity events - light-hearted and great for all skill levels.

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### Best Best Charity Day Side Bet 3:

## BEAT THE PRO

*A classic one-shot challenge - can you take down the pro under pressure?*

## BASIC RULES

- Choose a par 3 hole where a local pro or low-handicap player is stationed.
- Each participant donates (e.g. £5 or \$10) to enter the challenge when they reach the hole.
- Everyone plays their shot as normal, and the pro hits theirs too.
- If the player's shot finishes closer to the hole than the pro's, they win a prize (e.g. entry into a raffle, sleeve of balls, or bonus Stableford point).
- If the pro wins, the money goes to charity—and the player gets bragging rights for taking the shot.

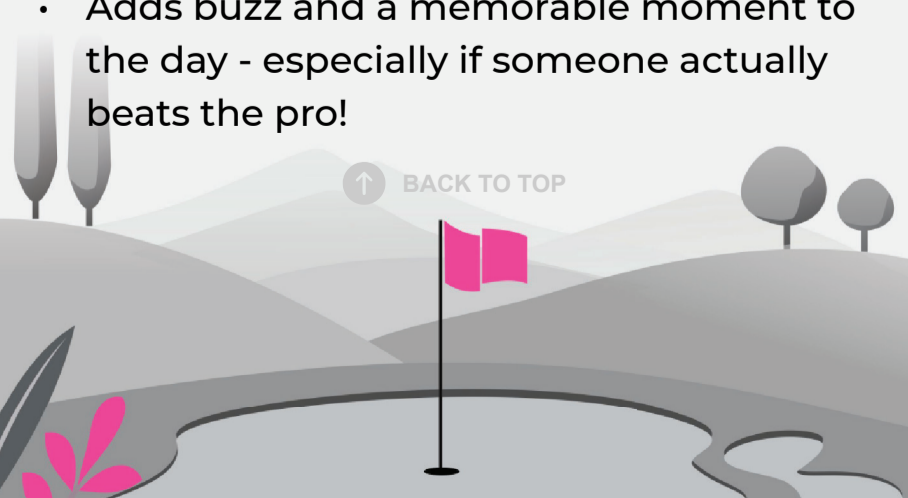
## HANDICAPPING

- No handicaps needed—this is a straight-up closest-to-the-pin contest.

## WHY YOU'LL LOVE IT

- Quick, exciting, and easy to run on the course.
- Great for fundraising - players are happy to donate for a fun challenge.
- Adds buzz and a memorable moment to the day - especially if someone actually beats the pro!

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## Best Wildcard Charity Day Format 1

# CRISS CROSS

*A forgiving format that gives your team two chances on every hole.*

### BASIC RULES

- Criss Cross can be played using any of the team formats already explained - Stableford, Scramble, or Shamble.
- The key difference is in how scoring works:
  - ▶ Each hole is paired with its opposite on the back nine (1 with 10, 2 with 11, 3 with 12, etc.).
  - ▶ For each pair, your team only keeps the better score of the two.
  - ▶ Example: Hole 3 = 2 points, Hole 12 = 4 points → you score 4 points for that pair.
- Do this for all 9 pairs—your final score is based on the best 9 holes out of 18.

### HANDICAPPING

- Handicaps are applied as normal for whichever base format you're using.
- Full handicap Stableford is most common.

### WHY YOU'LL LOVE IT

- You get two chances at every hole - a blow-up can be erased by a great recovery later.
- Encourages strategic risk/reward play and strong finishes.
- Perfect for charity days when you're looking for something different but easy to run.

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## Best Wildcard Charity Day Format 2

# FLAG GAME

*A pressure-packed finish where the last one standing wins - if you make it that far!*

### BASIC RULES

- Each player is given a target number of strokes for the round, based on:
  - ▶ Par for the course plus their full handicap
  - ▶ Example: Course par = 72, player handicap = 18 → player gets 90 strokes
- Players play their round as normal, using up their strokes as they go.
- When a player hits their final allocated stroke, they plant their flag where the ball finishes.
- If they finish 18 holes with strokes still remaining, they continue onto hole 1 again until they run out.
- The winner is the player who gets the furthest around the course before using up all their strokes.

## HANDICAPPING

- Use full handicap to calculate total strokes (Par + Handicap).
- Strokes are not applied hole-by-hole - just tracked cumulatively.

## WHY YOU'LL LOVE IT

- Builds suspense and drama as players start to run out of strokes.
- Rewards smart course management and consistency.
- A great visual finish - flags planted around the course make it fun for spectators too.

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## Best Wildcard Charity Day Format 3

# ELIMINATOR

*A rotating team format where you can't rely on the same player twice - until everyone's stepped up.*

## BASIC RULES

- Played in teams of 4 using Stableford scoring.
- On each hole, the team records only one score - but here's the twist:
  - ▶ Once a player's score is used, they are "eliminated" and can't be used again until all other teammates have also had their score count.
- After all 4 players have contributed once, the pool resets and everyone is eligible again.
- This rotation continues throughout the round, forcing teams to spread the load and think strategically.

## HANDICAPPING

- Use full handicap Stableford scoring.
- Apply strokes based on the Stroke Index as usual.
- 

## WHY YOU'LL LOVE IT

- Encourages smart decision-making and timing - save your stars for the right holes.
- Ensures everyone contributes, not just the lowest handicapper.
- Adds variety and strategy - perfect for charity days and team competitions.

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## Best Golf Drinking Game 1

# MULLIGAN MADNESS aka- SHOTGULLIGANS!

*A second chance comes at a cost - and the cost is a cold one.*

### BASIC RULES

- Any time a player wants to take a mulligan, they simply have to take a drink.

### WHY YOU'LL LOVE IT

- Adds some hilarious decision-making - is that shot bad enough to be worth a beer? How many mulligans is too many mulligans?!

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## Best Golf Drinking Game 2

# GREENIES

*Hit the green, earn the glory - and dish out the penalties.*

### BASIC RULES

- Typically played on par 3s, but can be called from any fairway.
- Place a bet (in sips) on who can hit it closest to the pin. The player who ends up nearest gets to dish out the bet number of sips to the rest.

### WHY YOU'LL LOVE IT

- Call the competition at any time.
- Rewards good shots and keeps everyone invested.

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## Best Golf Drinking Game 3

# DRINK & SAVE

*Don't get too greedy with this one - there is a tipping point!*

### BASIC RULES

- Every drink consumed during the round earns a **one-stroke deduction** from the score.

### WHY YOU'LL LOVE IT

- Perfect blend of **strategy and risk**.
- Let's you "drink your way back into contention."
- But beware, one more drink, might cost you more than the shot it saves!

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## Best Golf Drinking Game 4

# BIRDIES & BOOZERS

*Punish the bad, reward the good—and make sure everyone stays involved.*

### BASIC RULES

- Player takes a drink every time they:
  - ▶ 3-putts
  - ▶ Finds a bunker
  - ▶ Hits it out of bounds
- If a player makes a birdie, everyone else drinks in their honour.

### WHY YOU'LL LOVE IT

- Keeps the round lively from tee to green.
- Rewards clutch play and punishes bad habits.
- Never a dull moment.

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