

Notebook Golf

Course: Grey Mill
Day: 2026-09-20 Par: 108

Scorecard

Hole	1	2	3	4	5	6	7	8	9
Par	6	6	6	6	6	6	6	6	6
Best possible	4	4	5	5	5	6	5	5	5
Your score									

Hole	10	11	12	13	14	15	16	17	18
Par	6	6	6	6	6	6	6	6	6
Best possible	4	5	5	4	4	4	5	4	5
Your score									

How to play

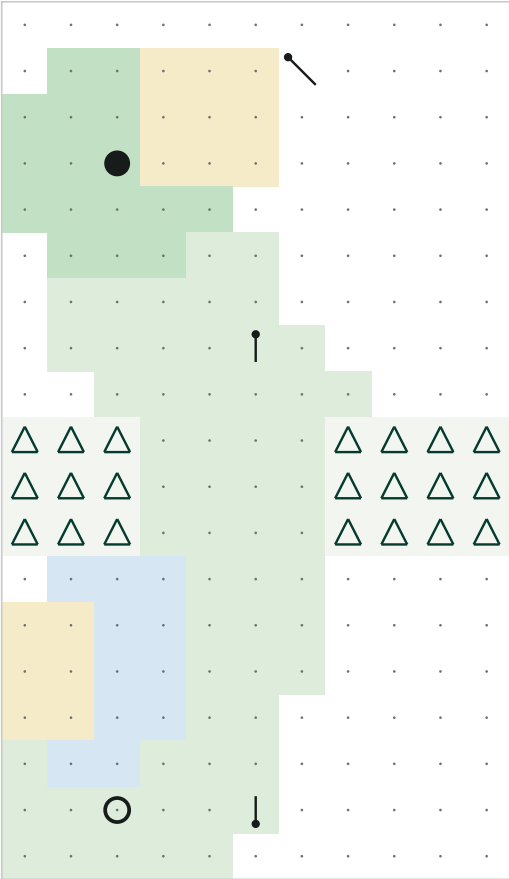
- 1. Each stroke goes in a straight line, one of eight directions, a whole number of spaces.
- 2. The die sets the distance. Add a space from the fairway, take one away from sand.
- 3. A one-space putt is always available, whatever the die says.
- 4. The ball flies over water but cannot land in it, and only clears trees when the stroke starts on the fairway.
- 5. You hole out by stopping on the cup, or by rolling one space past it. Two spaces past is a miss.
- 6. Par is six on every hole, so a clean round is 108.

The card

-  Fairway, one space further on every hit
-  Rough, no help and no penalty
-  Sand trap, one space shorter
-  Water, fly over it but never land in it
-  Trees, only clear them when hitting from the fairway
-  Slope, land on the arrow and roll one more space

