



FREE EXTRACT

Golf game formats

10 formats to get started

Step-by-step rules, **worked examples** and strategy tips for 10 essential formats — including **the 5 you can play for free** in the Game of Swing app. A free extract from the complete guide to all 41 formats.



Skins



Stableford



Stroke Play



Match Play



Holes Won



Texas Scramble



Four-Ball



La Chouette



The Rabbit



The Wolf

gameofswing.com

🎁 A gift — share it freely: send it to your playing partners, print it, spread it around your club.

October 2026 edition · rev. 04/10

10 formats to get started

Each sheet fits on one page and reads in 2 minutes: step-by-step rules, a **worked example**, variants and a strategy tip. The sheets are numbered as in the **complete guide to all 41 formats**, from which this document is taken.

In this extract

 Skins ★ · the rising stake  3	 Texas Scramble ★★ · the reassuring team game  8
★ Stableford ★★ · the official points format  4	 Four-Ball (4BBB) ★ · the official 2 vs 2  9
 Stroke Play ★ · pure scoring  5	 La Chouette ★ · 6 points to share  10
 Match Play ★ · the official duel  6	 The Rabbit ★ · best on the hole scores  11
 Holes Won ★ · 1 pt per hole  7	 The Wolf ★★★ · alliances & betrayals  12

💡 HOW TO USE THESE SHEETS

Check the key-info banner (players · difficulty · mode · scoring), read the step-by-step rules on the tee, and keep the “ ⚡ **Scoring at a glance**” block handy during the round. The first 5 formats in this extract are **playable for free in the Game of Swing app** — it counts everything for you.

31

31 more formats await you in the complete guide: The Banker, 6-6-6, Mexicaine Las Vegas, The Hammer, The Snake... and every team format — with contents by number of players, scoring tables and a glossary. **Head to gameofswing.fr** (last page).



Skins

Individual format · stake game

Each hole is worth one stake — a “skin” — won by the player with the **lowest score, outright**. If two players tie for the lead, the stake moves on to the next hole: that's the **carry over**, the engine of the suspense.

PLAYERS

2 to 4

DIFFICULTY

★ Easy

MODE

Individual

SCORING

By hole · 1 skin/hole

How to play, hole by hole

- 1 Every hole is worth 1 skin.** Everyone plays their own ball, as in a normal round.
- 2 Compare the hole scores.** The lowest score takes the skin — as long as it is outright.
- 3 Tied for the lead? Carry over.** Nobody takes the skin: it moves to the next hole, now worth 2 skins (and so on while holes stay halved).
- 4 Repeat to the last hole.** Total strokes don't matter: only skins count.
- 5 The player with the most skins** at the end wins.

⚡ SCORING AT A GLANCE

- Lowest score, **outright** → 1 skin
- Tied for the lead → skin **carried over** to the next hole
- Winner: the **most skins** at the end

💡 WHY WE LOVE IT

Every hole starts from scratch. With carry overs, **a player left for dead can turn it all around on one hole** — the pressure builds like poker.

🔄 VARIANT — CAPPED ROLLOVER

So one hole doesn't decide the round: past a chosen cap, extra skins are burned and the stake resets to 1. **Available as an option in the app.**

📋 WORKED EXAMPLE

Three players. **Hole 1:** Julie 4, Marc 4, Paul 5 → two players tied for the lead, **nobody wins: the skin carries over**. **Hole 2** (now worth 2 skins): Paul cards a 3, outright → **he pockets 2 skins at once**.

End of the round — Julie wins, even though Marc posted the best total in strokes:

JULIE
7
skins

PAUL
6
skins

MARC
5
skins

🎯 STRATEGY TIP

Call out the value of the hole on the tee (“this one's worth 3 skins!”): the bigger the next hole gets, the harder the group attacks — and the more mistakes come. **Stay patient: a steady par is often enough to take several skins at once.**



In the **Game of Swing app**, Skins is one of the 5 free games: enter the scores, the app spots the winner of the hole, handles carry overs automatically and shows who leads live — gameofswing.com



Stableford

Individual format · official format

The points format most played in club competition: each hole scores points based on the gap between your score and **par** — birdie 3 pts, par 2 pts... Its genius: a disaster hole never costs more than **0 points**. Pick up, write 0, move on.

