

ONLY
FOR



NINTENDO
GAMECUBE.

SWINGERZ GOLF



BY EIDOS

EmuMovies



⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

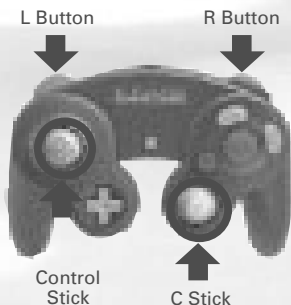
The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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LOADING

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube™.
2. Insert your **SWINGERZ GOLF™** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. If you want to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER Button ON**. (IMPORTANT: Make sure not to touch the Control Stick while doing so.)

MEMORY CARDS AND GAME BACK-UP

You must have a Nintendo GameCube™ Memory Card (sold separately) with at least 10 free blocks in order to save game progress, scores, settings, etc. Insert the Memory Card into Memory Card Slot A before starting the game.

Please be aware that data can be lost if the Memory Card is removed while data was being read or written, incorrect buttons are pressed during saving or loading, or the terminal area is dirty. Lost data cannot be recovered.

BASIC CONTROLS

CONNECTING CONTROLLERS TO CONTROLLER SOCKETS

This game is for 1-4 players. For 1 player games, the Nintendo GameCube™ Controller can be connected to any Controller Socket. Multi-player games can be played even if the number of Controllers available is less than the number of players.



GETTING STARTED



Press **START/PAUSE** at the Title screen.

MAKING A SAVE FILE

Before starting the game for the first time, follow the on-screen instructions to create a **SWINGERZ GOLF** Game File on the Memory Card. Data will be automatically saved during the game if a Game File exists.

Avoid removing or inserting Memory Cards while the power is turned on, as game data may be erased. The game can be played without a Memory Card, but please be aware that game progress, scores and settings will not be saved.



Don't touch the Memory Card when this message is displayed.

LET'S PLAY GOLF!

Golf is a sport where you use clubs to hit a ball, aiming to put it in the hole with the lowest possible number of strokes. In real-life golf, there are all kinds of rules, but here the CPU will take care of all that, so forget the hard stuff and let's just have some fun!

Let's get going! Let's play ... **SWINGERZ GOLF!**

THE FIRST SWING

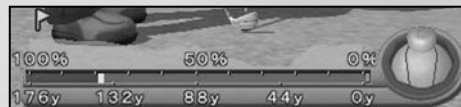
1. Use the Control Stick to decide the direction of the shot.



2. Next, it's time for power! Pull the Control Stick **BACK** to adjust the power of the shot.



3. Once you've got power, you're ready to make your shot. Push the Control Stick **FORWARD** to make the shot.



So, how did you do?



GOLF SCREEN



- 1 hole information
- 2 cup position and elevation
- 3 wind direction and strength
- 4 player information
- 5 estimated location of ball after this shot
- 6 remaining distance to cup
- 7 current club and driving distance
- 8 power gauge and elevation information
- 9 break width of ball (break range is visible near head of club)
- 10 shot mode and impact zone
- 11 lie and power percentage

HOLE INFORMATION

- **COURSE SYMBOL** – changes with each course
- **HOLE NUMBER** – hole currently being played
- **PAR** – standard number of strokes needed to complete the current course; a stroke count lower than par is negative and higher than par is positive
- **HOLE LENGTH** – distance from tee to hole



PLAYER INFORMATION

- **PLAYER NUMBER** – character's place in the playing order
- **STAMINA** – player's remaining strength, which decreases with every shot; when the indicator turns red, it begins to affect shot power
- **CURRENT SCORE** – player's cumulative score
- **CURRENT STROKE COUNT** – number of strokes taken on the current hole



CUP POSITION AND ELEVATION

This shows the direction of the pin and the current difference in elevation between the ball and the pin.

▼ indicates that the pin is lower than the ball and ▲ indicates that it is higher. For example, "▼3y" means the pin is 3 yards lower. "Flat" means that there is no difference.



LIE AND POWER PERCENTAGE

The Power Percentage changes depending on the state of the lie. For example, when this number is 70-100%, even the best shot will be hit with power of between 70-100%. The percentage is highest on the tee and fairways, while shots from uneven areas like the rough, sand and bare ground have lower percentages. Mis-hitting a shot will result in an even lower percentage than the figure displayed on-screen.



