

5 GOLF DRINKING GAMES

Your FREE Download from BirdieShots

These are the same 5 games that come on the laminated card inside every BirdieShots kit — now yours to print, share, and bring to the course before your kit arrives.

01

Birdie or Bust

The Classic Warm-Up

Simple rules. Maximum damage. Great way to kick off the round.

THE RULES

- Birdie — everyone else drinks.
- Eagle — everyone finishes their drink. You legend.
- Bogey — you drink.
- Double bogey or worse — you drink twice and take the Shame Shot from the flask.
- Par — nobody drinks. Nobody celebrates either. Move on.

Pro tip: Don't tell your playing partners about the double bogey rule until they're already on the 3rd hole.

02

The Sandman

Hazard Edition

The course punishes bad shots. So do your friends.

THE RULES

- Ball lands in a bunker — take a sip before you hit.
- Ball lands in water — take a full shot from the flask.
- Out of bounds — take two sips AND do a 30-second countdown while your group watches.
- Hit the fairway on a par 5 — everyone else drinks. Apparently that's rare enough to celebrate.
- If you make the bunker shot first try — give one drink to anyone you choose.

Pro tip: Play this one on a course with lots of water. You know who you are.

03

Closest to the Keg

Par 3 Showdown

Every par 3 becomes a battle. Last place buys the next round.

THE RULES

- On every par 3, each player takes their tee shot.
- Farthest from the pin drinks immediately.
- Closest to the pin gets to assign one drink to anyone in the group.
- Hole-in-one — the entire group finishes their drinks and owes you a beer at the 19th hole.
- Keep a running tally — most par 3 losses buys the post-round drinks.

Pro tip: This game single-handedly makes par 3s the best holes on the course.

04

Captain's Orders

Team Scramble Chaos

You're a team. You suffer together.

THE RULES

- Split into two teams. Play a scramble format.
- Losing team after each hole drinks once.
- If your team three-putts — both players drink, no exceptions.
- If your team makes the hole with ONE putt — pick a player from the other team to drink.
- Team that loses the round buys post-game drinks. No negotiating.
- The Captain (lowest handicap) calls all shot selections — and takes the blame.

Pro tip: Choose your Captain wisely. Or sabotage theirs.

05

The 19th Hole

Final Reckoning

The round is done. The scores are in. Time to settle up.

THE RULES

- Add up the total strokes over par for each player.
- For every stroke over par above the group average — drink that many sips.
- Highest score takes the Birdie Shot — a full shot from the BirdieShots flask.
- If anyone shot under par — they assign three drinks anywhere they want.
- Last place picks up the tab for the first round at the bar. That's just the rules.

Pro tip: Sandbagging your handicap is technically cheating. But we're not judging.

Good Shots. Good Friends. Good Times.

Get the full BirdieShots kit at birdieshots.ca — flask, shot cups, laminated game card & clip-on bag.