PLAYERS

2 to 4

DIFFICULTY

☆☆ **Intermediate**

MODE

Individual

SCORING

By points · 0–4 pts/hole

How to play, hole by hole

- Note the par of the hole.** It sets the scale — in the app, the par of each hole can be edited right as you enter scores.
- Play the hole as usual** and count your strokes, penalties included.
- Turn the score into points:** the gap between your strokes and par sets the points for the hole (scale opposite).
- Pick up as soon as the hole is “dead”.** If no point is possible any more (double bogey reached), lift the ball and write a cross (X): 0 points, and on you go.
- Add up the points over 18 holes.** The highest total wins the round.

⚡ SCORING AT A GLANCE

- Eagle (–2 or better) → **4 pts** · Birdie (–1) → **3 pts**
- Par → **2 pts** · Bogey (+1) → **1 pt**
- Double bogey or worse → **0 pt**
- Winner: the **most points**

💡 WHY WE LOVE IT

No hole wrecks the card: the worst case is 0 points, so you stay in the round from the 1st to the 18th. **Play is faster** — you pick up as soon as a hole scores nothing — and the scale rewards attack.

✦ GROSS, NET AND THE 36 POINTS

In gross, points follow the real score. In net — **in the app on partner clubs' courses** — handicap strokes apply first: the club competition format, where **36 points = “playing to your handicap”**.

📋 WORKED EXAMPLE

On a par 4: Julie cards a 3 → birdie, **3 points**. Marc takes 5 → bogey, **1 point**. Paul, who found the water, is on 6 strokes and still not in: he picks up and writes a cross (X) — **0 points** — and everyone heads to the next hole without waiting.

End of the round — the points total sets the leaderboard:

🏆 JULIE

34

points

🥈 MARC

29

points

🥉 PAUL

22

points

🎯 STRATEGY TIP

Go for the birdie: land it and it pays 3 pts; miss it and par still pays 2, with 0 as the worst case. **The risk/reward maths rewards attack** — and pick up without regret once a hole is dead: the whole group's pace gains from it.



In the Game of Swing app, Stableford is one of the 5 free games: enter strokes and par, the app turns it all into points and handles ties and the live leaderboard — gameofswing.com



Stroke Play

HCP

Individual format · the official format

Golf in its purest form: every player counts **every stroke** on every hole, and **the lowest total wins**. No points, no bonuses — this is world golf's benchmark format, from The Open to the Masters.

PLAYERS

2 to 4

DIFFICULTY

★ Easy

MODE

Individual

SCORING

Stroke play (total)

How to play, hole by hole

- 1 **Every player plays their own ball**, from the tee shot to the bottom of the cup. No picking up: every hole must be holed out.
- 2 **Count every stroke, penalties included**. Water, out of bounds, unplayable ball: it all adds to the hole score.
- 3 **Write down each hole score** before moving on to the next one.
- 4 **Add up every hole**. Final score = cumulative gross stroke total.
- 5 **The lowest total wins**. As simple — and as ruthless — as that.

⚡ SCORING AT A GLANCE

- Hole score = strokes played + **penalties**
- Final score = **gross total** of every hole
- The **fewest strokes** wins the game
- Your call: **gross** (default) or **net** — playing handicap taken off the gross

💡 WHY WE LOVE IT

The best judge of consistency: **one blown hole weighs on the whole scorecard**. To find your true level and track your progress, this is the format to start with.

💡 VARIANT — GROSS OR NET?

In **gross** (default), you compare strokes played. In **net**, the playing handicap is taken off the total, **pro-rated to the holes played** (18 = full, 9 = half): different levels compete on equal terms.

📋 WORKED EXAMPLE

In gross. Three players over 18 holes. On hole 12, Marc puts two balls in the water and writes a 9: those lost strokes **count in full towards the total**.