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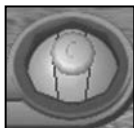


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SHOT MODE / IMPACT ZONE

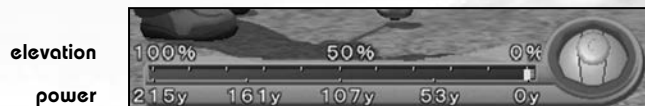
- **POWER SHOT** – Press the B Button and a P symbol will be displayed. Using this method will give you a longer shot than normal but the power shot will use up a lot of stamina, so use it sparingly.
- **APPROACH SHOT** – As you approach the green, an A symbol will appear in the yellow center area. There are two types of Approach Shots; press the B Button to switch between them. Use the most appropriate shot for the situation.
- **PUTTING** – Press the B Button on the green to go into Long Putt Mode. Use it when you're far from the hole.
- **IMPACT ZONE** – The pink band in the middle of the yellow area is the Impact Zone. If you miss it when you're making a shot, the shot will be mis-hit. The width of the impact zone changes depending on the player character and the items being used, and the game difficulty varies accordingly.

If you get a shot exactly straight, the word "Excellent" will appear and the ball will fly more or less straight. "Great" and "Good" will not affect the shot too much. "Bad" and "Poor" will result in missed shots and shorter distances. When you receive an "Excellent" message, your character recovers some stamina. The stamina increase becomes larger with consecutive "Excellent" messages received.



POWER GAUGE AND ELEVATION INFORMATION

Above the Power Gauge, which determines the ball's speed, is the Elevation Gauge, which shows the ups and downs of the course. Keep in mind what geography might do to your ball once it has landed!



BREAK WIDTH OF THE BALL

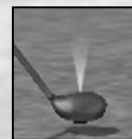
All golf clubs have a left and right break.

The light coming from

the head of the golf club is the break width of that club. The narrower the light, the smaller the break and the straighter the ball will fly.

With good impact the break will be slight. If you hit the ball straight, it'll fly straight too.

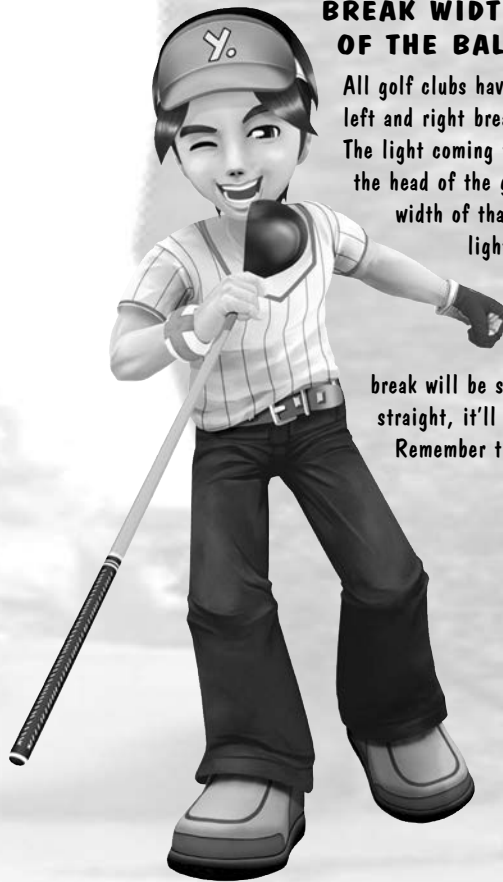
Remember that!



Practice makes perfect!



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STATUS SCREEN



- ① cursor
- ② personal profile
- ③ player number
- ④ driving distance
- ⑤ shot characteristics
- ⑥ character parameters
- ⑦ selected game mode
- ⑧ character lineup
- ⑨ remaining equipment points
- ⑩ equipped items list
- ⑪ character name

CHARACTER PARAMETERS




The blue bar shows the current value; the yellow bar shows maximum potential.



