

COMPETITION

A		DATE							
B									
C									
D									
Hole	Name	Yards	Par	Stroke Index	PLAYER'S SCORE				
					A	B	C	D	
1	Bout Ye	643	5	16					
2	Wishing Chair	138	3	5					
3	Seaside	486	4	2					
4	Giant's Boot	444	4	9					
5	Inland	390	4	12					
6	Triumph	503	5	18					
7	Tragedy	426	4	1					
8	Carrick-a-Rede	196	3	7					
9	Shepherd's Steps	400	4	11					
		3626	36	<b>OUT</b>					

10	Cliffs of Mourn	467	4	8				
11	Giant's Eyes	501	4	14				
12	The Organ	450	4	10				
13	Camel's Hump	212	3	4				
14	Honeycomb	536	5	15				
15	Chimney Stacks	495	4	6				
16	Short Un	100	3	17				
17	Giant's Bathtub	426	4	3				
18	The Nook	480	5	13				
		3667	36	<b>IN</b>				
		3626	36	<b>OUT</b>				
		7293	72	<b>TOTAL</b>				



The Giant's course is located in Bushmills in Northern Ireland. Like its sister course in Dunoleg, it is a course which many people don't even know exists despite the many famous causeway features that are littered across the holes.

The Giant's Causeway, a UNESCO World Heritage Site, is an area of about 40,000 interlocking basalt columns, the result of an ancient volcanic eruption. When playing the course you have to deal with the occasional giant eruption as well.

The Causeway was/is home to the giant Finn McCool and his wife Oonagh. They live a peaceful life which is only disturbed by their noisy neighbour Benandonner who lives across the North Channel in Fingal's cave on the Scottish isle of Staffa.

Finn is an untidy husband whose belongings are often strewn across their land. Strangely, people come from far and wide to see these. Or perhaps there are other reasons.

He is also not completely enamoured with the idea of people playing golf on his land, and does have a tendency to make that known to unsuspecting golfers. You may be fortunate and be able to concentrate solely on the golf but honestly, that's unlikely.

Remember that on completion of 18 holes on the Giant's Course, you will be given the rare opportunity to play the Magical Emerald.

LOCAL RULES

1. Rule 18 of the Rules of Golf does not apply to balls moved by the actions of Finn McCool.
2. Do not under any circumstances try and steal freshly made bread from Oonagh. Bodies of previous golfers who tried this have been found in far "flung" places like Australia.
3. Hearing protectors are not allowed on the course.
4. Giant card results apply to everyone, not just the triggering golfer.
5. You can optionally roll the metallic die at the start of the round to possibly trigger a card. This is not recommended for 3 or 4 balls.

It is mandatory to visit The Nook at the end of the round. There is a daily raffle for a free tour of the Bushmills Distillery just down the road.

# 1 The Giant's Course Bushmills, N. Ireland

"Bout Ye"

**CORDIAL**  
**FRIENDLY** ●  
**DIRECT**



# 5

## 643

Long but steeply downhill Par 5 to open the round. A chute makes the receptive green reachable in two for the longer hitters.

\* BOMBER use GO For It? YES



11	3	23	3	36	3
12	3	24	●	44	2
13	2	25	■	45	2
14	2	26	■*	46	■
15	3	33	■*	55	■
16	3	34	■	56	■
22	■	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 2 The Giant's Course Bushmills, N. Ireland

"Wishing Chair"

**CORDIAL**  
**CHALLENGING** ●  
**FIRM**



# 3

## 138

Short par 3 with the North Sea to the left, you can get an early bonus with a lucky wish! Not an easy green to hold.

X Roll on Wishing Chair Chart. Use ●



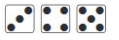
11	1	23	1	36	■
12	1	24	●	44	X 1
13	1	25	X 1	45	X 1
14	1	26	X 1	46	X 1
15	1	33	■	55	■
16	1	34	■	56	■
22	■	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 3 The Giant's Course Bushmills, N. Ireland

"Seaside"

**DAUNTING**  
**CHALLENGING**



# 4

## 486

Sweeping par 4 along the coast with the prevailing wind in from the sea. Good hole to par.

\* Decider die "Bullet", wind blows ball into rough.



11	2	23	2	36	2
12	2	24	●	44	2
13	2*	25	2	45	1
14	1	26	■	46	■
15	1*	33	■	55	■
16	1	34	■	56	■
22	1	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 4 The Giant's Course Bushmills, N. Ireland

"Giant's Boot"

**FRIENDLY**



# 4

## 444

Continuing along the coast, look for the size 93.5 boot to the left of the green. Difficult drive, but one of the easiest greens on the course.

X Giant's Boot. Decider die "Bullet", kicked into Water, "Blank", kicked into Rough.



