

Trouble

Trouble, a.k.a. Disaster, is a point's game in which the winner at the end of the round is the player (or team) that has collected the *fewest* number of points.

That's because points are "awarded" for bad shots. Hit a ball out of bounds, that's a point.

Points in Trouble can be given any value, and what earns a point can vary from group to group - it's up to you. But a common point system is as follows:

- Yellow or Red Hazards - 1 point
- Out of bounds - 1 point
- In a bunker - 1 point
- Failing to get ball out of bunker - 1 point
- 3-putt - 1 point
- 4-putt - 3 points
- Hitting from one bunker into another - 2 points
- Whiff - 4 points

One variation of Trouble is to allow all points accumulated to be erased when a par is made. Golfers who are likely to add up a lot of points will enjoy that option.