

Choose Color and Order

Choosing a color isn't critical, but provides a way to determine scoring during game play. The "shooting" order can be done via coin flip or slide a single puck closest to a given hole or closest puck to the end of that table or whatever method you'd like. Once the order is selected, each player (golfer) takes a turn to slide their colored puck. Unlike traditional game, play is only from one side of the table (the side with the logo).

Sliding Pucks

Pucks are shot from the end of the table and cannot be slid from the side of the table. Throwing pucks is considered highly inappropriate. Please just slide them – your Shuffle Golf table will appreciate it!

The Play

Play begins by sliding one puck at a time towards Hole #1, alternating between each golfer, until all 8 pucks have been shot. The closest puck to the center of the targeted hole for each golfer is scored, all other pucks are disregarded. Then play continues to Hole #2, then Hole #3 and so on until all nine Holes are played and scored.

The Scoring

A golfer's closest puck that is inside the Hole's circle is scored as an Eagle (minus 2).

Each golfer's closest puck touching any part of the Hole is scored as a Birdie (minus 1).

The golfer's closest puck outside the Hole and is on the fairway (green area) and not touching any of the Hazards (Sand or Water) is scored as a Par (zero).

The closest puck touching a Hazard (Sand or Water) is scored as a Bogey (plus 1).

If none of a golfer's pucks are on the playing surface, it is scored as a Double Bogey (plus 2) because you're considered out of bounds.

After Each Hole

The golfer that scored lowest on the Hole has "honors" for the next Hole. Honors means that golfer goes first for the next Hole. The golfer holds the honor until another golfer records a lower score on a subsequent hole. If you both got the same score on the Hole, the golfer who had honors on the last Hole will continue with honors on the next Hole.

Using the Scorecard

After each Hole, use the scorecard to record the scores using -2, -1, 0, +1, or +2, depending on the score of each golfer. This scorekeeping will make it easier to do the addition at the end. Feel free to use standard golfer notations of circles and squares as in double-circle(⊙) for Eagle, single-circle(O) for Birdie, dash(-) for Par, single-square(□) for Bogey and double-square(⊠) for Double Bogey. But, this latter form is for advanced golfers. When the "advanced math" is done, the lowest score is the winner of the match.