- **POWER** – character's driving distance
- **CONTROL** – ability to control the ball
- **IMPACT** – difficulty of making a shot
- **SPIN** – ability to put spin on the ball

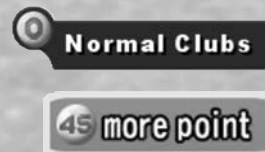
CHARACTER SHOT CHARACTERISTICS

Each character's shots have some fixed characteristics (when the +Control Pad is not used).

- shot is straight 
- shot tends to draw 
- shot tends to fade 
- tends to hit shots with a high trajectory **High**
- tends to hit shots with a mid-range trajectory **Mid**
- tends to hit shots with a low trajectory **Low**

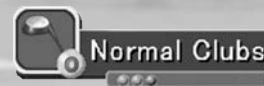
EQUIPPED ITEMS LIST

Items are equipped using each character's Equipment Points. Make sure the items used can be equipped with the points allowed. When the total number of points used exceeds the character's current Equipment Points, you will not be able to play on the course. Points left over are added to the character's stamina.



ITEMS

Every item has its own Experience Rating (and its own conditions for improvement). As this rating rises, the item's special features become more pronounced. (Experience Ratings only improve during 1-player games.)

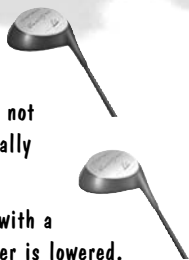


GOLF EQUIPMENT

CLUBS

NORMAL CLUBS — (uses 0 points) Can be used from the beginning. Have no special features and do not require any points. Power and Control improve gradually as the experience rating increases.

PRECISION CLUBS — (uses 4 points) A club set with a very narrow break width. Control improves while power is lowered. Even better control is possible as the experience rating increases.



BALLS

BEGINNER'S BALL — (uses 2 points) A ball for novices. Power will be reduced. (But could it be true that your experience rating rises even after terrible play?)

FIRE BALL — (uses 9 points) An excellent ball for hot summer days. Control and spin improve, but don't get your fingers burnt!



ACCESSORIES

You can equip up to two accessories at a time.

POWER GLOVE — (uses 5 points) An excellent glove for power but be careful — control and impact suffer as a result. Better keep an eye on your stamina!



STRAIGHT NECKLACE — (uses 8 points) Using this item, any character, no matter what his or her shot characteristics might be, can hit a straight shot. However, its effects aren't substantial while the experience level is low.



Many more items are available — maybe even a few rare ones that require exceptional play to unlock. Can you track them down?



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SHOT TIPS

Here, the basics of shots and spin are introduced. If you get the hang of these, maybe you can lower your score!

CARRY AND RUN

The carry is the distance from the place where the ball is hit to where it first touches ground. Everything after that until the ball stops is known as the run.



ELEVATION OF THE HOLE

Where the ball ends up depends a great deal on the relative elevation. Even with the same elevation, there's still a wide range.

ball hit to lower elevation



ball hit to higher elevation

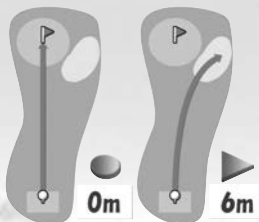


even with the same elevation, there's still a wide range



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READ THE WIND!

Never underestimate the effect of the wind. With no wind or a slight breeze the effect is minimal, but with wind of 5 mph or more, you'd better read it well or you'll find yourself in trouble! When playing in a crosswind, make sure to adjust the direction of your shot to account for the wind's effect. And don't forget, on holes with severe drops, the wind has a strong influence on the shot!

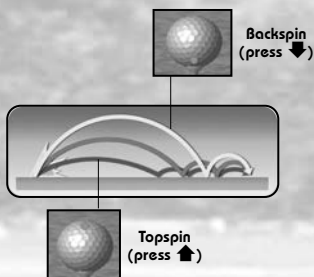
SPIN!

To put spin on the ball, hold the +Control Pad , , or while adjusting the power of the shot.

- **TOPSPIN** – Add topspin by pressing the +Control Pad . Topspin gives shots a short carry and a long run. The low trajectory makes topspin shots a perfect choice for windy conditions!

- **BACKSPIN** – Add backspin by pressing the +Control Pad . With backspin, the carry is long and the run is short. The high trajectory of backspin shots makes wind an important factor to consider.

