

HAVEN DALE – WEATHER EFFECTS

ROLL 1 D6 BEFORE THE ROUND TO DETERMINE THE WEATHER CONDITIONS FOR THE ENTIRE ROUND.

HOLE	1  SUN / DRY	2  CLOUD	3  LIGHT WIND	4  STRONG WIND	5  LIGHT RAIN	6  HEAVY RAIN
1	+2 FORWARD	NORMAL PLAY	+1 RIGHT	+2 LEFT	-1 BACK	-2 BACK
2	+1 FORWARD	NORMAL PLAY	+1 LEFT	+2 RIGHT	-1 BACK	-2 BACK
3	+2 FORWARD	NORMAL PLAY	+1 RIGHT	+2 LEFT	-1 BACK	-2 BACK
4	+1 FORWARD	NORMAL PLAY	+1 LEFT	+2 RIGHT	-1 BACK	-2 BACK
5	+2 FORWARD	NORMAL PLAY	+2 RIGHT	+2 LEFT	-1 BACK	-2 BACK
6	+1 FORWARD	NORMAL PLAY	+1 RIGHT	+2 LEFT	-1 BACK	-2 BACK
7	+1 FORWARD	NORMAL PLAY	+1 LEFT	+2 RIGHT	-1 BACK	-2 BACK
8	+2 FORWARD	NORMAL PLAY	+2 RIGHT	+2 LEFT	-1 BACK	-2 BACK
9	+1 FORWARD	NORMAL PLAY	+2 LEFT	+2 RIGHT	-1 BACK	-2 BACK
10	+2 FORWARD	NORMAL PLAY	+1 RIGHT	+2 LEFT	-1 BACK	-2 BACK
11	+1 FORWARD	NORMAL PLAY	+2 RIGHT	+2 LEFT	-1 BACK	-2 BACK
12	+2 FORWARD	NORMAL PLAY	+1 LEFT	+2 RIGHT	-1 BACK	-2 BACK
13	+1 FORWARD	NORMAL PLAY	+1 RIGHT	+2 LEFT	-1 BACK	-2 BACK
14	+2 FORWARD	NORMAL PLAY	+2 LEFT	+2 RIGHT	-1 BACK	-2 BACK
15	+1 FORWARD	NORMAL PLAY	+1 LEFT	+2 RIGHT	-1 BACK	-2 BACK
16	+2 FORWARD	NORMAL PLAY	+2 RIGHT	+2 LEFT	-1 BACK	-2 BACK
17	+1 FORWARD	NORMAL PLAY	+1 RIGHT	+2 LEFT	-1 BACK	-2 BACK
18	+2 FORWARD	NORMAL PLAY	+1 LEFT	+2 RIGHT	-1 BACK	-2 BACK

GUIDE



SETTING THE WEATHER

Before starting the round, roll 1 D6. Match the result to the numbered weather conditions 1–6 above. That weather condition applies for the entire round.



WHY THE EFFECTS VARY

Haven Dale is a varied course with holes that face different directions (east, west, south, etc.) and a mixture of uphill, downhill and flat terrain. Because of this, the impact of the weather will be different on each hole.



DISTANCES & MOVEMENT

All distances and movement shown on this sheet are measured in HEXES, not yards.

For example:

1 RIGHT = 1 hex right

1 LEFT = 1 hex left

+2 FORWARD = 2 hexes forward

-1 BACK = 1 hex back

-2 BACK = 2 hexes back



ROUGH

The normal -20 yards Rough Rule always applies, regardless of the weather condition.

Apply this whenever playing a shot from the rough.



SUN / DRY

The additional movement applies only when the ball lands on the fairway or green.

Do not apply the additional movement when the ball lands in the rough or a hazard.

If the ball lands on the green, the Sun / Dry effect still applies. This may cause the ball to roll across the green and off the back or side.



CLOUD

Normal play. No advantage or penalty. Play as per the standard rules.



LIGHT WIND

A gentle breeze influences the ball. Pushes it 1 hex in the direction shown.



STRONG WIND

A strong wind has more impact. Pushes the ball 2 hexes in the direction shown.



LIGHT RAIN

Wet conditions reduce roll. Move the ball 1 hex back from its landing position.



HEAVY RAIN

Very wet conditions greatly reduce roll. Move the ball 2 hexes back from its landing position.

Play the Course
Every Shot. Your Decision.



KEY: All distances and movement are in HEXES, not yards.

Example: 1 RIGHT = 1 hex right
+2 FORWARD = 2 hexes forward

PLAY THE
COURSE
ONE GAME. ENDLESS POSSIBILITIES.