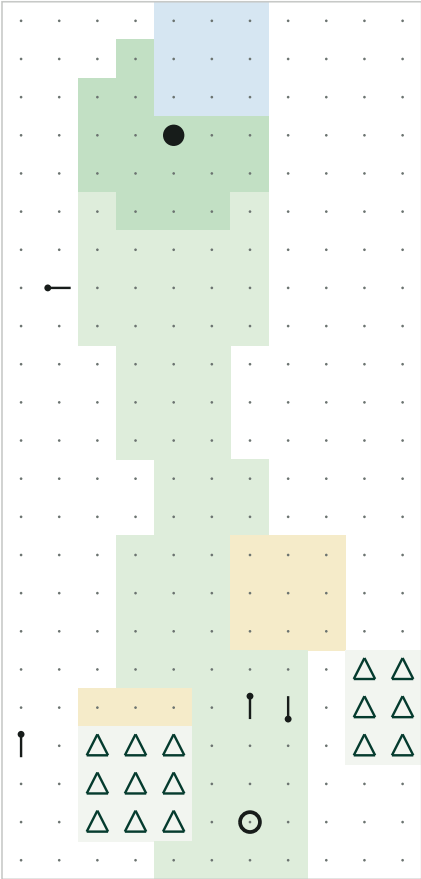
Hole 1

Par 6 Best possible 4



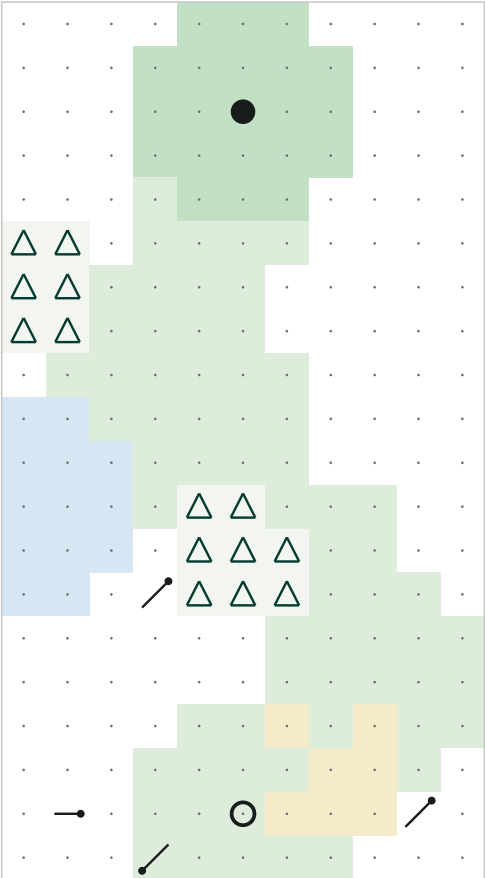
Hole 2

Par 6 Best possible 4



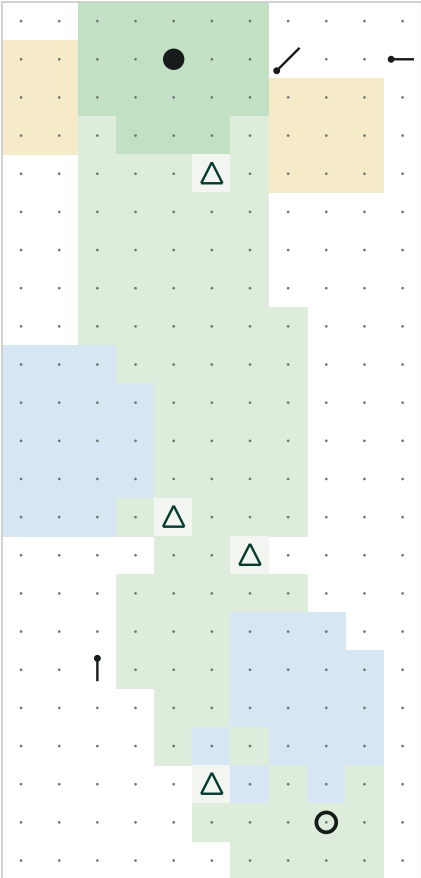
Hole 3

Par 6 Best possible 5



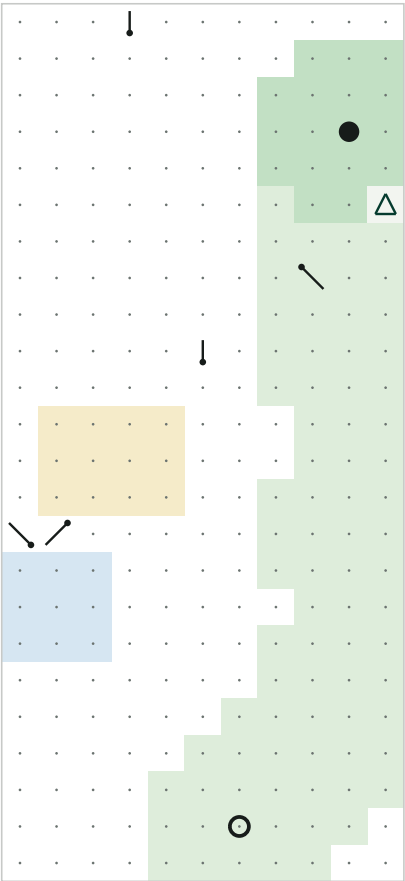
