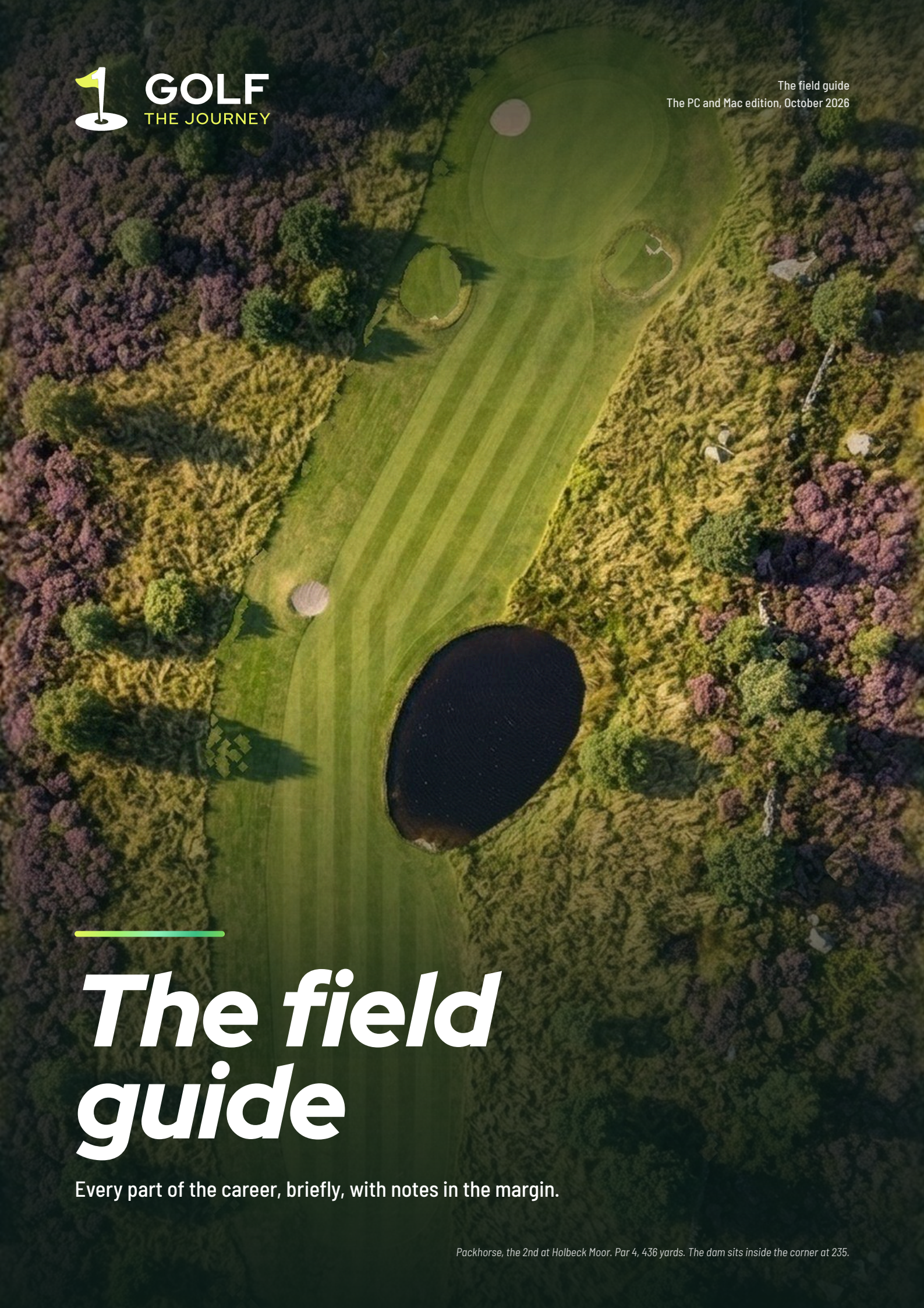
GOLF
THE JOURNEY



The field guide

Every part of the career, briefly, with notes in the margin.

Packhorse, the 2nd at Holbeck Moor. Par 4, 436 yards. The dam sits inside the corner at 235.

Before you start

How to read this

This is not a manual. The game shows you its own buttons.

It is a walk round the career instead: what each part is for, what it costs you, and the odd thing you would only notice a few seasons in. Read it in order, or open it anywhere.

