Notebook Golf

Course: Copper Reach
Day: 2026-10-29 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	5	4	5	5	5	5	4	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	4	4	4	4	4	5	4	4
Your score									

How to play

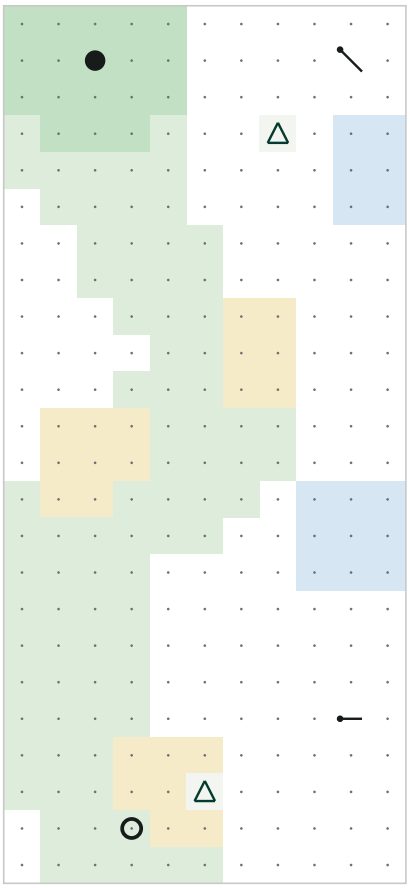
1. Each stroke goes in a straight line, one of eight directions, a whole number of spaces.
2. The die sets the distance. Add a space from the fairway, take one away from sand.
3. A one-space putt is always available, whatever the die says.
4. The ball flies over water but cannot land in it, and only 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