On approach shots, backspin will help stop the ball on the green right where you want it!



DRAW AND FADE SHOTS

These two techniques are perfect solutions when an obstacle is blocking your way.

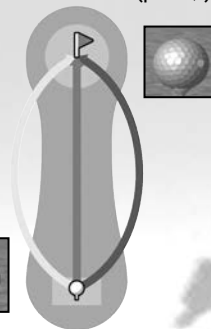
- **DRAW** the ball by pressing the +Control Pad . Drawing curves the shot to the left.

- **FADE** the ball by pressing the +Control Pad . Fading curves the shot to the right.

SHOT CHARACTERISTICS

Some characters are good at draw balls, others at backspin. Consider that when choosing a player. If your character can't curve or spin the ball the way you want, an item might make up for the weakness.

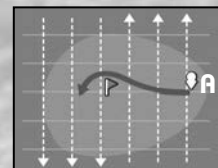
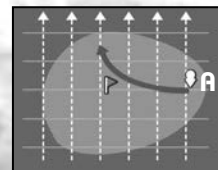
Fade
(press)



PUTTING TIPS

When you're putting, dotted lines flow across the green, indicating the green's slope. For instance, in the diagram at top right, if you hit the ball straight from Point A to the pin, the ball will roll off to the right. Calculate the effect of the slope to drop the ball in the hole! The arrow next to Point A faces down, indicating that the pin is lower than Point A. In situations like this it's easy to overshoot the hole, so be careful!

Some greens push your ball into a winding snake line! Figuring out the slope of the green is the single biggest trick to lowering your score!



RAINY DAY SLUMP

In rain, your ball won't roll as far, so put more power in your stroke.



ARE THE LINES ON THE GREEN HARD TO READ?

When you're on the green and about to putt, you can press the +Control Pad / to change the color of the lines on the green.

Pressing / will also adjust the size of the break lines. These changes will make the lines easier to read. Also, pressing the A Button toggles Ghost Mode on and off. Switching to Ghost Mode makes your golfer transparent and can help you get a better view before putting.



GAME MODES

TOUR MODE (1 player) ENTER A COMPETITION

1. Choose a character.
2. Pick your equipment and caddy.
3. Select a competition. All competitions are conducted in Stroke Play format. You earn special items by winning competitions.



UNLOCK CHARACTERS

Choose an opponent to begin play. Matches against opponent characters are conducted in Match Play format. Defeating opponents unlocks them as playable characters. You can also win special items.

COLLECT STARS

You get stars by placing in competitions and defeating other characters. Once you've collected enough stars, you can proceed to the next stage. Advancing to higher stages unlocks more courses for use in other game modes.

Under certain secret conditions you can advance to special tournaments and stages ... are you good enough to discover what they are?

STROKE PLAY (1-4 players)

Go head-to-head for the lowest score across all holes!

CHOOSE THE NUMBER OF PLAYERS

1. Press the +Control Pad or to select the number of players.
2. Press or to select the number of controllers.
3. Move the cursor past the controllers in use to select CPU characters.



PLAY SOLO

Game records are saved during solo play (when you're using a Memory Card). Put your skills to the test and play for the best score!

CHALLENGE YOUR FRIENDS

Play SWINGERZ GOLF with your friends. CPU characters can also participate. Watch them and learn!



CHOOSE THE COURSE

Choose a course and a season. Set options with the L and R Buttons. Configurable options include the number of holes to be played, the location of the tee and handicaps.

MATCH PLAY (2 players)

The player who wins the most holes wins the match!

TAUNTS

You can use taunts when your opponents are playing as long as you have more than one Controller connected. If your friend is taking too long to play a shot, try pressing any of the buttons on your Controller and see what happens!



MINI GAMES (1-4 players)

SWINGERZ GOLF mini-games offer exciting gameplay twists!

MISSION (1 player)

Solve an increasingly tricky series of golf problems. It's tough, but the reward is worth it!

SURVIVAL (1 player)

Play the game with sudden death rules and see how many opponents in a row you can beat!