The notes in the margin are on the game's own scorecard paper. Some will save you a stroke or a season. Some only point, and stop.

Every number here is the game's own, checked in October 2026. Every name is invented: the golfers, the tours, the brands and all thirty-six courses.

The screens are from PC and Mac. On the iPhone it is the same career, in your pocket.

Worth knowing

A note like this will save you a stroke, a week, or now and then a season.

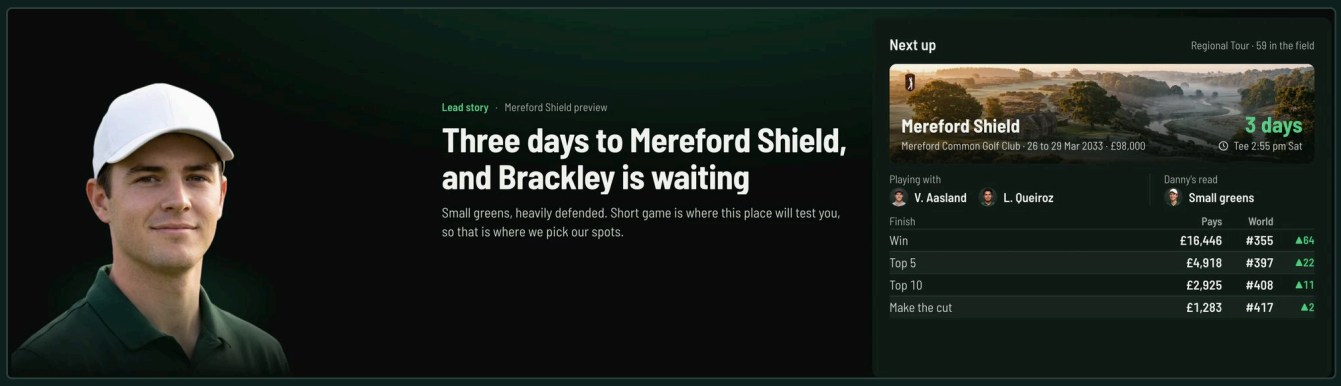
A clue

A note like this points at something and then stops talking.

Inside

01	The week	3
02	The ladder	4
03	Your golfer	5
04	Training	6
05	The bag	7
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13	The winter, and after	15

A career runs a week at a time



Home, three days out. *The week's story, the event, who you are drawn with, and what each finish pays.*

One yellow button moves time. Most days it says Continue. When something is waiting, it says what: Practice round, Tee time, Sign the card.

Press it and the days go by on a calendar, with what happened in them and how the legs are holding up. Between events there are free days for training or rest, and days on the road.

The day before a tournament is the first real choice. Play a practice round, study the course, send the caddie out to walk it, or rest. What you learn decides how much the round will tell you: how honest the yardages are, where the front of the green is, how closely the wind is read.

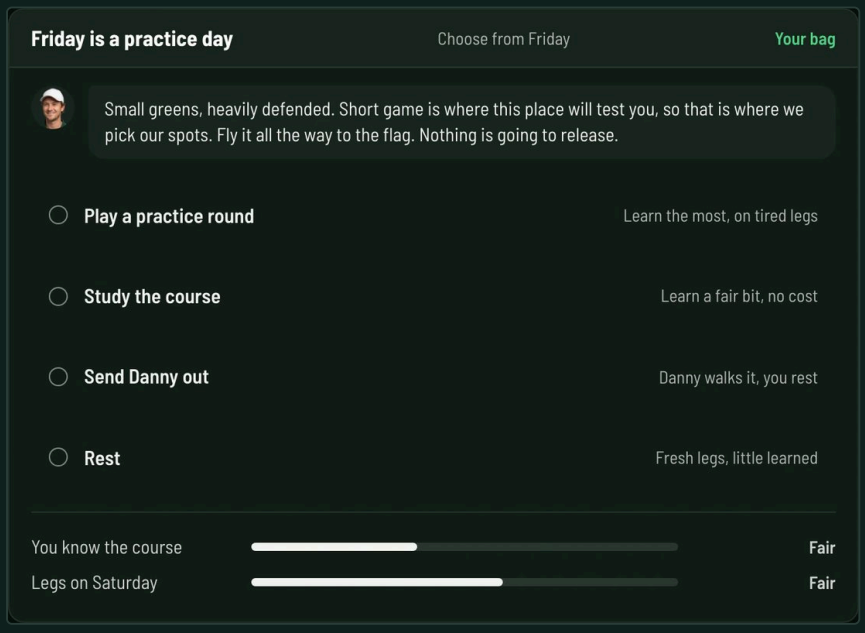
A season is twenty events on your tour. That is more golf than one body plays well, so choosing what to miss is part of it.