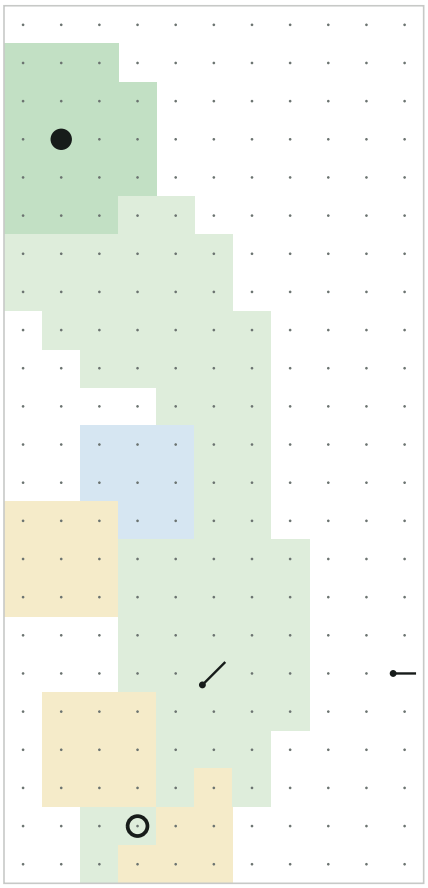
Hole 1

Par 6 Best possible 5



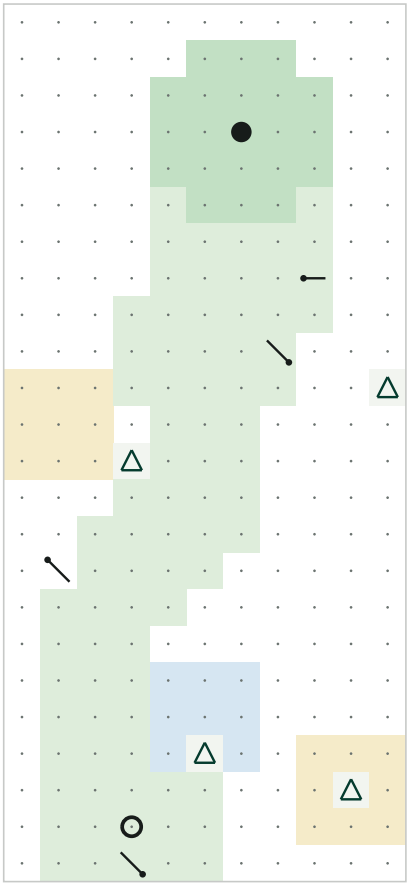
Hole 2

Par 6 Best possible 4



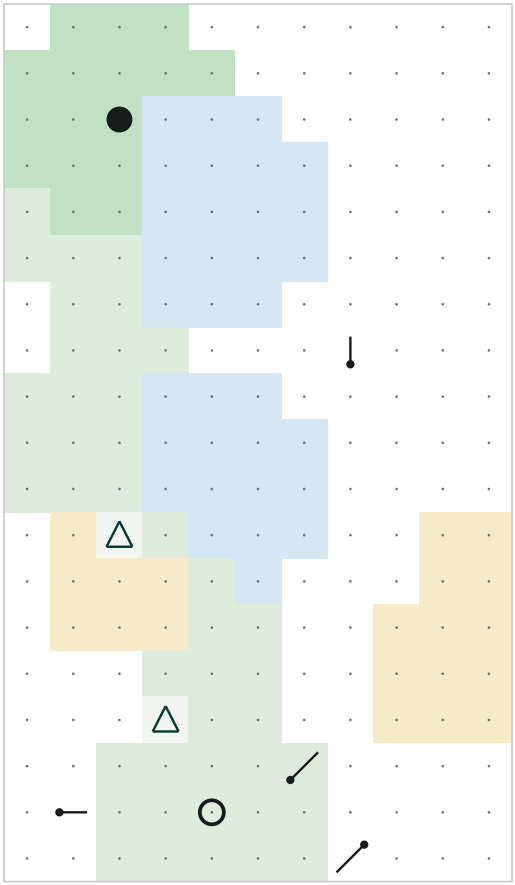
Hole 3

Par 6 Best possible 5



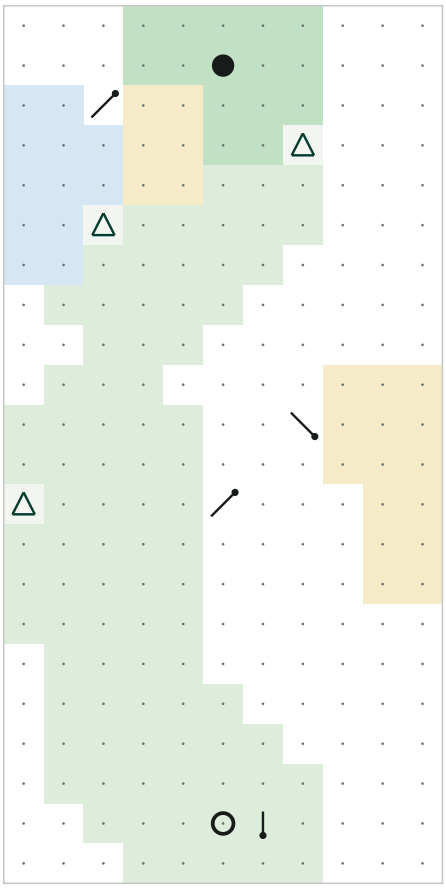