NEAR PIN (2-4 players)

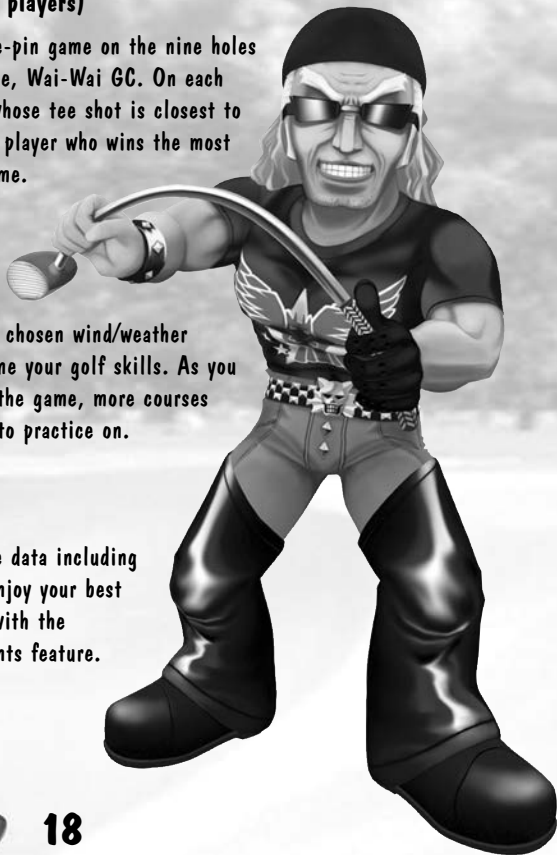
Play a nearest-the-pin game on the nine holes of the short course, **Wai-Wai GC**. On each hole, the player whose tee shot is closest to the pin wins. The player who wins the most holes wins the game.

TRAINING

Practice on any course under your chosen wind/weather conditions and hone your golf skills. As you progress through the game, more courses become available to practice on.

DATA

View various game data including course records. Enjoy your best shots over again with the **Memorable Moments** feature.



OPTIONS

Set some or all of the many game options:

- **MUSIC** – Switch background music on and off.
- **SOUND EFFECTS** – Switch sound effects on and off.
- **CHARACTER VOICES** – Switch dialogue on and off.
- **RUMBLE** – Switch the Rumble Feature on and off.
- **AUTO DROP** – Enable/disable automatic placement of ball after hitting it into water.
- **WIND DIRECTION DISPLAY** – Select the display method for wind direction.
- **SHOT UNITS** – Switch between meters and yards for regular play distances.
- **PUTTING UNITS** – Switch between meters and feet for green distances.
- **ADJUST SCREEN** – Set screen position.
- **MUSIC TEST** – Listen to the in-game music.
- **VOICE TEXT** – Listen to the in-game voices.
- **EQUALIZE** – Make all characters' abilities equal (not available in 1-player games).
- **WIND GAUGE** – Switch the wind gauge on and off.
- **REMAINING DISTANCE** – Switch the remaining distance gauge on and off.
- **MIRROR MODE** – Play a mirror image of each course.
- **SOUND OUTPUT** – Set sound output to stereo or monaural.

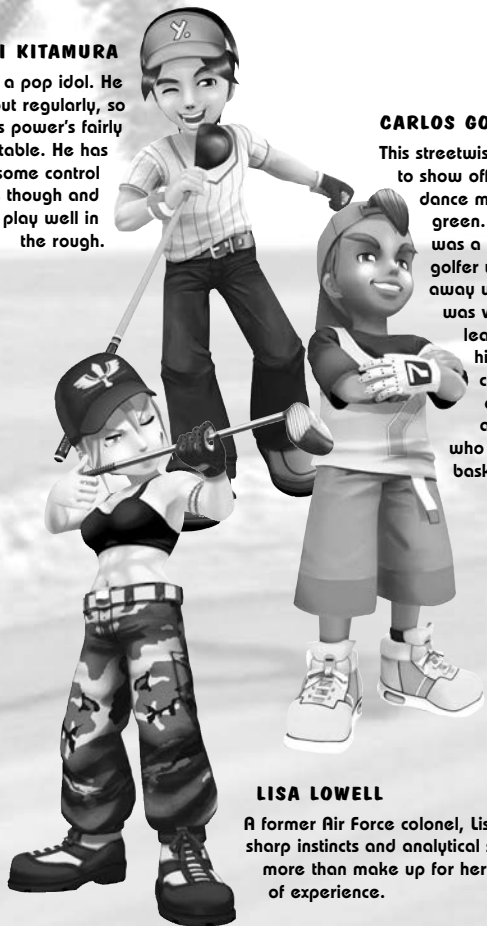


GOLFERS

Here are a few of the characters you'll meet!

