



WOLF

A Game of Strategy, Trust, and Treachery

Date: ○○/○○/○○○○

COURSE:									
PLAYER 1:					PLAYER 2:				
PLAYER 3:					PLAYER 4:				
HOLE	WOLF	TEAMS / SELECTION	FORMAT		STATUS	P1 PTS	P2 PTS	P3 PTS	P4 PTS
1	P1		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3		W			
2	P2		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3			W		
3	P3		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3				W	
4	P4		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3					W
5	P1		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3		W			
6	P2		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3			W		
7	P3		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3				W	
8	P4		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3					W
9	P1		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3		W			
OUT									
10	P2		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3			W		
11	P3		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3				W	
12	P4		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3					W
13	P1		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3		W			
14	P2		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3			W		
15	P3		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3				W	
16	P4		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3					W
17	P1		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3		W			
18	P2		<input type="checkbox"/> 2v2	<input type="checkbox"/> 1v3			W		
IN									
TOTAL									

SELECTION PROTOCOL KEY

P: Partner Selected (2v2 format)
L: Lone Wolf (Wolf vs All Others)
B: Blind Selection (Partner pre-tee)
BL: Blind Lone Wolf (Solo pre-tee)

HOW TO PLAY WOLF

1. Players rotate being Wolf in sequence (P1, P2, P3, P4)
2. After drives, Wolf selects partner (P) or goes solo (L)
3. Team with lowest score on hole wins points
4. Blind selections (B/BL) declared before tee shots

VALUATION STRUCTURE

Standard Team Victory (2v2): 1 point per player
Lone Wolf Victory (1v3): 3 points
Blind Selection Multiplier: 2X points
Blind Lone Wolf Multiplier: 3X points

EXAMPLE: HOLE 1

HOLE	WOLF	TEAMS / SELECTION	FORMAT		STATUS	P1 PTS	P2 PTS	P3 PTS	P4 PTS
1	P1	Wolf (P1) + P3 vs P2 + P4	<input checked="" type="checkbox"/> 2v2	<input type="checkbox"/> 1v3	P	0 ^W	1	0	1

In this example, Player 1 (Wolf) chose Player 3 as partner, but Players 2 & 4 won the hole