Worth knowing

Sending the caddie out is only as good as their course management. A good one brings back nearly everything.

A clue

The fifth visit to a course starts with more than the first.



The practice day. *Four ways to spend it.*



02 The ladder

Five tours, and four promotions to the top one

Most careers start on the Club Circuit, on municipal courses for county money.

Every tour plays twenty events to fields of sixty, cut after two rounds to the top thirty and ties. A season race decides who goes up and who keeps a card, and it starts again every winter. The world ranking does not. It is one list of about 1,700 professionals, and the biggest weeks pick their fields from it.

Tour	A typical purse	Go up	Keep the card
World Tour	£8.5m	The top	Top 50
Continental Tour	£3.4m	Top 10	Top 40
Prospects Tour	£320,000	Top 20	Top 40
Regional Tour	£145,000	Top 20	Top 40
Club Circuit	£21,000	Top 20	Everyone

There are side doors. Q-School each winter for the rung above, a Monday qualifier on some weeks of the tour above, and the odd sponsor's invitation once people have heard of you.



Your climb. *Rank after every start, and the points to the name above.*

Worth knowing

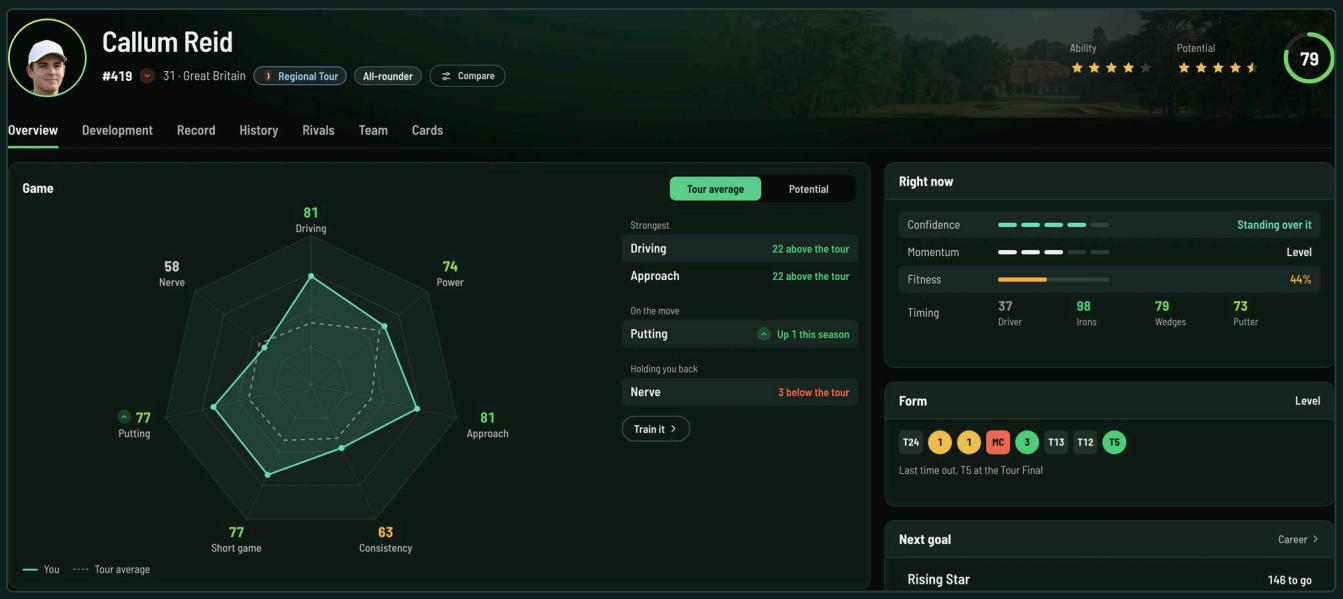
Nobody loses a Club Circuit card. The first season is a free swing at the top twenty.

A clue

A Monday qualifier is one round. It still takes the whole week, and the same legs you wanted for Thursday.

03 Your golfer

The golfer you make, and the one they become



The golfer page. *The game against the tour average, ability and potential in stars, and what is holding you back.*

A man or a woman, a name, a country, a face, and the road you turned professional from. The rest takes seasons.