JULIE
85
strokes

MARC
89
strokes

PAUL
92
strokes

In net, playing handicaps taken off (Julie 6, Marc 15, Paul 20): 79, 74 and 72 — the leaderboard flips, **Paul wins**.

🎯 STRATEGY TIP

Ban the one stroke too many: a lost ball costs double (stroke + penalty). The real enemy is not the bogey but the double bogey: a card full of bogeys can be saved, two or three blow-up holes never can. **Play safe when it goes wrong.**



In the **Game of Swing** app, Stroke Play is one of the 5 free games: enter your strokes hole by hole, the app keeps the total and the leaderboard live. Pick **Net** mode at setup: enter the handicaps and the app shows the "gross - hcp" detail — gameofswing.com



Match Play

Individual format · the official duel

Golf's duel in its official form: two players, head to head, hole by hole. Every hole you win puts you **1 UP**; the match stops as soon as the gap becomes **impossible to close** — no need to play all 18 holes to win.

PLAYERS

2 only

DIFFICULTY

★ Easy

MODE

Individual

SCORING

Match play (by holes)

How to play, hole by hole

- 2 players only** — every hole is a duel: the lowest score wins the hole.
- The winner of the hole takes the lead:** 1 UP (then 2 UP...). A tie on a hole = **halved hole**, the score stays put.
- Track the gap, not the strokes.** A 9-stroke disaster costs exactly what a bogey costs: one hole.
- Dormy:** when the leader is up by as many holes as remain, every hole becomes decisive.
- Early finish:** as soon as the gap exceeds the holes left, the match stops. "3&2" = won by 3 holes with 2 holes to play. All holes halved = **All Square**.

⚡ SCORING AT A GLANCE

- Hole won → **1 UP** · tie = **halved hole**
- Gap > holes left → **early finish**
- Typical result "**3&2**": 3 up, 2 to play
- Level after 18 holes = **All Square**

💡 WHY WE LOVE IT

Every hole is a clean slate: an 8 costs one hole, no more. This is the format of the great duels — the Ryder Cup format — where you play **your opponent as much as the course**.

📖 THE WORDS TO KNOW

UP / DOWN: holes ahead or behind · **Dormy:** up by as many holes as remain · **All Square:** dead level. Three words, and match play makes sense.

📊 WORKED EXAMPLE

After 15 holes, Camille leads **3 UP** over Antoine: 3 holes up, 3 to play — she is **Dormy**. **Hole 16:** both make par, **halved hole**. The gap (3) now exceeds the 2 holes left: **the match stops**.

CAMILLE
3&2
win

ANTOINE
3 DOWN
beaten on 16

🎯 STRATEGY TIP

Play your opponent as much as the course: if they are in the water, par is enough — play safe. And never give up on a hole gone wrong: lost by 1 stroke or by 4, it costs the same... **but a hole scrapped out of nothing crushes the morale on the other side.**



In the **Game of Swing** app, just enter the scores: the app shows who leads (1 UP, All Square...), spots Dormy and the early finish, and calls the official result "3&2" — gameofswing.com



Holes Won

Individual format · hole by hole

Eighteen mini-contests in one: every hole is won **separately**, and only the number of holes won counts. A disaster never costs more than **one hole**.

PLAYERS

2 to 4

DIFFICULTY

Easy

MODE

Individual

SCORING

Hole by hole · 1 pt/hole

How to play, hole by hole

- 1** Every hole is a mini-contest. All players play their own ball and count their strokes.
- 2** Compare the hole scores: the lowest score wins the hole.
- 3** Award 1 point for the best score on the hole — to every player who made it, alone or tied.
- 4** Add up the holes won. The player with the most holes wins the game.

⚡ SCORING AT A GLANCE

- Each hole = **1 mini-contest**
- Best score → **1 point**, alone or tied
- Winner: the **most holes won**

💡 WHY WE LOVE IT

The stroke total is irrelevant: a 9 hurts exactly as much as a bogey — **one hole lost**. Every tee shot is a clean slate, and the game often turns on the last three holes.

