**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.

**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.

**Inside Knowledge**

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

**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.

**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.

**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.

**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.

**Clubs Up**

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

**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.

**Golfer Charge**

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