11	2	23	2	36	2
12	X 2	24	●	44	2
13	X 2	25	1	45	1
14	1	26	■	46	1
15	1	33	■	55	■
16	1	34	■	56	■
22	1	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 5 The Giant's Course Bushmills, N. Ireland

"Inland"

**CORDIAL** ●  
**FIRM**



# 4

## 390

Turning inland the landscape changes, with tall sand dunes framing the hole. Run the ball into the green otherwise it will roll off the back.

\* Sand Dune, use ⚠



11	2	23	2	36	2
12	2*	24	●	44	■
13	2*	25	1	45	■
14	1*	26	■	46	1
15	1*	33	■	55	1
16	1	34	■	56	■
22	1	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 6 The Giant's Course Bushmills, N. Ireland

"Triumph"

**DB CORDIAL**  
**FRIENDLY**  
**DIRECT**



# 5

## 503

Easiest hole, and the only dog leg on the course, providing you avoid the dunes. A par will feel like a dropped shot.

\* Sand Dune, use ⚠



11	3*	23	■	36	2
12	●	24	■	44	2
13	2*	25	■	45	1
14	2*	26	■	46	■
15	2	33	■	55	■
16	1	34	■	56	■
22	1	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

## 7 The Giant's Course Bushmills, N. Ireland

"Tragedy"

DAUNTING  
CHALLENGING●



# 4

## 426



The course giveth and the course taketh away. Now the most difficult hole on the course where birds fear to fly. A fearsome tight drive awaits.

\* Sand Dune, use

11	2	23	2	36	2
12	2 *	24		44	2 *
13	2 *	25		45	2 *
14	1 *	26		46	1 *
15	1 *	33		55	1 *
16	OB 1	34		56	OB 1
22	OB 1	35		66	OB 1

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

## 8 The Giant's Course Bushmills, N. Ireland

"Carrick-a-Rede"

DAUNTING●  
FRIENDLY



# 3

## 196



Island green, only accessible via a rope bridge. This is where Finn played as a child and threw a clod of earth at his mother. He only did that once.

If WINDY, rough rope bridge crossing, use

11		23	1	36	
12	1	24		44	
13	1	25	1	45	1
14	1	26		46	1
15	1	33	1	55	
16	1	34		56	
22		35	1	66	

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

## 9 The Giant's Course Bushmills, N. Ireland

"Shepherd's Steps"



# 4

## 400



Severely uphill hole where you need to use the 162 steps to the left to reach your tee shot. Fatigue is the only real danger here.

11		23	2	36	2
12		24		44	2
13	2	25	2	45	1
14	1	26		46	
15	1	33		55	
16	1	34		56	
22	1	35		66	

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

## 10 The Giant's Course Bushmills, N. Ireland

"Cliffs of Mourn"

FIRM



# 4

## 467



Hole plays along the cliff top before the drop back to the sea. You cannot pull your tee shot right, and watch playing long or left of the green.

X Ball over Cliff Lateral Hazard. Treat as

11	2	23	2	36	2
12	2	24		44	X 2
13	2	25		45	2
14	1	26		46	X 1
15		33		55	1
16		34		56	X 1
22	1	35		66	1

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

## 11 The Giant's Course Bushmills, N. Ireland

"Giant's Eyes"

CORDIAL●  
FRIENDLY●



# 4

## 501



Back downhill towards the sea to a well bunkered green, with Finn's eyes watching you as you tee off. Another decent birdie chance.

11	2	23	2	36	2
12	2	24		44	2
13	2	25		45	2
14	1	26		46	1
15		33		55	1
16		34		56	1
22		35		66	1

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

## 12 The Giant's Course Bushmills, N. Ireland

"The Organ"



# 4

## 450



The 12 meter high wall of basalt columns to the right resembles the pipes of an organ. A unique hole.

X Ball cannons off Organ. Use result to immediate left.

11	2	23	2	36	X
12	2	24		44	X
13	2	25	2	45	X
14	2	26		46	X
15	1	33		55	X
16	1	34		56	X
22	1	35		66	X

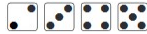
If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 13 The Giant's Course

## Bushmills, N. Ireland

"Camel's Hump"

DAUNTING●



# 3

# 212



The only animal who could carry Finn, the camel's fossilised hump can play a role on this hole. So too can the North sea to the left.

X Camel's Huump. Decider die "Bullet", off hump into Water, "Blank", off hump into rough.

11	● 1	23	⬢ 1	36	🌿 1
12	X 1	24	●	44	⬢ 1
13	X 1	25	🌿 1	45	🌿 1
14	● 1	26	■	46	🌿 1
15	● 1	33	■	55	■
16	■	34	■	56	■
22	■	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 14 The Giant's Course

## Bushmills, N. Ireland

"Honeycomb"

CORDIAL●  
DIRECT●



# 5

# 536



With the unique honeycomb structure to the left, this hole has an awe-inspiring view. Don't forget to concentrate on the golf. The green falls away on all sides.