💛 TIES SCORE TOO

Every player with the **best score on the hole** takes 1 point, alone or tied. No setting to remember: the rule is the same from the first hole to the last.

📊 WORKED EXAMPLE

3-player game. **Hole 3:** Nadia 4, Rémi 4, Chloé 5 → Nadia **and** Rémi each take 1 point, Chloé none.

End of the game: Chloé has won 7 holes, Nadia 5, Rémi 4 — several holes were shared along the way. **Chloé wins.**

CHLOÉ
7
holes won

NADIA
5
holes won

RÉMI
4
holes won

🎯 STRATEGY TIP

Since a tie still scores, **only take a risk when you are behind** on the hole: level with an opponent, the safe putt is already worth something. And forget a bad hole fast: the next one is worth exactly as much.



In the **Game of Swing** app, the app spots the winner or winners of each hole and shows the holes-won count live — gameofswing.com



Texas Scramble

Team format · Official format

The friendliest team format in golf: both players play every shot, the team picks **the best ball**, and both play again from there — all the way into the hole. The team's score is always built on **the best shots of each player**.

PLAYERS

4

DIFFICULTY

Intermediate

MODE

Team

SCORING

By total or by holes

How to play, hole by hole

- 1 Both players on the team play the tee shot from the tee of the hole.
- 2 The team picks the best ball — not necessarily the longest one: the one best placed for the next shot.
- 3 Both play again from there, within one scorecard length, no closer to the hole.
- 4 Repeat all the way in — including on the green, until a putt drops.
- 5 The team's score = the number of strokes taken to hole out. One scorecard per team.

⚡ SCORING AT A GLANCE

- Everyone plays, you keep **the best ball**, both play again
- Team score = **strokes taken to hole out**
- **Stroke play** (by total) or **Match play** (1 pt/hole)

💡 WHY WE LOVE IT

Nobody wrecks the card, anyone can produce the decisive shot, and rounds stay quick and relaxed. **The ideal format for mixing beginners and low handicappers** — the king of games among friends.

📊 TWO WAYS TO COUNT

Stroke play: fewest strokes overall wins — the classic in competition. **Match play**: each hole is worth 1 pt — a blown hole is never a disaster. **Your choice in the app.**

📋 WORKED EXAMPLE

Par 4: Julie's tee shot goes into the rough, Marc's is in the middle of the fairway → the team keeps Marc's ball. Both play their 2nd shot from there: Julie puts hers 2 m from the flag → they keep her ball. Marc holes the putt. **Team score: 3, a birdie — built by two.**

End of the game, by total:

JULIE & MARC

67

strokes

OPPOSING TEAM

71

strokes

🎯 STRATEGY TIP

The steadier player tees off last: with a safe ball already in play, the other can attack risk-free. Same logic on the green — the best putter putts last, having seen the line. **And the best ball is not always the longest one.**



In the **Game of Swing** app, Texas Scramble is one of the 5 free games: enter the strokes, the app keeps the team scores, handles ties and shows the result live — gameofswing.com



Four-Ball (4BBB)

Team format · Official format

Four players, two teams, four balls in play: everyone plays their own golf, and on each hole **only the best score of each team counts**. The legendary Ryder Cup format — **attack and insurance in the same team**.

PLAYERS

4

DIFFICULTY

Easy

MODE

Team

SCORING

By holes · 1 pt/hole

How to play, hole by hole

- Form 2 teams of 2 players:** four balls in play in the same group — hence the name.
- Everyone plays their own ball** from the tee into the hole, just like a normal round.
- Keep the best score of each team:** the team's score on the hole = the lower of its 2 players' scores.
- Compare the two teams:** the better ball wins the hole and scores 1 point. A tie = 0 point for both teams.
- Count the holes won:** the team with the most wins the game.