Hole 4

Par 6 Best possible 5



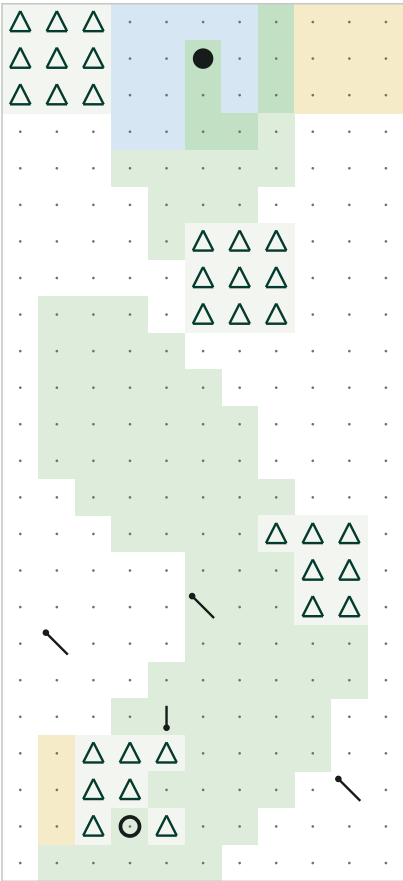
Hole 5

Par 6 Best possible 5



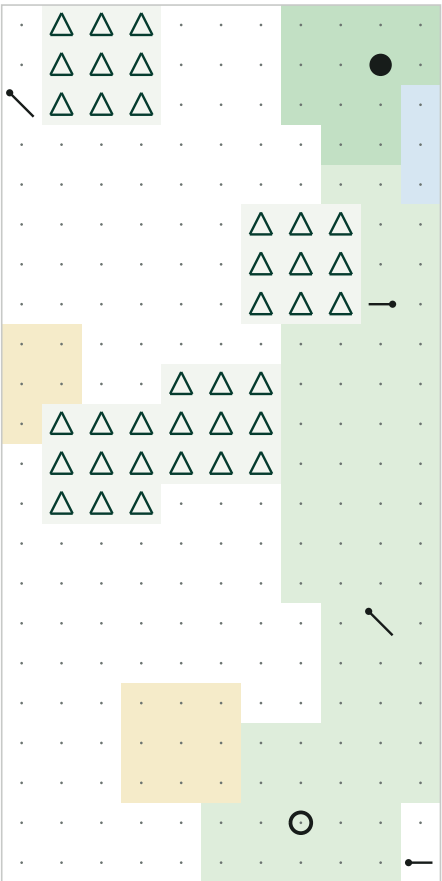
Hole 6

Par 6 Best possible 6



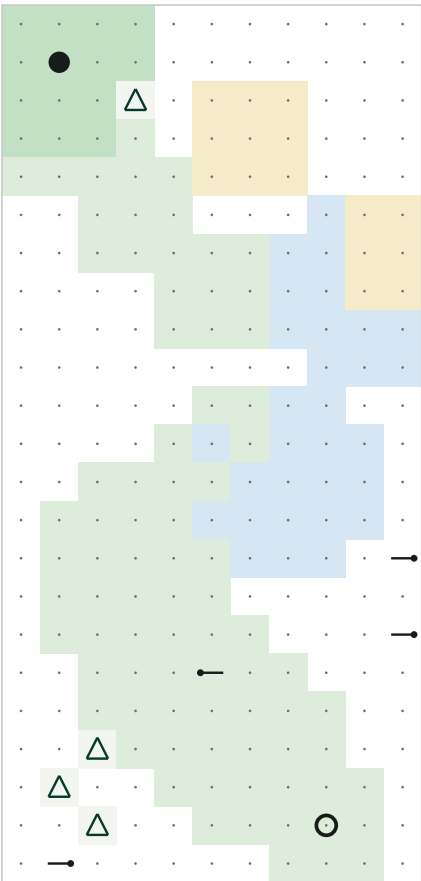
Hole 7

Par 6 Best possible 5