Hole 4

Par 6 Best possible 5



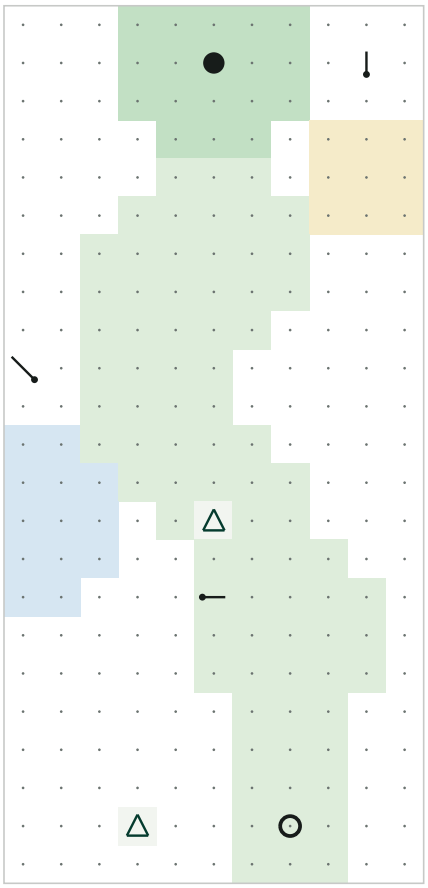
Hole 5

Par 6 Best possible 5



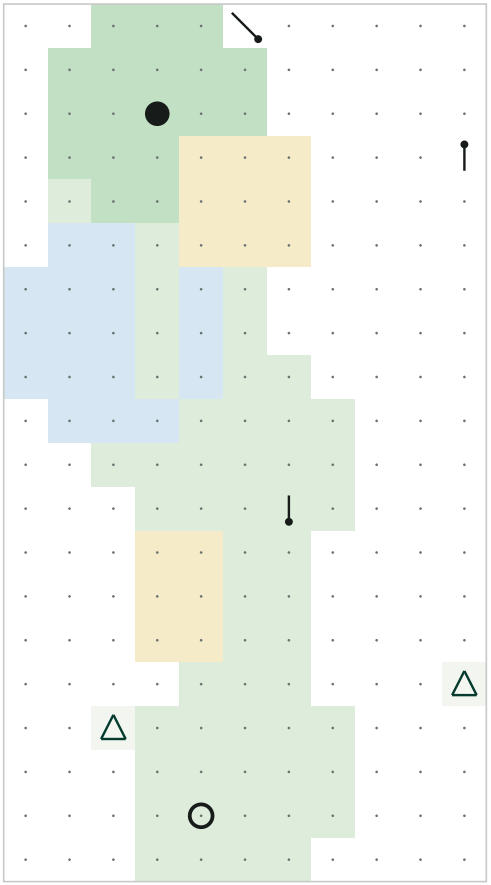
Hole 6

Par 6 Best possible 5



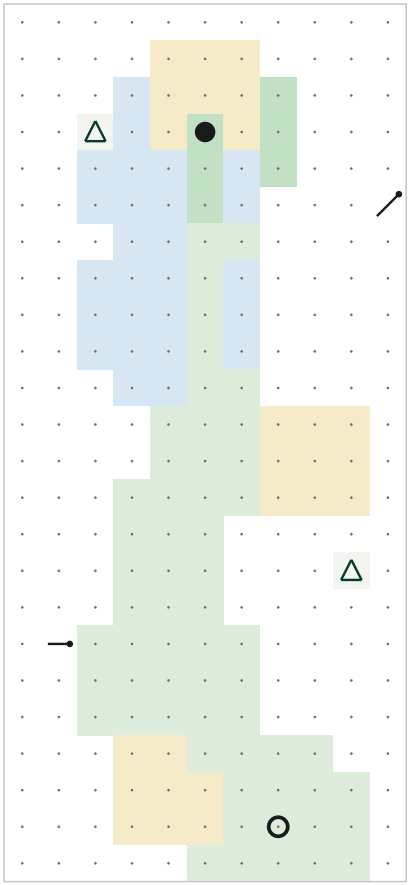
Hole 7