⚡ SCORING AT A GLANCE

- Everyone plays **their own ball**, tee to hole
- Team score = **the better of the 2 scores**
- Better ball on the hole → **1 pt** · tie → **0 pt**
- Most **holes won** takes the game

💡 WHY WE LOVE IT

Unlike a scramble, you play your own ball from tee to green — but with **a safety net**: a blown hole is wiped away as soon as your partner holds firm. The most "individual" of the team formats.

📌 GOOD TO KNOW

4BBB = "Four-Ball Better Ball". **Official format** (rule 23), played at the Ryder Cup, Solheim Cup and Presidents Cup. As soon as your partner has beaten anything you can still hope for, **pick up**: the team score is already banked.

📋 WORKED EXAMPLE

Hole 7, par 4. Team A: Julie makes 5, Marc makes 4 → ball kept: 4.
Team B: Léa makes 4, Paul makes 6 → ball kept: 4. **Tied** → **0 point**. On hole 8, Julie cards a birdie 3 against 4 for the opponents' better ball: **team A wins the hole, 1 point** — Marc's 6 counts for nothing.

End of the game (8 holes halved):

JULIE & MARC

6

holes won

LÉA & PAUL

4

holes won

🎯 STRATEGY TIP

Play in relay: partner safe → green light to attack the flag; partner in trouble → play it safe. **The safe player goes first — off the tee and on the greens.**



In the **Game of Swing** app, Four-Ball is one of the 5 free games: enter the scores of all 4 players, the app keeps the better ball, counts the holes won and shows the duel live — gameofswing.com



La Chouette

Individual format · the three-player game

THE format for three-ball rounds: on every hole, 6 points go up for grabs and are split by ranking — 4 to the best score, 2 to the second, 0 to the last. Ties included, **the hole always totals 6**: no hole is ever played for nothing.

PLAYERS

exactly 3

DIFFICULTY

Easy

MODE

Individual

SCORING

By holes · 6 pts/hole

How to play, hole by hole

- 1 Play as a three-ball, every player for themselves.** The scale is built for exactly three players — not two, not four.
- 2 Write down the 3 hole scores,** as in a normal round.
- 3 Split the 6 points by ranking.** All scores different: 4 pts to the first, 2 pts to the second, 0 pt to the last.
- 4 If there's a tie, apply the scale** (opposite): the hole always totals 6 points.
- 5 Add up over 18 holes.** The player with the most points wins the round.

⚡ SCORING AT A GLANCE

- 3 different scores → **4 · 2 · 0**
- Top two tied → **3 · 3 · 0**
- Clear 1st, other 2 tied → **4 · 1 · 1**
- All tied → **2 · 2 · 2** (always totals 6)

💡 WHY WE LOVE IT

Nobody is a spectator: even the 3rd player has points to take as soon as the others slip. And **second place pays** — consistency counts as much as heroics.

🚩 THE RULE OF 6

If a hole's points don't add up to 6, there's a mistake somewhere. A foolproof safety net — **one the app checks for you.**

📋 WORKED EXAMPLE

Hole 5: Julie 4, Marc 5, Paul 6 → Julie **4 pts**, Marc 2, Paul 0. **Hole 6:** Julie 5, Marc 5, Paul 4 → Paul alone in front: Paul **4 pts**, Julie 1, Marc 1. **Hole 7:** Julie 4, Marc 4, Paul 5 → top two tied: Julie **3 pts**, Marc **3 pts**, Paul 0. Three holes, three cases of the scale — and 6 points shared out every time.

End of the round (108 points over 18 holes):

JULIE
44
points

PAUL
36
points

MARC
28
points

🎯 STRATEGY TIP

Play for consistency: finishing 2nd on a hole is worth 2 points where many formats give nothing. **Three second places (6 pts) beat one win followed by two zeros (4 pts).**



In the Game of Swing app, enter the 3 scores: the app splits the hole's 6 points, handles every tie in the scale and keeps the leaderboard live — gameofswing.com



The Rabbit

Individual format · fun game

Golf's simplest fun game: on each hole, the best score **"has the rabbit"** and scores **1 point per opponent strictly beaten**. One rule to remember — and winning alone always pays more than sharing.