YOSHIKI KITAMURA

Yoshiki is a pop idol. He works out regularly, so his power's fairly respectable. He has some control problems though and doesn't play well in the rough.



CARLOS GONZALES

This streetwise kid likes to show off his urban dance moves on the green. His father was a promising golfer who passed away when Carlos was very young, leaving behind his treasured clubs. Carlos is a great all-around athlete who also enjoys basketball.

LISA LOWELL

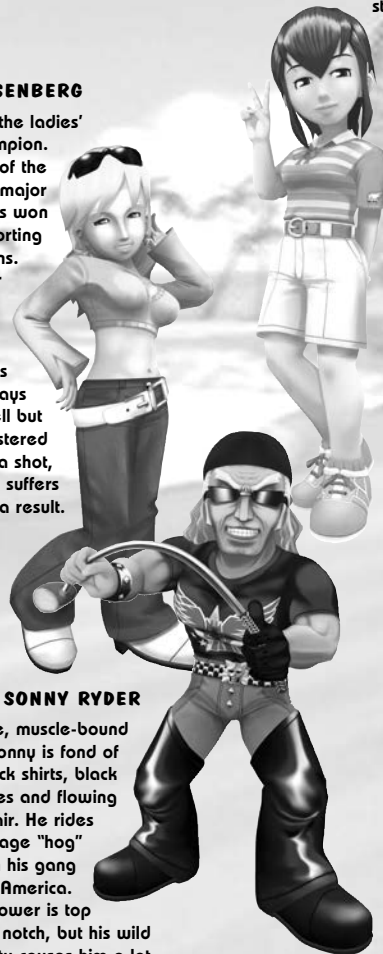
A former Air Force colonel, Lisa's sharp instincts and analytical skills more than make up for her lack of experience.

LORRAINE EISENBERG

Lorraine is the ladies' college golf champion.

The daughter of the president of a major corporation, she's won all kinds of sporting competitions.

Thanks to her achievements and her looks, she's become a major sports idol. She plays exceptionally well but tends to get flustered after missing a shot, so her recovery suffers as a result.



MIHO KUSAKA

Miho is a former college star who turned pro after graduation. Although she lacks power, her control is superb. She always gives 100% and never lets anything bring her down.

SONNY RYDER

A huge, muscle-bound man, Sonny is fond of his black shirts, black sunglasses and flowing blonde hair. He rides his vintage "hog" with his gang across America.

His power is top notch, but his wild personality causes him a lot of trouble on approach, in the sand and in the rough.



CADDIES

You always bring a caddy along when you're playing. Make the most of your golf assistant by asking for advice on tee shots, when putting, and any time you'd like a little help.

Let's take a look at the caddies you'll meet in the game.



YUKA

A rookie caddy, Yuka tends to be careless and a little unreliable. She's fond of saying "Here goes nothing!"



SHANE

A young man who loves to surf when not on the course, Shane can be pretty pushy, so take his advice with a grain of salt.



HANAKO

This old lady will talk, whether you're listening or not. Her advice can be a little vague but she's worth having around just for the entertainment.

ROBO

Built as a golf-playing robot, his advice on the greens never misses the mark, but he's prone to breakdowns.



?????

Two thoroughly mysterious caddies await, if you can play well enough to unlock them. Their advice is well worth working for.



ADVICE AT YOUR FINGERTIPS!

To ask your caddy for advice, press **START/PAUSE** to open the in-game menu and press the **R** Button to select **CALL CADDY**.

