

Game 4: Spin the Bottle

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This game tests your skill, control and precision. It also teaches you to explore and deliver the club to get the desired result. The bottle will ask you to finish the ball long, short, right or left of the flag, or a combination, e.g. short right. It demands tremendous skill and really helps you relate to on-course play where it is sometimes optimal to give yourself a good leave.

It's great to play on your own or against a buddy.

Rules of the Game

This is a 40-ball game. You will hit 10 balls from each distance 30, 50, 70, 90 yards. You will alternative by hitting one ball from each station and then repeating that process.

Mark out a 20ft radius around the hole, either with tees, cones, string or a golf ring.

Grab yourself a drinking bottle. Spin that bottle and wherever the bottle top points, you play that shot. If you imagine the flag at 12 o'clock on a clockface and the bottle top finishes pointing at 3 o'clock, your goal is to miss the flag pin-high right; if it points to 8 o'clock, you aim to miss slightly short left; if 11 o'clock slightly long left. But always within the 20ft radius

You score one point if you get inside the 20ft radius, and 2 points extra if you achieve the desired shot type. 3 points can be achieved for each shot. Enter your score into table below. Spin the bottle for each attempt.

Attempt 30 yards	Score Max 3	Attempt 50 yards	Score Max 3	Attempt 70 yards	Score Max 3	Attempt 90 yards	Score Max 3
1.		1.		1.		1.	
2.		2.		2.		2.	
3.		3.		3.		3.	
4.		4.		4.		4.	
5.		5.		5.		5.	
6.		6.		6.		6.	
7.		7.		7.		7.	
8.		8.		8.		8.	
9.		9.		9.		9.	
10.		10.		10.		10.	

Constraints

- Vary the trajectory of your flight e.g. low, medium, high
- Change the club, e.g. use a 9 iron
- Vary the lie for each shot

If you hit 3 shots outside the 20ft radius in a row, you must start the game again.