PLAYERS

2 to 4

DIFFICULTY

★ **Easy**

MODE

Individual

SCORING

Points · 1 pt/opponent beaten

How to play, hole by hole

- 1** **Everyone plays their own ball** and counts their strokes, as in a normal round — 2 to 4 players.
- 2** **Compare the hole scores.** The player with the best score "has the rabbit".
- 3** **Award the points: 1 point per opponent strictly beaten.** Beat 2 opponents = 2 points; beat 3 = 3 points.
- 4** **If players tie at the top,** each co-leader scores the same number of points — one per opponent strictly beaten.
- 5** **Add up over 18 holes.** The player with the most points wins the game.

⚡ SCORING AT A GLANCE

- Best score on the hole → **"has the rabbit"**
- **1 pt per opponent strictly beaten** (winning alone: 2 pts with 3 players, 3 pts with 4)
- Tied at the top → same points each
- Winner: the **most points** overall

💡 WHY WE LOVE IT

Zero mental load: one rule, no scoring table — you explain it on the 1st tee in thirty seconds, beginners included. And every hole starts fresh: **a bad hole is soon forgotten.**

📋 VARIANT — POINTS FOR ALL

Every player — not just the rabbit holder — scores 1 pt per opponent beaten. Scores tighten up and consistency pays. **Option available in the app.**

📊 WORKED EXAMPLE

3-player game. **Hole 4:** Marc scores 4, Julie 5, Paul 6 → Marc has the rabbit and beats 2 opponents: **Marc 2 pts.** **Hole 5:** Marc 4, Julie 4, Paul 5 → tied at the top, each beats only Paul: **Marc 1 pt, Julie 1 pt.** Winning alone pays double a shared win.

🏆 **MARC**
14
points

🏆 **JULIE**
11
points

🏆 **PAUL**
8
points

🎯 STRATEGY TIP

The more opponents behind you, the more your win pays: when you lead on the green, **go for the putt that leaves you alone at the top** — beating everyone is always worth more than sharing first place.



In the **Game of Swing** app, just enter the scores: the app awards the rabbit points and handles ties and the "points for all" variant automatically — gameofswing.com



The Wolf

Individual format · game of alliances

The cult game of alliances for fourballs: on every hole, the **Wolf** plays the tee shot first, then watches the others. After each tee shot, they choose: take a partner... or play **alone against all**. The winner is whoever collects **the most points** — not the most holes.

PLAYERS

exactly 4

DIFFICULTY

☆☆☆ Advanced

MODE

Individual

SCORING

By points · best ball

How to play, hole by hole

- 1 The Wolf changes on every hole**, everyone the same number of times, and plays the tee shot first. **The remaining holes go to the player with the fewest points**: holes 5 and 6 over 6 holes, hole 9 over 9 holes, holes 17 and 18 over 18.
- 2 The other 3 tee off one by one**. After each shot, the Wolf may pick that player as a partner — once they pass, there is no going back.
- 3 Three ways to play the hole**: Alliance (best ball, 2 vs 2), Lone Wolf (no partner after the tee shots), Blind Wolf (declared before the tee shots) — in the last two, it is best ball against all.
- 4 Compare in best ball**: only the best score of each side counts.
- 5 Award the points from the scale**, then a new Wolf on the next hole. Most points at the end wins.

⚡ THE SCALE AT A GLANCE

- Alliance wins → Wolf **+2**, partner **+2** · loses → opponents **+1** each
- Lone Wolf wins → **+3** · loses → opponents **+1** each
- Blind Wolf wins → **+4** · loses → opponents **+2** each
- A tie → **0 point** for everyone

💡 WHY WE LOVE IT

Psychology, bluff, calculated risk: **no format sparks more debate** between the green and the next tee. The partner dilemma — pick fast or hold out for better — is a treat.

THE BLIND WOLF — THE BIGGEST STAKE

Declaring **before any tee shot** that you will play alone against the other three. Win: +4 points, the maximum. Lose: +2 points for each opponent. One to try when you have nothing left to lose.

