

Dots with a Twist

This game may strengthen your focus on your drives and putts. Hopefully it's fun for everyone!

Dots: You get a dot on each hole where your drive lands in the fairway (not the rough or desert). In the case of par 3's, your drive must land on the green. Dots are worth 5 points. For scoring purposes, on the line below your score, put a dot in the score box. It's good to put an x if you don't get a dot because then you know you didn't forget to record your drive. See Example.

Putts: Keep track of your putts on each hole. It's only a putt if you are on the green. If you are on the green, you putt, and then the ball rolls off the green, your next shot is not a putt. Record putt total in the box with your dot (or x). See Example.

At the end of the round, total all of your dots and multiply times 5. Total all of your putts and subtract the putt total from the dot score to calculate your game score for the day.

Highest point total wins. Yes, it is possible to end up with a negative score if you have a bad drive day.

EXAMPLE

PAR	4	5	4	3	5	3	4	4	3	35	45	5	3	4	4	4	3	5	56877172						
+SALLY	7	7	5	2	6	3	6	5	4	45	8	7	3	5	6	4	5	4	7	49	94				
	^o	^o	^x	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	^o	5	12	20	60	23
BETTY	7	7	5	2	6	3	6	5	4	45	8	7	3	5	6	4	5	4	7	49	94				
	^o	^x	^o	^o	^o	^o	^o	^x	^x	^o	^x	^x	^x	^o	^o	^o	^o	^o	^o	^o	19	37	35	2	
SCORER	<i>Betty Smith</i>										ATTEST <i>Sally Jones</i>										DATE <i>3/4/22</i>				

You really want to get those drives in the fairway or on the par 3 greens! Less putts means higher score for this game of the day.

Turn your signed and attested score card into Susie Fucik.

Play well and have fun!