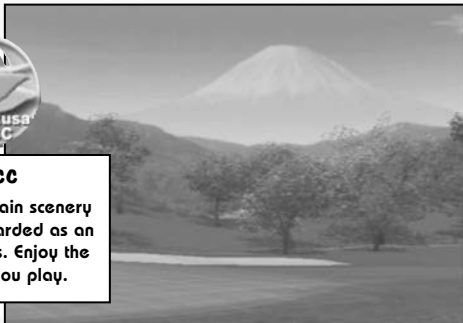


COURSES



WAKAKUSA GCC

Using breathtaking mountain scenery as a backdrop, this is regarded as an easy course for beginners. Enjoy the fresh mountain air as you play.



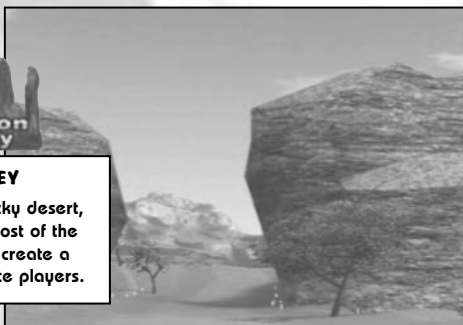
RESORT LINKS

A seaside course in a famous resort area. Its Polynesian atmosphere lends an exotic ambience, distinguished by lava flows from a nearby volcano.



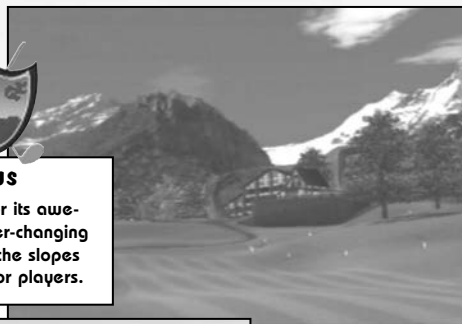
CANYON VALLEY

Built in the midst of a rocky desert, this course makes the most of the mountainous terrain to create a challenge for intermediate players.



BLUE OLYMPUS

This course is famous for its awe-inspiring panoramas. Ever-changing winds sweeping down the slopes pose a real headache for players.



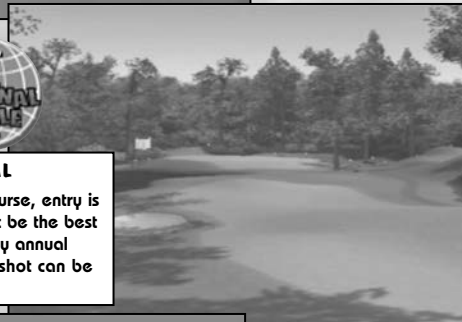
ROYAL CLASSIC

The birthplace of golf, this is Britain's most prestigious course. Steep, hilly terrain is entirely natural, making the course difficult even for the experts.



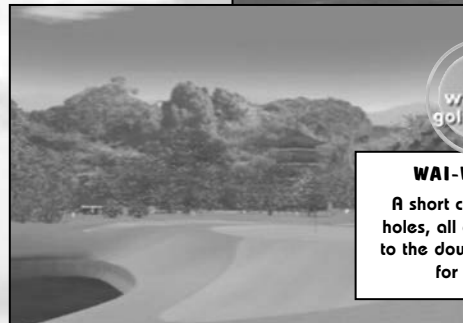
THE NATIONAL

On America's finest golf course, entry is by invitation only. You must be the best to participate in its many annual tournaments. One missed shot can be your downfall.



WAI-WAI GOLF CENTER

A short course comprised of nine holes, all of which are par 3. Close to the downtown area and popular for its unhurried pace.



GOLF TERMS

ace	a hole-in-one
albatross	3 strokes under par
approach	hitting towards the green
apron	the fairway immediately in front of the green
back 9	the last 9 holes on an 18-hole course
back tee	the teeing ground furthest away from the green, used by professional players
backspin	a spin which gives the ball a high trajectory and can cause it to travel backward after hitting the ground
bare ground	uncovered ground; its unevenness makes it difficult to hit the ball
birdie	1 stroke under par
bogey	1 stroke over par
bunker (sand trap)	a hazard filled with sand
bush	tall grass
caddy	a person who accompanies the player and carries the golf bag throughout a round
carry	the distance from where a ball is struck to where it first touches the ground
chip in	chipping in to the hole from somewhere other than the green
club	a tool used in golf; the ball is hit with a club
creek	a river or stream
cup	the hole situated on the green; getting the ball into the cup results in a "hole out"
dogleg	a hole that curves like a dog's leg
dormie	in match play, when a player is ahead by the same number of holes as are remaining in the match
double bogey	2 strokes over par
down	in match play, having a losing score, e.g. "2 down"
draw	a shot that curves from right to left for a right-handed player; also, a tie in match play