WORKED EXAMPLE

Hole 9: Marc is the Wolf, Julie sends her tee shot down the middle of the fairway → he picks her as his partner. Best ball: Marc-Julie side **4**, Paul-Léa side **5** → the alliance wins: **Marc +2, Julie +2**. **Hole 10**: Julie, Wolf in her turn, goes Lone Wolf... and loses the best ball: **Marc, Paul and Léa score +1 each**. Totals after these 2 holes:

MARC
3
pts

JULIE
2
pts

PAUL
1
pt

LÉA
1
pt

STRATEGY TIP

Do not pick too fast: if a better golfer is still to play, waiting can pay off. **Do not partner the leader if you want to catch him** — you both score +2, so the gap does not move. And **going it alone is the choice of the player who is behind, not the profitable choice**: it is the only shot that gains ground on all three at once.



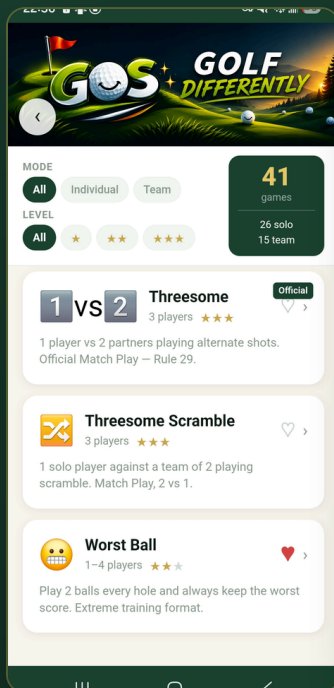
In the **Game of Swing app**, alliances, Lone Wolf, Blind Wolf: the scale is applied automatically and the leaderboard updates live — gameofswing.com



You know the rules. The app *does the maths*.

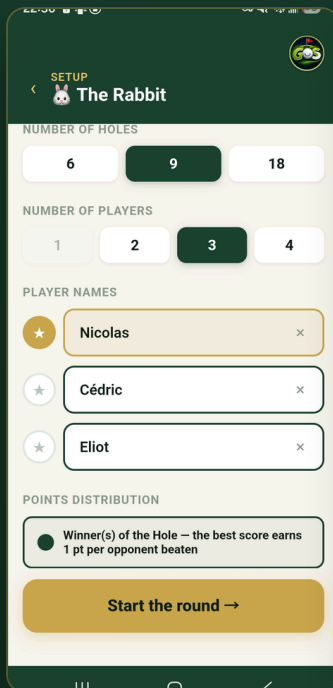
All 41 formats in this guide are in Game of Swing. **Four screens and you are playing** — on your phone or your computer, nothing to install.

1 Choose



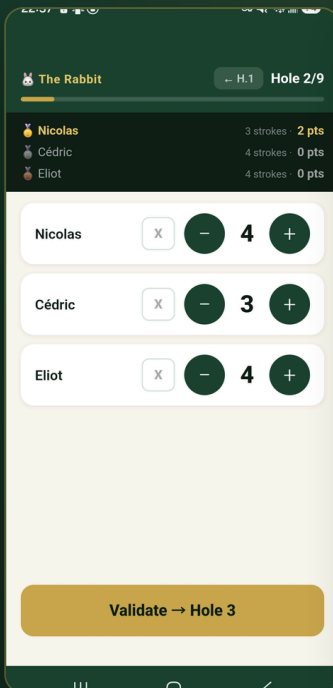
Filter by **players** and **difficulty**: the app only offers the formats your group can actually play.

