



THREE FORMATS, ONE COURSE.

No facilitator. No lanyard. No trust falls. Pick one, explain it at the bar before the first tee time, and let the course do the rest.

01 IF YOU WANT EVERYONE TALKING THE SCRAMBLE

Best ball – the format real golf uses when it wants people to talk.

FOURSOMES

1 SCORE / HOLE

ANY SIZE

HOW IT RUNS

- 1 Split into foursomes. Mix departments on purpose; the scorecard holds four names, and that is the whole trick.
- 2 Everyone putts from the tee.
- 3 The team picks the best result. Everyone putts again from there.
- 4 Repeat until it drops. One score per team, per hole.
- 5 Team name in one scorecard slot – record the best ball there.

WHAT IT DOES

Forces the read out loud. “Go left of the ramp.” “The ramp is a lie.” Your quietest analyst turns out to have the best eye on the floor, and now everyone knows it. Nobody carries a bad hole alone – the exact thing the rope was supposed to teach.

MAKE IT SHARPER

Rotate the captain every hole. Whoever’s ball got picked calls the next read. By hole five the director is taking direction from the intern, because the intern is right.

02 IF YOU WANT A WINNER AND A GALLERY THE BRACKET

Pairs, seeded from a hat. Winners advance, everyone else becomes the gallery.

PAIRS

16 = 3 ROUNDS

~90 MIN

HOW IT RUNS

- 1 Draw names from a hat. Never seed by department.
- 2 Two pairs share a scorecard and play the same nine holes.
- 3 Lower combined score advances. The other pair heads to the lounge.
- 4 Winners meet winners. By the last round, the final has an audience.
- 5 Two courses? Run rounds one and three on the same one. Nobody minds.

WHAT IT DOES

Energy. A bracket gives the room something to rally around, and a gallery of eliminated coworkers cheering from the lounge is the loudest, happiest version of your company you will ever see.

MAKE IT SHARPER

Seed so nobody plays with the person they sit next to. Keep the knocked-out pairs in it with a one-putt closest-to-the-cup on a single hole – winner takes whatever prize you brought.

03 IF THEY’D RATHER THINK THAN PUTT THE POINTS CHALLENGE

For teams that would rather think than putt. A small bet on every hole.

FOURSOMES

TEAM SCORING

9 HOLES

CALL YOUR NUMBER

CALL A TWO

BANK 3

CALL A THREE

BANK 2

CALL A FOUR

BANK 1

Call it before anyone putts. Miss your number and you lose what you would have banked.

WILDCARDS – ONE EACH, PER ROUND

- ☐ **DOUBLE DOWN** – double the bet on one hole, declared before anyone putts.
- ☐ **SILENT HOLE** – nobody speaks. Hand signals only. Watch who gets listened to.
- ☐ **WRONG HAND** – everyone putts with the other hand. Humbling, and fast.

WHAT IT DOES

Puts risk and reasoning in the open. You learn who plays it safe, and who talks the team into calling a two on a dinosaur hole.

PRINT THE SCORECARD

Our scorecards track strokes. The points live on the printable card – nine rows, three wildcards, one total. Download it from the blog post.