driver	the one wood
driving contest	competing for distance on a set hole
drop	on a penalty shot, to move the ball to a different location
eagle	2 strokes under par
elevated area	an area that rises higher than the surrounding fairway or rough, e.g. "elevated green"
even	in match play, when the scores are even
even par	having a score equal to par
fade	a shot that curves from left to right for a right-handed player
fairway	an area with closely cut grass that is easy to hit from
feet	a unit of distance on the green; 1 foot is approximately 30 cm
flat	when the course's elevation does not change
fore!	a phrase used after a missed shot that warns other players of a wild ball
fringe	the short grass that surrounds the green
front 9	the first 9 holes on an 18-hole course
grass bunker	a bunker made of grass, similar to the rough
green	an area of very short grass where the cup is located
guard bunker	a bunker set around a green
handicap (hc)	a number subtracted from a weaker player's score; used to make the game fairer when people of different abilities play each other
hazards	obstacles such as bunkers and water
hdecp	hole handicap; shows the difficulty of the hole: the lower the number, the harder the hole
head	the end of a golf club used to strike the ball
hitting down	hitting to somewhere lower than the current location
hitting up	hitting to somewhere higher than the current location
hole out	finishing a hole by hitting the ball into the cup
hole-in-one	when the ball falls into the hole on the tee shot; also called an "ace"



hook	a shot which, for a right-handed player, curves left a great distance; the opposite of a slice
impact	timing when hitting a ball
iron	a golf club with a thin metal head; irons run from 2i (two iron) to 9i, with a higher number indicating a shorter distance and a higher trajectory
lay up	to hit short on purpose
lie	the ground underneath the ball; with a bad lie, the ball can be difficult to hit
near pin	on a regulation par 3, a competition to put the ball closest to the pin
ob	abbreviation of "out of bounds"; hitting out of bounds costs 1 penalty stroke and the shot must be replayed; in this game, white marker posts designate these areas
on	getting the ball on the green
par	the number of strokes a player should need to finish a hole (e.g. a "par 5" should take 5 strokes); the aim is to shoot lower than this figure as often as possible in order to finish with a negative score
pin	the flag inserted into the cup
pitching wedge (pw)	a good club for approach shots; best for applying spin
putt (putting)	a shot made on the green with a putter
putter	a club used almost exclusively on the green
recovery	coming back from a missed shot; if done well, the player is told "nice recovery!"
regular tee	a teeing ground used in normal play; situated slightly closer to the green than the back tee
rough	an area that has longer grass and is harder to hit from than the fairway
round	played on a course, one round is 18 holes (9 holes on the short course)
run	distance from where the ball first lands to where it stops
sand wedge (sw)	the best club for hitting out of a bunker; does not give much distance

short	when a ball is hit shorter than desired
side bunker	bunkers at the side of the fairway
slice	a shot which, for a right-handed player curves, right a great distance; the opposite of a hook
stymie	solid obstacles like trees and buildings which can block your line to the green
tee ground	the area from which the tee shot is played on a hole
tee shot	the first shot on a hole
topspin	a spin which gives the ball a low trajectory
triple bogey	3 over par
under par	playing a round with a negative score
unplayable	when the ball cannot be played from its current location; results in 1 penalty stroke
up	in match play, having a winning score, e.g. "2 up"
water hazards	ponds and rivers placed in a course
wedge	refers to the pw (pitching wedge) and the sw (sand wedge), both heavier and shorter than a nine iron; used for approach shots and bunker shots; best for applying backspin
wood	a club used for hitting long drives; gives a low trajectory and is difficult to use from the rough; called "wood" because its head was originally made of wood



SWINGERZ GOLF LEADER BOARD

GAME DATE _____	COURSE _____		
POSITION	PLAYER	SCORE	
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