2 Set up



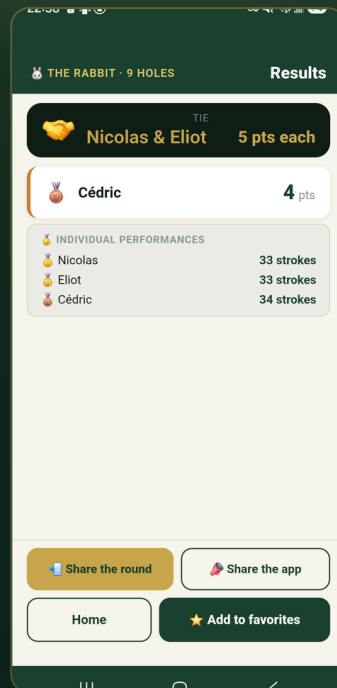
6, 9 or 18 holes, the names, the format's variants. Thirty seconds and you are on the tee.

3 Enter



One tap per stroke. **The app does the rest** — scoring, carry overs, roles — and shows who leads, hole by hole.

4 Share



The podium, everyone's performance — and the **ready-made image** to send to the group. The clubhouse loves it.

The rules on the tee

The format is always a thumb away during the round. No more arguing on the tee box.

Stats & badges

Rounds, wins, streaks, formats tried: 5 badges to take from bronze to gold.

The one-liners

The app comments on your shots — friendly jabs and nods to your feats.

**5 FREE FORMATS,
NO ACCOUNT**



Skins



Stableford



Stroke Play



Four-Ball



Texas Scramble



gameofswing.com

Scan and play right away — **nothing to install**. Every version (web, App Store, Google Play as soon as they launch): **gameofswing.fr**

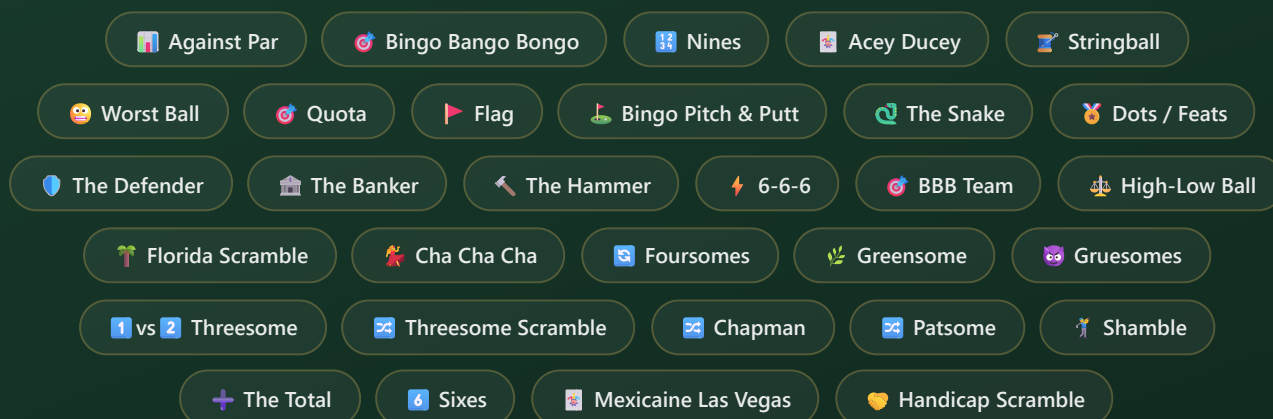
A house variant, a missing format? **contact@gameofswing.com** — the best ideas join the catalogue.

This extract is a gift — share it freely! Send it to your playing partners, print it, leave it in the clubhouse: it is made to circulate. We only ask that you pass it on unaltered. © 2026 Nicolas Delpech EI — Game of Swing.



31 more formats await you

You have just read 10 sheets. The **complete guide to all 41 formats** adds everything else — the role games, the rising stakes, the team formats — with contents by number of players, the scoring tables and the glossary.



41 one-page sheets

The same format as the ones you have just read — checked against the app.

Smart contents

Organised around the real question: “how many are we today?”

Updates included

The guide evolves with the app — your download link stays valid.

The complete guide to all 41 formats
available at gameofswing.fr



And to play today: gameofswing.com

The app that counts for you — 5 free formats, no account, nothing to install.

All versions (web, then App Store and Google Play as soon as they launch): gameofswing.fr