

Socastee Scrambler: Mando Madness

Caddy Guide

Hole 1 – Tunnel Trouble (MANDO)

- Must pass between two marked trees 10 ft apart
 - Missed mando: No penalty. Re-tee from short-short pad (2nd throw). Mando not required on re-throw
 - Basket: Short
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Hole 2 – Skyscraper (MANDO RIGHT)

- Must pass right of power pole
 - OB: 1-stroke penalty. Proceed to drop zone
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Hole 3 – But Why? (MANDO)

- Must pass left of the first mando tree
 - Missed mando: Go to drop zone, no penalty. Throwing 2 and must still make mando
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Hole 4 – S-Curve Showdown (MANDO)

- Pass right of 1st mando, then left of 2nd mando
 - Missed: Go to last drop zone before mando, no penalty
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Hole 5 – The Low Ceiling (MANDO)

- Triple mando + low net = tight, low flight
- Missed mando: Re-tee for 2. Miss again = drop zone for 3

- Basket: Short
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Hole 6 – Double Trouble (MANDO)

- Two mandos: Pass through gate + curve around late mando
 - Basket: Either (choice)
 - Par 4
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Hole 7 – Comebacker (MANDO)

- Must make early right mando
 - Trick: Most throw long and must comeback putt
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Hole 8 – Lefty Mando (MANDO)

- Must pass to the left of mando
 - Missed mando or OB: Drop zone, only 1 player putts
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Hole 9 – Tightrope (MANDO)

- Narrow fairway with central mando
 - Missed/short: Re-throw as 2nd or go to drop zone (40 ft putt for 3)
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Hole 10 – Backboard Bounce (MANDO)

- Must stay left of mando tree
- Aim for bounce off berm to covered basket
- Missed mando or OB: 1-stroke penalty + drop zone putt from behind berm (25–35 ft)
- Basket: Middle

Hole 11 – Island Shot (MANDO + ISLAND)

- Must enter via mando arch and land on marked island (C1)
- Missed or OB: Go to drop zone, no penalty. Putting for 2
- Basket: Short

Hole 12 – Hook It (MANDO)

- Sharp right curve around mando required
- Missed mando: Re-tee for throw 2

Hole 13 – Double Decker (MANDO)

- Two baskets stacked
- Two players must each make one
- If one misses both, both putt from missed lie

Hole 14 – Triple Gate (MANDO)

- Must pass through 3 gates in order before approaching basket

Hole 15 – Band of Honor (MANDO)

- Standard mando setup
 - Only a band tap ends the hole
 - Missed/incomplete: Putt from double mando. No penalty
 - Close call? Player has final say – “If it might have hit, it did.”
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Hole 16 – Tree Jail (MANDO)

- Late right mando must be made
 - Basket: Right
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Hole 17 – Last Chance Lane (MANDO)

- Must pass right mando then come back to basket
 - Missed/OB: Go to drop zone, only 1 player putts
 - From path to 18
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Hole 18 – Just the Right Touch (MANDO)

- Stay right of late mando, then again right of final mando
 - Tricky mando placement before finish
 - Basket: Right platform
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Hole 19 – BONUS: Mixed Challenge

- Each player on team takes opposite lines (left/right)
- Compete against matching player from other team
- Winner can replace any par 3 score with this score
- Tiebreaker: Closest to pin before putt wins
- Max of 2 improvements per card (1 per team or both to one team)