Hole 8

Par 6 Best possible 5



Par 6 Best possible 5



Par 6 Best possible 4



Par 6 Best possible 5

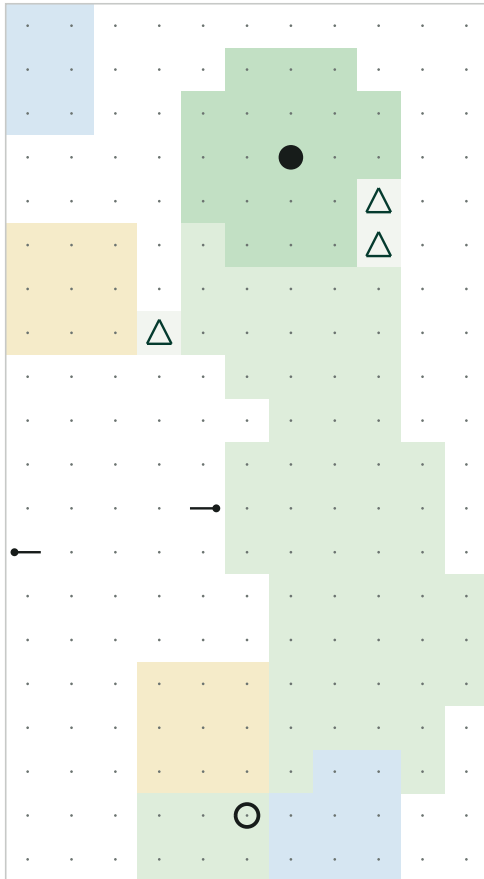


Par 6 Best possible 5



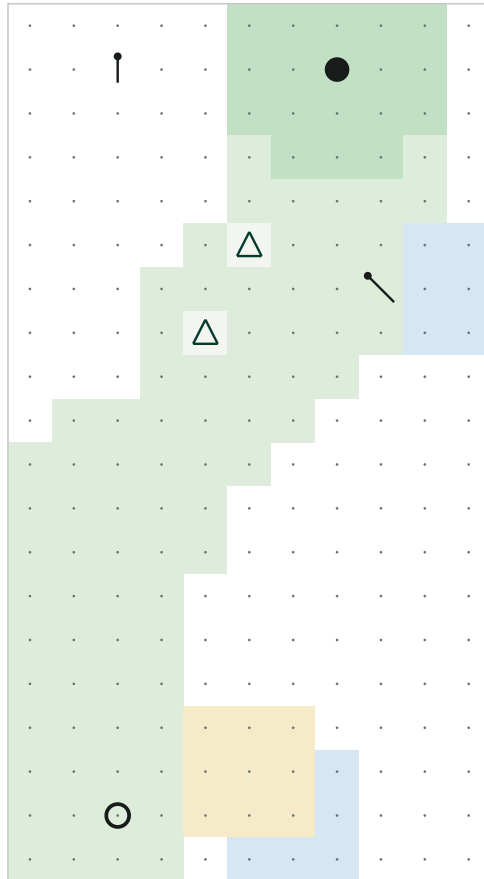
Hole 13

Par 6 Best possible 4



