

# Pub golf

## Rules

**Par** - Each bar has a score assigned to it. This score means how many sips the team should have, and if they have less sips than the par, they get negative score (good), and if they have more, they get positive score (bad), otherwise they get a 0. Example: hole 3 is a par 2, which means that the team should take 2 sips in total. Say team takes 3 sips, they get a +1.

## Penalties

1. **Bathroom break** - going to the bathroom will result with a **+2** for the team
2. **Falling down** - tripping and falling down will result with a **+2** for the team
3. **Cheating** - trying to spill a drink or somehow cheat results with a **+5** for the team
4. **Skip** - skipping a hole results with a **+2**
5. **Spillage is leakage** - if the drink is spilled, the team receives **+1** unless the person who spilled the drink licks up the drink.

## Drinks and pars

No	Drink	Par
1	Amstel	4
2	White wine	5
3	Shot	2
4	Bloody mary	5
5	Red wine	6
6	Thai mojito	6
7	Virgin G&T	4
8	Guinness	4

No	Drink	Par
9	Shot	2

Note: If the par is uneven number, the team can distribute the sips such that one person takes more sips than the other.

## Bonuses

**Best outfit award** - team that shows up with the best **golfers** outfit (BE CREATIVE) and gets voted to be the best dressed (cannot vote for your own team), gets -3 of their final score.

**Best cheer** - Team has to come up with a cheer that they will say each time before they drink, one voted as the best wins (cannot vote for your own team). The best cheer gets -2 from the final score.

**Smoking a joint** - if you smoke a joint (or at least a half of the joint) before hole 4, you get -2 from the final score for your team.

**Getting food for everyone** - if you get food for everyone, you get -1 from the score.