

Caddy Tip

Add or remove choice golfer quality this hole. Play card before tee roll.

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Dogleg Short Cut

Roll normally; if you avoid hazard, either by golfer control or via square/circle symbol on course control, gain blue chip. Hazard results gain red chip AND “danger” symbol for approach. Can only be used on holes with (circle) symbol in first or third column of hole card. Play card before tee roll.

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Shaped Shot

Play card before tee roll. If course controls, roll decider die*:

“**Bullet,**” automatic square symbol (and no worse than NEUTRAL).

“**Blank,**” use indicated space on hole card.

*SHAPER golfer does not need to roll decider die (bullet); SHAPER golfer gets two decider die rolls.

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Inside Knowledge

Improve hole one level easier, DAUNTING to NEUTRAL, DAUNTING to CORDIAL, NEUTRAL or CORDIAL to CORDIAL. Play before tee roll.

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Hazard Avoidance

Choose any ONE type of hazard—sand, water, trees, rough—if that hazard comes up, treat as SQUARE (and no worse than NEUTRAL?). Play before tee roll.

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Green Read Normal

Play before NORMAL putt roll. Roll decider die:

“**Bullet,**” caddy advice improves putt difficulty one level;

“**Blank,**” caddy has no suggestion, no change.

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Green Read Clutch

Play before CLUTCH putt roll. Roll decider die:

“**Bullet,**” caddy advice improves putt ability one level, RUST to NEUTRAL, NEUTRAL to GOLD;

“**Blank,**” caddy has no suggestion, no change.

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Clubs Down

Play before tee roll. If course controls, roll decider die:

“**Bullet,**” any hazard result becomes a SQUARE (and no worse than NEUTRAL).

“**Blank,**” read normally.

In either case, ALSO allows golfer to disregard triangle “danger” symbol from hole card.

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Clubs Up

Play before tee roll. If golfer controls (white die), gain blue chip; if course controls, gain red chip.

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Aggressive Golf

Play before tee roll. Gain golfer control of hole (no white die roll or chips needed), but increase resulting putt difficulty one level.

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Golfer Charge

If within two strokes of lead, playing this card gains golfer control AND black die “1.” Play before tee roll.

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