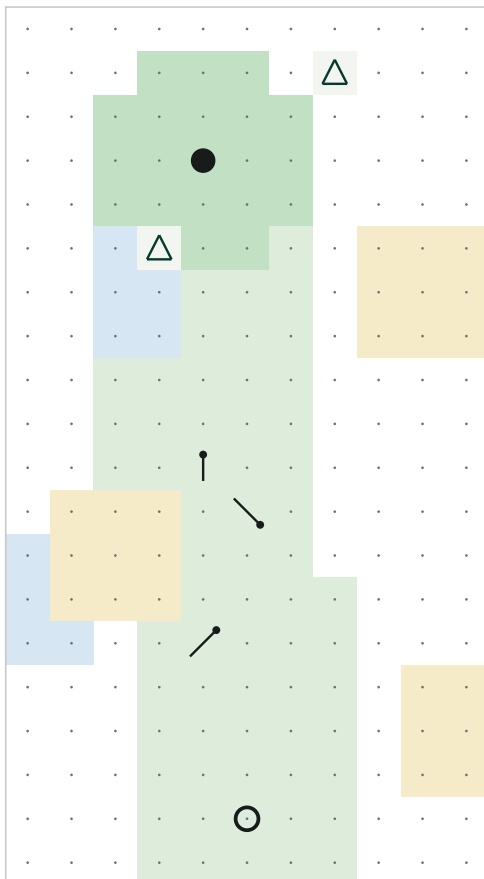
Hole 14

Par 6 Best possible 4



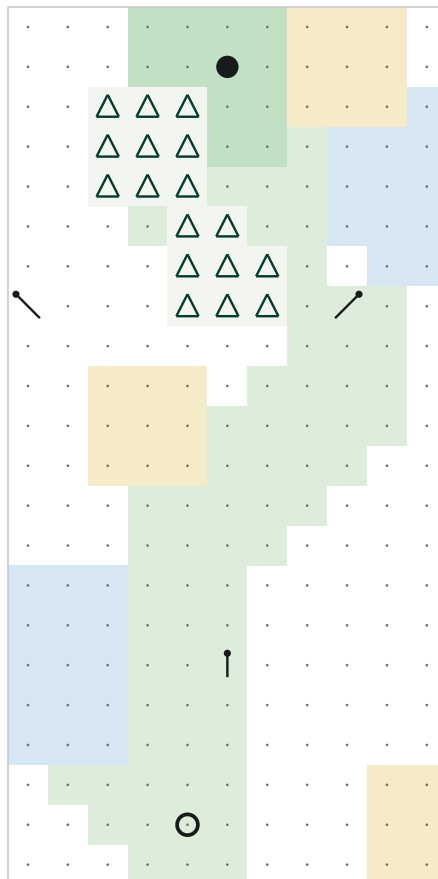
Hole 15

Par 6 Best possible 4

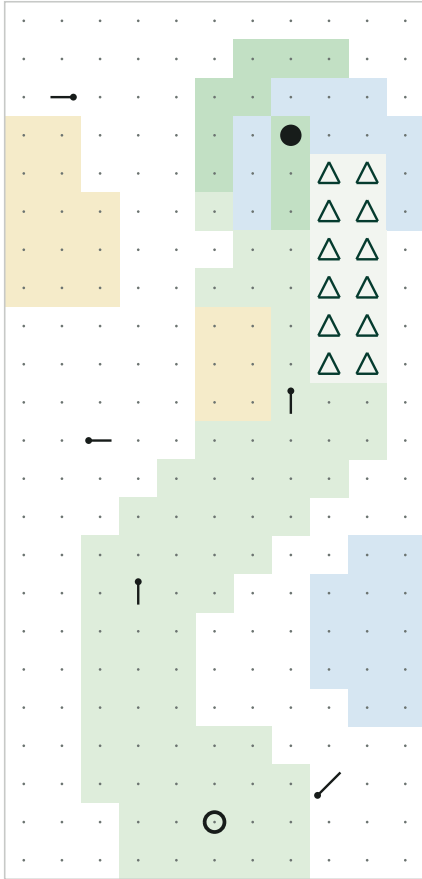


Hole 16

Par 6 Best possible 5



Par 6 Best possible 4



Par 6 Best possible 5

