

Need To Know More?

Club House Card Game Instructions

EQUIPMENT!

One Deck of 52 Custom Cards: Four each of 13 different cards with point values ranging from 0 to 20 points. Scoring Conversion Charts: These double nicely as drink coasters. Pencils, Score Pad, 1/2 Golf Ball used to end a hole and declare "In the Cup."

HOW THE GAME IS PLAYED!

Club-House Golf is an exciting card game that simulates the game of golf and the scoring associated with it. Complete with water hazards and out of bounds, every hole is a challenge that combines skill and the luck of the draw, giving all players an equal chance of winning.

Play a scorecard from any course around the world or play the 18 holes on the score pad provided. Either way, the hole's par determines how many cards are dealt each player, and the handicap for the hole determines the wild card. As in golf, the goal is to have the lowest score when the hole is over.

Play begins dealing three cards on par 3's, four cards on par 4's, and five cards on par 5's. The wild card is worth zero points and the value of other cards varies from 1 to 20. The idea is simple...accumulate the lowest point total on each hole.

Whether you enjoy a friendly Nassau with your buddies, skins against the field, or team matches in a tournament, the same games and wagers made on the golf course can be played in a quick round of Club-House Golf. Four players can play 18 holes in about an hour-and-a-half, but you can choose to play fewer holes.

FREQUENTLY ASKED QUESTIONS!

Can we use any score card from any golf course?

Yes. Many players will collect score cards from various golf courses. The tin has been designed large enough to store several score cards. Remember, the par determines how many cards are dealt and the handicap of the hole determines the wild card for that hole. If you choose to play an actual score card, what is wild on double-digit handicap holes? With any hole having a handicap of 11 and above, use the second digit. Example: On the 16-handicap hole the 6 iron is wild, on the 11-handicap hole the 1 is wild.

What is the 1/2 Golf Ball for?

The 1/2 golf ball is selected (instead of drawing a card) by any player to declare he/she is "In The Cup." Once a player declares "In The Cup," each of the other players can draw one more card and the hole is over.

How long do we look at our two lower cards?

All players can secretly view their own lower two cards at the same time for the same period of time. Usually 3 to 5 seconds is adequate.

What are the mystery cards and how do we play them?

Mystery cards add suspense. They are the cards on the top row and are not known until you decide to play them. The decision to play them is always a gamble. Once you decide to replace a mystery card and view it, you cannot change your mind and it must be discarded.

Can I replace a card a second and third time?

Yes, you can replace any card including the mystery cards as often as you like.

What is the purpose of the Scoring Conversion Chart?

The chart shows you how to convert your total points into a golf score. Example: If you are playing a par 4, a point total between 6 - 15 would convert to a par and a golf score of 4 would be recorded on the score pad. If your point total is between 2 - 5, you would score a birdie or one under par on this par 4, and a three would be recorded on the score pad.

What happens if the stock pile is gone before anyone declares "In the Cup?"

Once the deck is gone, the next player has the option to play the top card on the discard pile. The first player who refuses the top card from the discard pile is treated as the "In The Cup" player. His/her cards are totaled first and the scoring begins.

What if a player declares "In The Cup" and the stock pile runs out before everyone has gotten one more turn?

Play reverts back to the "In The Cup" player and the scoring begins.

What if someone gets a double eagle on a Par 3?

The lowest possible golf score in Club-House Golf is a 1.

BETTING GAMES!

Individual Matches: Can be established with any or all of the participating golfers. These matches can be scored either Nassau or Stroke or a combination of both.

Nassau: A game of 18 holes can be played as three matches, Front, Back and Overall with called or automatic presses. A game of nine holes can be played the same just each three holes represent a new nine.

Stroke: Total score on Front, Back, and Overall.

Team Matches: Team matches can be played either Nassau or Stroke. One point, two points, or a point-and-a-half depending on local club policy. In team matches, if the player "In The Cup" is beaten by his partner, he is not penalized.

Skins: Establish a value for each hole and Good Luck. One tie means everyone ties and the hole is a carryover.

Questions or Suggestions
questions@longshotgolf.com ... 1-800-462-1667