Par 6 Best possible 4



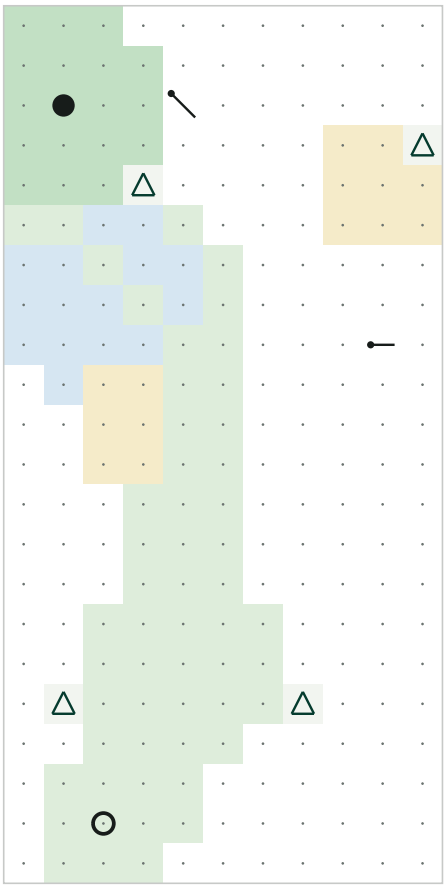
Hole 8

Par 6 Best possible 5



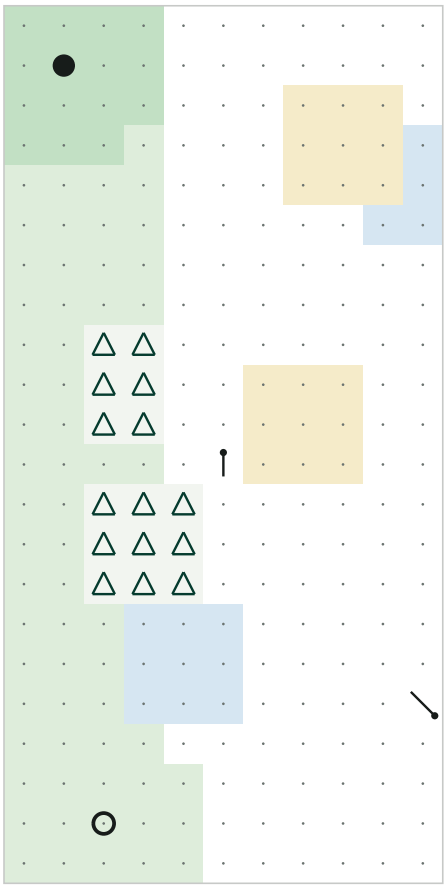
Hole 9

Par 6 Best possible 5



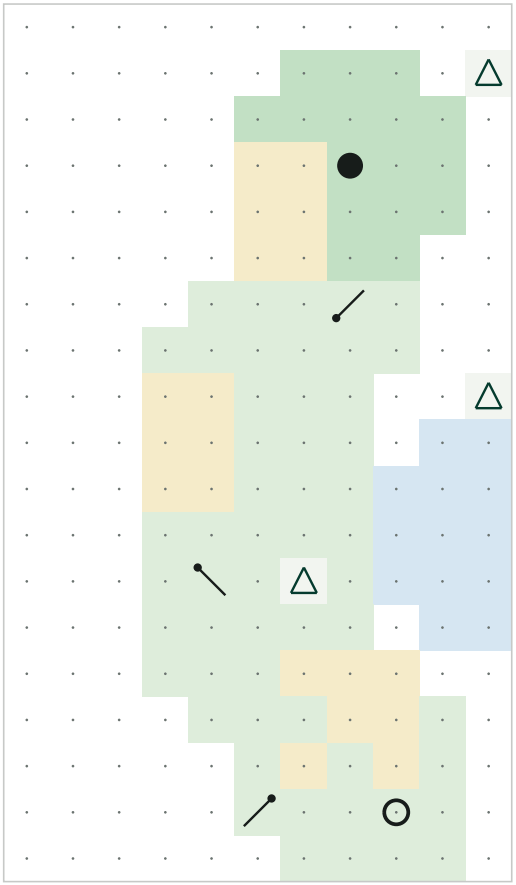
Hole 10

Par 6 Best possible 4



