

The Royal Rules of Golf

A great way to play a four ball regardless of scoring stroke, stableford or par. Good shots are rewarded and bad shots are penalised - each being worth one digit or more. You choose the value of the digit - win (or lose) as much or little as you feel comfortable.

This is our 'game within a game' - Michael & Bjorn

Winning Digits

AN ALBATROSS = 3 shots less than par. Each player may score this (if good enough).

Value: +3 digits

A BIRDIE = 1 shot less than par. Each player may score this.

Value: +1 digit

AN EAGLE = 2 shots less than par. Each player may score this (if good enough).

Value: +2 digits

A FERRET = Holing out from off the green. Each player may score this.

Value: +1 digit

A GOPHER (or **SANDY FERRET** as called by some) = Holing out from your first bunker encountered when playing that hole. Each player may score this.

Value: +2 digits

A HARRY BUTLER = Up and down (within 2 shots) from a *penalty area* (as per **SANDY**, first shot from *penalty area* is your chance). Only one chance per hole. Each player may score this.

Value: +1 digit

A MABO = Scoring a 5 or less on a par 5 where no shots have been played from the general area cut to fairway height or less of the current hole. Each player may score this.

Value: +1 digit

NEAREST THE PIN = Only applicable to the player's first tee shot. The closest ball must be on the green of the hole being played; not restricted to Par 3's. Only one player may score this.

Value: +1 digit

A SANDY = Up and down (within 2 shots) from a bunker. You only get one chance per hole so the first bunker shot encountered (even if a fairway bunker) is your opportunity. Each player may score this.

Value: +1 digit

A TICKLER = Hitting the pin (flag stick) from off the green with any club except the putter. *Now includes the flag*. If the ball goes in from off the green it will hit the bottom of the pin. Each player may score this.

Value: +1 digit

The TOSS = Winning the honour on the first tee. Something for nothing.

Value: +1 digit

A WIN = the winning score on that hole (*Second String* * may be required – see *Miscellaneous* below)

Value: +1 digit

Losing Digits

AN AIRIE = Fail to contact ball with club during stroke. Excludes bunkers. Each player may score this as many times as it happens.

Value: -1 digit

A BALDY = A putt from either ON or OFF the green which rolls onto the green and finishes off the green. Each player may score this as many times as it happens.

Value: -1 digit

A BROTHEL = Both partners have a **FANNY** on the same hole.

Value: -1 digit.

A CHAMOIS = Double wipe. Same player has consecutive 'no score' (Stableford) or 'loss' (Par) holes. Each player may score this as many times as it happens. Not applicable for Stroke.

Value: -1 digit.

A DENIS = Both partners score zero (Stableford) or have a loss (Par) on the same hole. Not applicable for Stroke.

Value: -1 digit

A DOUBLE DIP = Consecutive shots from within the same *penalty area*; Each player may score one per *penalty area*.

Value: -1 digit.

A FANNY = If your drive finishes before the Ladies' tee markers. Each player may score this once per hole. Same player cannot have a **FANNY** and a **SNIFFTER** on same hole.

Value: -1 digit

A HIMMLER = From one bunker to another. Only one of these per originating bunker. Each player may score this.

Value: -1 digit

A HITLER (previously a **ROMMEL**) = 2 consecutive shots from the same bunker. Only one of these per bunker. Each player may score this.

Value: -1 digit

A LOBOTOMY = Hitting the wrong ball. Each player may score one per hole.

Value: -1 digit.

A PYTHON = Consecutive **SNAKES** by the same player. Each player may score this as many times as it happens.

Value: -1 digit

A SLUT = A lost ball OR out of bounds shot. Each player may score this as many times as it happens.

Value: -1 digit

A SNAKE = Three shots (at least) to finish the hole when the first shot is a putt from on the putting green. For Par or Stableford you cannot have a **SNAKE** unless you have three scoring shots left. Each player may score this.

Value: -1 digit

A SNIFFTER = If your drive hits the ground before passing the 'line' between the Ladies' tee markers. This digit only applies if Ladies' tee markers are max. of 80m away. Each player may score this once per hole.

Value: -1 digit

A WATER RAT = Taking a drop from/in a *penalty area* due to inability to hit it from where it lies. Each player may score this as many times as it happens.

Value: -1 digit

Miscellaneous

Second String = If the first two opponents' scores tie the result is decided by the other 2 opponents' scores. If this is also a tie then the value 'jackpots' to the next hole.

All 'jackpots' expire after the 18th hole.

This version of The Royal Rules of Golf voids all previous versions. * *Italic text indicates latest amendments*

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Thank you for downloading The Royal Rules of Golf. Please revisit www.royalrules.com from time to time as new rules are added or existing rules are clarified. Our contact is golf@royalrules.com