

LOQ GOLF SCORE TRACKER

LOQ GOLF

18 rounds of LOQ! To play this variant, simply mix in the LOQ New Rounds expansion with the base game. Unlike real golf, you're trying to get the highest score possible!



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Poor: 0–39; **Disappointing:** 40–51; **Below average:** 52–63; **Ordinary:** 64–75; **Promising:** 76–87; **Good:** 88–99; **Very good:** 100–111; **Accomplished:** 112–123; **Excellent:** 124–135; **Sensational:** 136+



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Poor: 0–25; **Disappointing:** 26–36; **Below average:** 37–47; **Ordinary:** 48–58; **Promising:** 59–69; **Good:** 70–80; **Very good:** 81–91; **Accomplished:** 92–102; **Excellent:** 103–113; **Sensational:** 114+



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Disappointing: 0–13; **Below average:** 14–23; **Ordinary:** 24–33; **Promising:** 34–43; **Good:** 44–53; **Very good:** 54–63; **Accomplished:** 64–73; **Excellent:** 74–83; **Sensational:** 84+



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Below average: 0–9; **Ordinary:** 10–20; **Promising:** 21–31; **Good:** 32–42; **Very good:** 43–53; **Accomplished:** 54–64; **Excellent:** 65–75; **Sensational:** 76+

LOQ CENTURIONS SCORE TRACKER

LOQ CENTURIONS



Play to 100 points, and keep track of how many rounds you needed to get there. In this variant for **advanced players**, you move from one difficulty level to the next after every 10 rounds (i.e. after each standard game). You can start from Level 1 and **move up** a level after each game, or for a real challenge, start at Level 4 and **move downwards**.



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Out of this world: 14 rounds or fewer; **All but perfect:** 15 rounds; **Masterful:** 16 rounds; **Highly impressive:** 17 rounds; **Impressive:** 18 rounds; **Very good:** 19 rounds; **Good:** 20 rounds; **Showing potential:** 21–25 rounds; **Middling:** 26–30 rounds; **Passable:** 31–40



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Out of this world: 22 rounds or fewer; **All but perfect:** 23 rounds; **Masterful:** 24 rounds; **Highly impressive:** 25 rounds; **Impressive:** 26–27 rounds; **Very good:** 28–29 rounds; **Good:** 30–31 rounds; **Showing potential:** 32–34 rounds; **Middling:** 35–37 rounds; **Passable:** 38–40