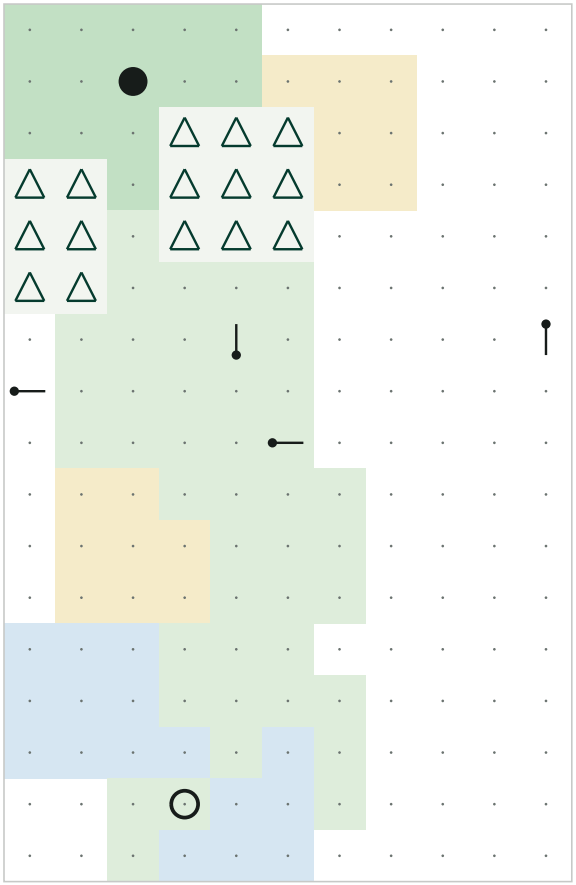
Hole 11

Par 6 Best possible 4



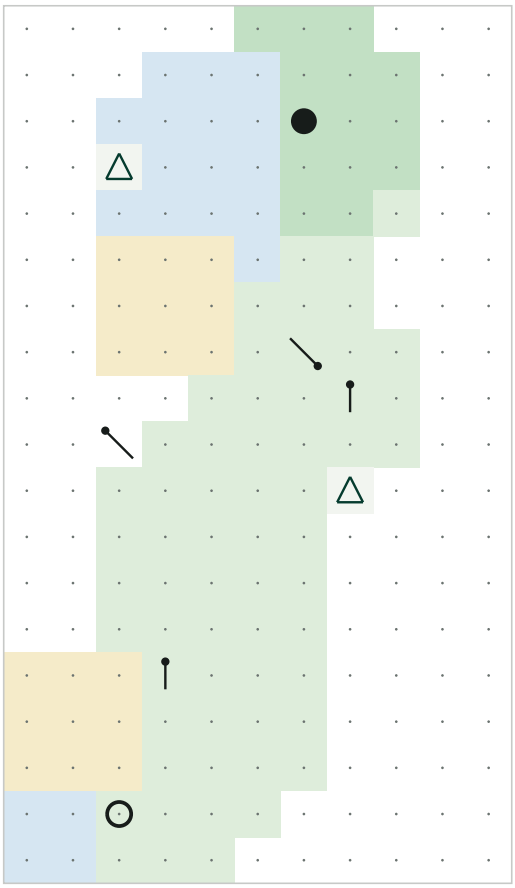
Hole 12

Par 6 Best possible 4



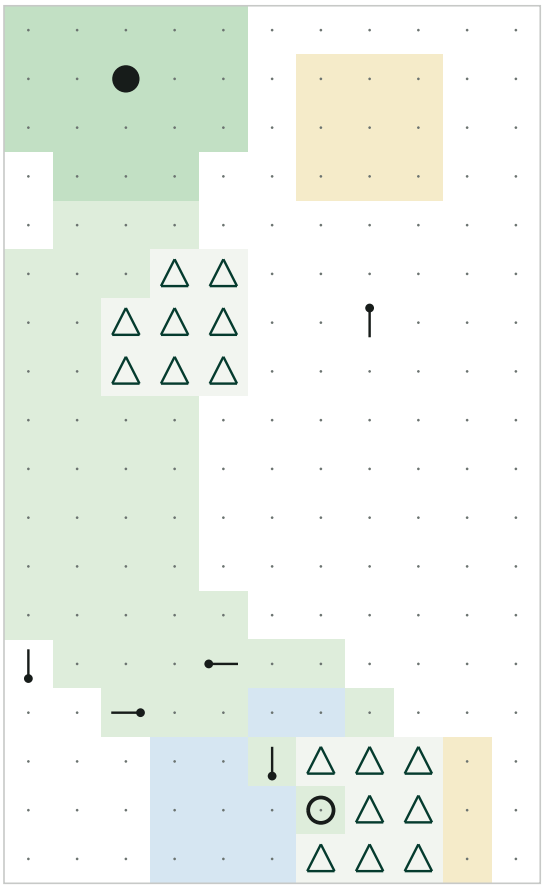
Hole 13

Par 6 Best possible 4



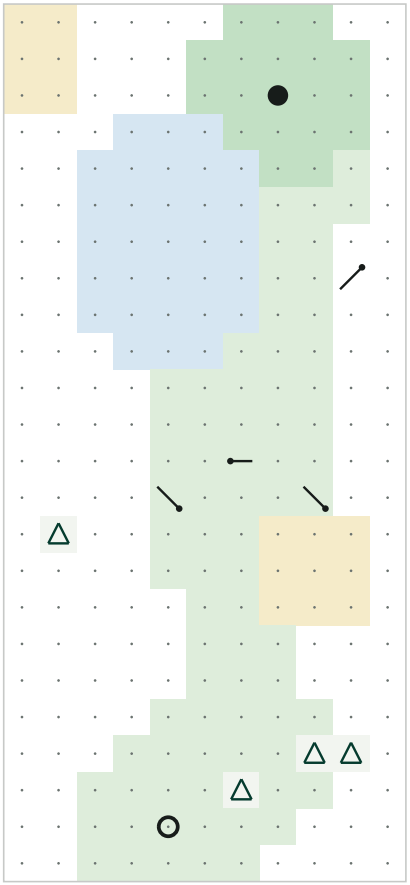
