

<b>Players Name:</b>	<b>Partners Name:</b>
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Hole	Par	Pub	Drink	Water Hazard	Bunker Hazard	Players Score	Partners Score
1							
2							
3							
4							
5							
6							
7							
8							
9							
<b>Total:</b>							

<b>Drink List Suggestions with ABV's and Par</b>	
<ul style="list-style-type: none"> <li>● Pint of Lager/Beer/Ale/Cider - ABV(2% - 4%) - Par 2</li> <li>● Pint of Lager/Beer/Ale/Cider - ABV(4% - 6%) - Par 3</li> <li>● Pint of Lager/Beer/Ale/Cider - ABV(6% - 8%) - Par 4</li> <li>● Pint of Lager/Beer/Ale/Cider - ABV(8% and above) - Par 5</li> <li>● Half Pint of Lager/Beer/Ale/Cider - ABV(2% - 4%) - Par 1</li> <li>● Half Pint of Lager/Beer/Ale/Cider - ABV(4% - 6%) - Par 2</li> <li>● Half pint of Lager/Beer/Ale/Cider - ABV(6% and above) - Par 3</li> <li>● Bottle of Lager/Beer/Ale/Cider - ABV(2% - 4%) - Par 1</li> <li>● Bottle of Lager/Beer/Ale/Cider - ABV(4% - 6%) - Par 2</li> <li>● Bottle of Lager/Beer/Ale/Cider - ABV(6% and above) - Par 3</li> </ul>	<ul style="list-style-type: none"> <li>● Single Shot with/without mixer - ABV(35% and above) - Par 1</li> <li>● Double Shot with/without mixer - ABV(35% and above) - Par 2</li> <li>● Triple Shot with/without mixer - ABV(35% and above) - Par 3</li> <li>● 125ml Glass of Wine - ABV(9% and above) - Par 1</li> <li>● 175ml Glass of Wine - ABV(9% and above) - Par 2</li> <li>● 250ml Glass of Wine - ABV(9% and above) - Par 3</li> <li>● 125ml Glass of Wine Spritzer - ABV(9% and above) - Par 1</li> <li>● 175ml Glass of Wine Spritzer - ABV(9% and above) -Par 2</li> <li>● 250ml Glass of Wine Spritzer - ABV(9% and above) - Par 3</li> </ul>

## The Caddie

- A caddy will be assigned to oversee the course. The caddy is an independent referee and does not participate in the event.
- The caddies decision is final.

## The Basics

- A pub golf event consists of nine or eighteen holes.
- Each pub is considered a hole.
- Each pub has a predetermined number which represents the order they are to be visited.
- Each pub must be visited in order to successfully complete the course.
- A predetermined drink and par number is designated to each pub.
- The par number represents how many sips/gulps it should take to complete the drink.
- If you finish a par five drink in 5 sips/gulps you will earn a score of five which is zero or par.
- If you finish a par five drink in 4 sips/gulps you will earn a score of 4 which is 1 under par.
- And, if you finish a par five drink in 6 sips/gulps you will earn a score of 6 which is 1 over par.
- All players will pair up, keep each other's scores and drink within sight of their playing partner.
- Each round will be completed within 30 minutes.
- If a player is penalised on a hole, the penalty is added to the players score for that hole.
- The player with the lowest score at the end of a round is the winner for that round.
- The player with the lowest score after all the rounds are complete is the event winner.

## Hazards and Out of Bounds

- Water hazards: Players are not allowed to go to the toilet at any hole deemed a 'water hazard' Doing so will result in a penalty.
- Bunker Hazards: If a hole is designated a bunker hazard, then an alcoholic shot is required to be taken to get out of the bunker. The shot must be downed in one.

## Accidents

- Any drink spilled by a person will result in a penalty to the person causing a spillage.
- A person causing the spillage will pay for the top up or the replacement of the spilled drink.
- A person drinking a topped up or replaced beverage due to spillage will be given extra time to complete the drink. The duration allowed will be decided by the caddy.
- Blowing chunks, falling, or falling off one's seat during a round is considered to be out of bounds and will result in a penalty.

## Penalties

- Spilling your own or another players drink costs 3 strokes.
- Going to the bathroom on a hole designated a water hazard costs 2 strokes.
- Failure to negotiate a bunker costs 2 strokes
- Going out of bounds (see out of bound rules) costs 3 strokes.
- Failing to complete a hole in the designated time costs 2 strokes.
- Failing to complete a hole costs 3 strokes
- Not drinking in a hole costs 4 strokes
- Being refused a drink or being kicked of a bar costs 5 strokes
- Not drinking with your pub golf partner costs 3 strokes
- Arguing with the caddy costs 5 strokes
- Cheating costs 10 strokes
- Fighting with another player costs 20 strokes