



A game of strategy and luck for 2 to 8 players, ages 8 to adult.

Object of the Game:

To play 9 or 18 holes of Clubhouse Golf and win by having the lowest total score.

Course Etiquette:

- Children under the age of 8 should be accompanied by an adult.
- No more than two foursomes should be playing the same hole.
- Be courteous by not hitting into players ahead of you.



- Repair ball marks, and other evidence of play.
- Avoid slow play.

Clubhouse Golf Equipment:

- Clubhouse Golf score cards.
- A full deck of 72 Clubhouse Golf cards.

Card Name	# of Cards	Stroke Value
Mulligan	4	0
Hole-In-One	4	1
Putt	10	2
Eagle	6	2
Birdie	6	3
Par	6	4
Bogey	6	5
Double Bogey	6	6
Rough	6	7
Sand Trap	6	8
Water Hazard	6	9
Out of Bounds	5	10
Lightning	1	10



Course Rules:

Teeing Up:

Shuffle the deck. To start the first hole, decide which player will deal first. Deal four cards, face down, to each player. **DO NOT LOOK AT YOUR CARDS YET.** Without looking at your cards, spread them out, face down, in front of you. Place the remaining deck of cards face down in the center as the draw pile, and turn the top card over to begin the discard pile.

Teeing Off:

Before taking your first turn look at only two of your cards. Memorize the stroke values and place them face down again. If you look more than once, or look at more than two cards, you'll lose your next turn as a penalty for slow play. Don't let your opponents see your cards.

The player to the left of the dealer tees off first and play proceeds clockwise. Tee off by drawing



the top card from the deck or the top card of the discard pile. If you think the drawn card has a lower stroke value than one of your four cards, trade it and discard, or discard the drawn card.

Once a trade is started, and one of your cards is turned over, it must be discarded. Remember the stroke value of your new card since you can't turn a card over unless you're making a trade. You may trade cards as many times as you want.

Play continues until a player putts out (see below). If there are no cards left in the draw pile, shuffle the discard pile, and continue play.

Lightning:

When the Lightning card appears, play stops immediately and players reveal their cards. All players score their stroke total on the scorecard. This is a safety precaution since lightning is dangerous.



Putting Out:

If, at any time, you think your cards have a total stroke value lower than your opponents', you may finish the hole by saying, "I am putting out", as you discard at the end of your turn. Each opponent then gets one more turn. Finally, all players turn their cards over to score the hole.

Scoring:

Score the hole by adding the stroke values of your cards. If you putted out and had the lowest (or tied for the lowest) total, score a zero for that hole. Add a 10-stroke penalty to your score if you putted out and your total wasn't the lowest. All other players score their stroke total on the scorecard. The dealer passes the deck to the left and the next hole is dealt.

Winning the Round:

The player with the lowest total score after playing a round of 9 or 18 holes is the winner.



Try Some Game Variations:

- Don't look at any of your four cards until you make a trade.
- Putt out only if you are discarding a Putt card (or if one of your four cards is a Putt card).
- Play honors golf by passing the deal to the player to the right of the winner of the last hole, so that the winner gets to tee off first on the next hole.
- A player who discards a Mulligan card, from a trade, gets an immediate free draw from the pile. The Mulligan card stays on top of the discard pile for the next player.
- Remove the Lightning card for safer play.

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