X Distracted by view. Gain RED chip. Use 🌿

11	🌿 2	23	🌿 2	36	🌿 2
12	🌿 2	24	●	44	🌿 2
13	X 2	25	🌿 2	45	🌿
14	X 2	26	■	46	■
15	🌿 1	33	■	55	■
16	🌿 1	34	■	56	■
22	🌿 1	35	■	66	🌿 1

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 15 The Giant's Course

## Bushmills, N. Ireland

"Chimney Stacks"

DAUNTING●



# 4

# 495



The Chimney Stacks are visible to the right on this tough and long par 4, with some very thick rough. The green has a false front.

\* Thick Rough, use ⚠️

11	🌿 2 *	23	⬢ 2	36	🌿 2 *
12	⬢ 2	24	●	44	⬢ 2
13	🌿 2 *	25	🌿 2	45	⬢ 2
14	🌿 1 *	26	■	46	🌿 1 *
15	■	33	■	55	🌿 1 *
16	■	34	■	56	■
22	■	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 16 The Giant's Course

## Bushmills, N. Ireland

"Short 'Un"

DB CORDIAL  
FRIENDLY  
FIRM



# 3

# 100



A flick from the tee. Huge green which funnels the ball to the flag. Ball will bounce erratically on the rocks. This used to be Oonagh's vegetable garden.

RK Decider die "Bullet", bounce onto "Blank", use 🌿⚠️

11	RK 1	23	RK 1	36	RK 1
12	RK 1	24	●	44	RK 1
13	RK 1	25	●	45	RK 1
14	RK 1	26	●	46	RK 1
15	RK 1	33	■	55	RK 1
16	■	34	■	56	■
22	■	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 17 The Giant's Course

## Bushmills, N. Ireland

"Giant's Bathtub"

DAUNTING●  
CHALLENGING



# 4

# 426



Hole features Finn's bathtub which should be avoided. Not a long hole, but the green is hard to hold and well-bunkered.

\* Decider die "Bullet", Bathtub has been emptied. 🌿

11	⬢ 2	23	⬢ 2	36	🌿 2
12	⬢ 2	24	●	44	⬢ 2
13	⬢ 2	25	● 1 *	45	● 1 *
14	🌿 1	26	● 1 *	46	● 1 *
15	■	33	■	55	🌿 1
16	■	34	■	56	■
22	🌿 1	35	■	66	■

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)

# 18 The Giant's Course

## Bushmills, N. Ireland

"The Nook"

CORDIAL●  
CHALLENGING  
DIRECT●



# 5

# 480



Short but extremely uphill closing hole with The Nook pub to the right of the humped green. The hole plays 50 yards longer than the scorecard suggests.

11	🌿 2	23	🌿 2	36	🌿 2
12	🌿 2	24	●	44	⬢ 2
13	■	25	⬢ 2	45	🌿 2
14	■	26	■	46	🌿 1
15	■	33	■	55	🌿 1
16	■	34	⬢ 1	56	🌿 1
22	■	35	■	66	🌿 1

If bolded result rolled, use metallic die to determine which Giant card is in play TFN. (Overrides Special Result)



# 1 OONAGH



Oonagh starts to bake soda bread and barmbrack  
Glorious aroma fills the course

**All golfers HOT and SUNNY**

# 2 FINN



Finn is in a GRUMPY mood, and is stomping around

That means earthquake type conditions

**Roll decider die before every putt.**

"Bullet" - treat as if BLUE chip played.  
if putt was GIMMIE then ball rolls into hole. Treat as last putt holed.

"Blank" - treat as if RED chip played.

# 3 BENANDONNER



Benandonner starts shouting from Scotland and Finn gives some back

Impossible to concentrate on golf

**Ignore all BLUE chips awarded**  
**All golfers given RED chip at start of each hole**


# 4 FINN



Finn is in a PLAYFULL? mood.

**If hole controls, decider die is "Bullet" and roll is not a double**

If metallic die is

1 Finn picks ball up and drops it on the green. Use PIN!  micro Chart.

6 Finn picks ball up and throws it at Benandonner. Lost ball, 2 shot penalty and re-hit

# 5/6 PEACE AND QUIET



**Oonagh, Finn and Benandonner are all fast asleep**

# WISHING CHAIR



1

If metallic die is

1 Golfer is SUNNY

2 Golfer cannot gain RED chip for entire round

3 Golfer earns 3 BLUE chips

4 Golfer earns 4 BLUE chips

5 Golfer earns 5 BLUE chips

6 Golfer earns 6 BLUE chips