Hole 14

Par 6 Best possible 4



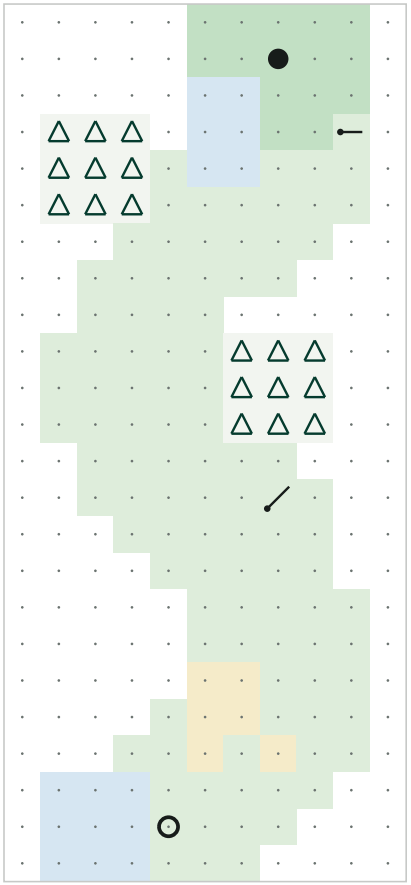
Hole 15

Par 6 Best possible 4



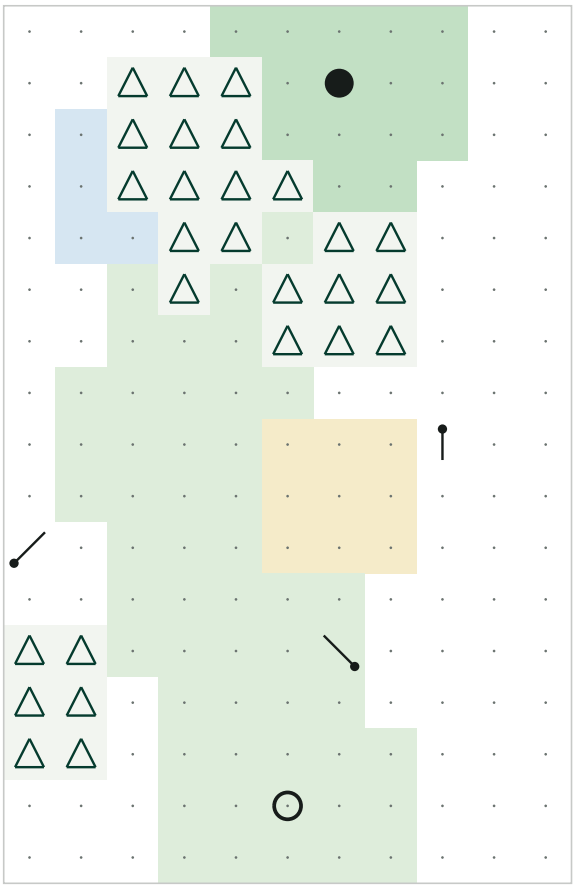
Hole 16

Par 6 Best possible 5



Hole 17

Par 6 Best possible 4



Hole 18

Par 6 Best possible 4

