



What Is SwinGolf?

SwinGolf is a simplified, fun version of traditional golf – perfect for beginners, families, and outdoor enthusiasts. Originating in France, it's designed for anyone who wants to enjoy golf without expensive equipment or complicated rules.

Key Features

- **One single club**
No full set needed – just one universal club with three faces (for driving, approaching, and putting).
 - **Soft, safe ball**
The ball is larger and softer than a regular golf ball, making the game safer – ideal for kids and newcomers.
 - **Shorter courses**
Hole lengths range from **50 to 300 meters**, allowing for quicker and less physically demanding rounds.
 - **Simple rules**
The goal is just like in golf: get the ball into the hole with as few strokes as possible. But the rules are much easier to learn.
 - **Natural terrain**
SwinGolf is played on open fields or meadows – no traditional golf course needed.
 - **Fun for everyone**
From kids to seniors, solo or in groups – SwinGolf is a casual, social sport for all ages and skill levels.
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Key Benefits

- No prior experience needed
 - Low-cost activity
 - Outdoor exercise
 - Social and accessible
 - Great for families, schools & team events
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In short:

SwinGolf is golf for everyone – simple, safe, and full of fun!



The Three Faces of the SwinGolf Club



1. Flat side (Driver)

This side is used for **tee-offs** or **long shots**. It has a low loft, similar to a traditional golf driver.

► **Use:** long distances, first shots on long holes.



2. Angled side (Pitch)

This side is more inclined and allows for **short, high shots** with better control. It's like a wedge or iron in traditional golf.

► **Use:** approach shots to the hole, shots over obstacles.



3. Bottom edge (Putter)

The flat bottom of the clubhead is used for **putting**—short, precise strokes on the green. Functionally similar to a putter.

► **Use:** short, straight shots into the hole.

SwinGolf rules

- ✓ At the start, the ball is played from a tee, **on or behind** the designated tee area.
- ✓ A shot intended to hit the ball counts as a played stroke.
- ✓ On the course, the ball may be moved up to **15 cm**, without moving closer to the hole.
- ✓ If the ball goes out of bounds, the player must place the ball back at the spot of the last stroke and add **1 penalty stroke** plus the stroke to be played. The same rule applies for a lost ball.
- ✓ If a ball on the green interferes with an opponent's stroke, it may be marked and lifted.
- ✓ If a ball on the green touches an opponent's ball, **2 penalty strokes** are given.
- ✓ On the green, only the putter side of the club may be used. All other sides are forbidden.
- ✓ An unplayable ball may be lifted and placed within **2 club lengths** of the landing spot, without moving closer to the hole (**1 penalty stroke**).



Scoring and Scorekeeping System in Swin-Golf

Basic Principle

The goal in Swin-golf is to get the ball into the hole using as **few strokes as possible** from the tee. Each stroke counts as one point. The total score is the sum of all strokes over all holes.

Scorekeeping Process

For each hole, the number of strokes taken is recorded on a scorecard.

At the end, all strokes from every hole are added up — this total is called the **final score**.

Important Terms

- **Par**
The number of strokes an experienced player is expected to need for a hole or the entire course. For example: a Par-4 hole means 4 strokes is the standard.
 - **Birdie**
One stroke **under par** (e.g., 3 strokes on a Par-4 hole).
 - **Eagle**
Two strokes **under par**.
 - **Bogey**
One stroke **over par**.
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Sample Scorecard (for 3 holes)

Hole	Par	Strokes Player A	Result Player A
1	4	5	+1 (Bogey)
2	3	2	-1 (Birdie)
3	5	5	Par (0)
Total		12	0 (Par)

Scoring Variants

- **Stroke Play**
The classic method of counting all strokes throughout the round. The player with the fewest strokes at the end wins.
- **Match Play**
Players compare hole by hole who took fewer strokes. The player who wins more holes wins the match.