There are six roads in. A club professional starts on the Club Circuit. An amateur champion starts a rung higher, with less money. From nothing means the family's savings, no clubs and a municipal course.

Four ratings lead: driving, approach, short game and putting. Behind them sit power, consistency, nerve and attack. The overall moves slowly; a good season is worth a point or two. Your style, a Bomber, a Scrambler, a Metronome and so on, is earned from the balance of those numbers, and each one carries an edge and a gap.

Then there is how they are today. Form runs from in form to out of sorts. Confidence reads assured, settled or second-guessing, and drifts back to the golfer's own normal. Inside a round there is momentum: rolling, steady or rattled.

Worth knowing

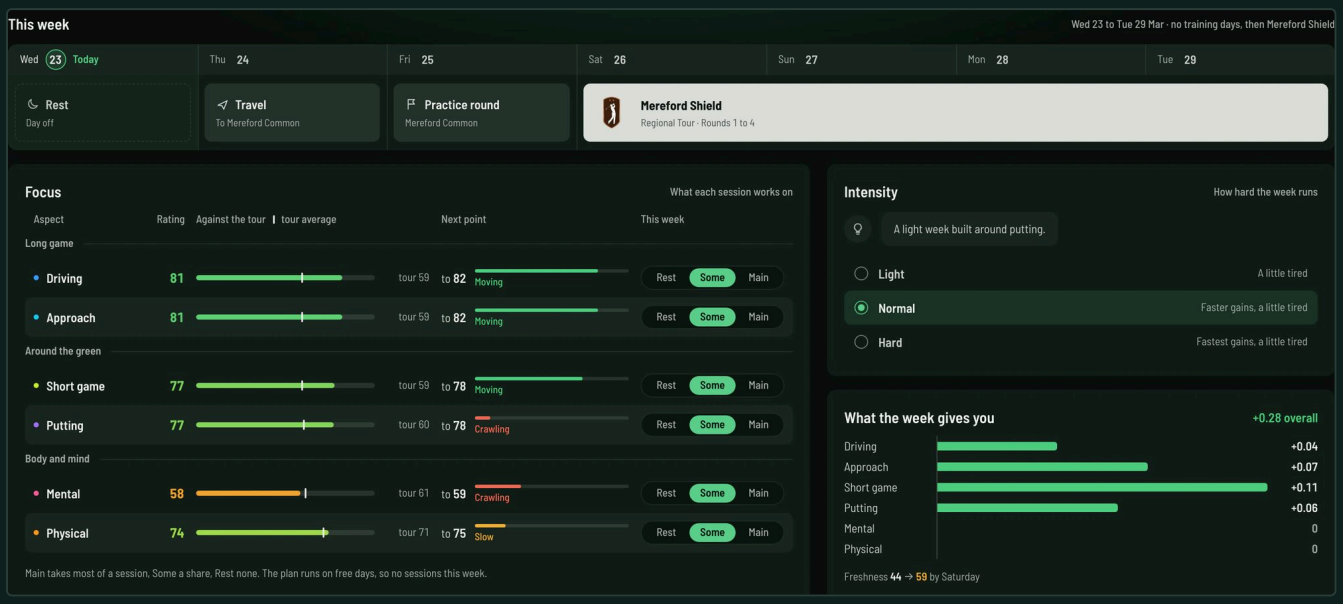
Power is not in the overall. A long hitter can look ordinary on paper and be a problem on a long, wide course.

A clue

The ceiling is shown as a range until about sixty starts, sooner with a coach. The truth is never in the middle of it.

04 Training

Free days are where a golfer gets better



The week's plan. *Rest, some or main for each part of the game, and how hard the week runs.*

You do not book drills one at a time. You set a plan, and the career runs it on every free day.

Six areas, each set to rest, some or main, and a week that runs light, normal or hard. How much of a range day lands depends on how rested and how sharp the golfer is. A coach multiplies it, most in the areas they are good at.

Once a month the coach writes a report: the month's marks, what moved, and a line on what to change. One shot or one skill can be a project for four to eight weeks. A swing rebuild costs eight to twelve weeks of worse golf for a better game after. When to start one is the whole decision.

Everything costs legs, and a body pushed too far finds a niggle: a wrist, the back, the lead shoulder. Age comes in order. Power goes first, putting last, and nerve not at all.

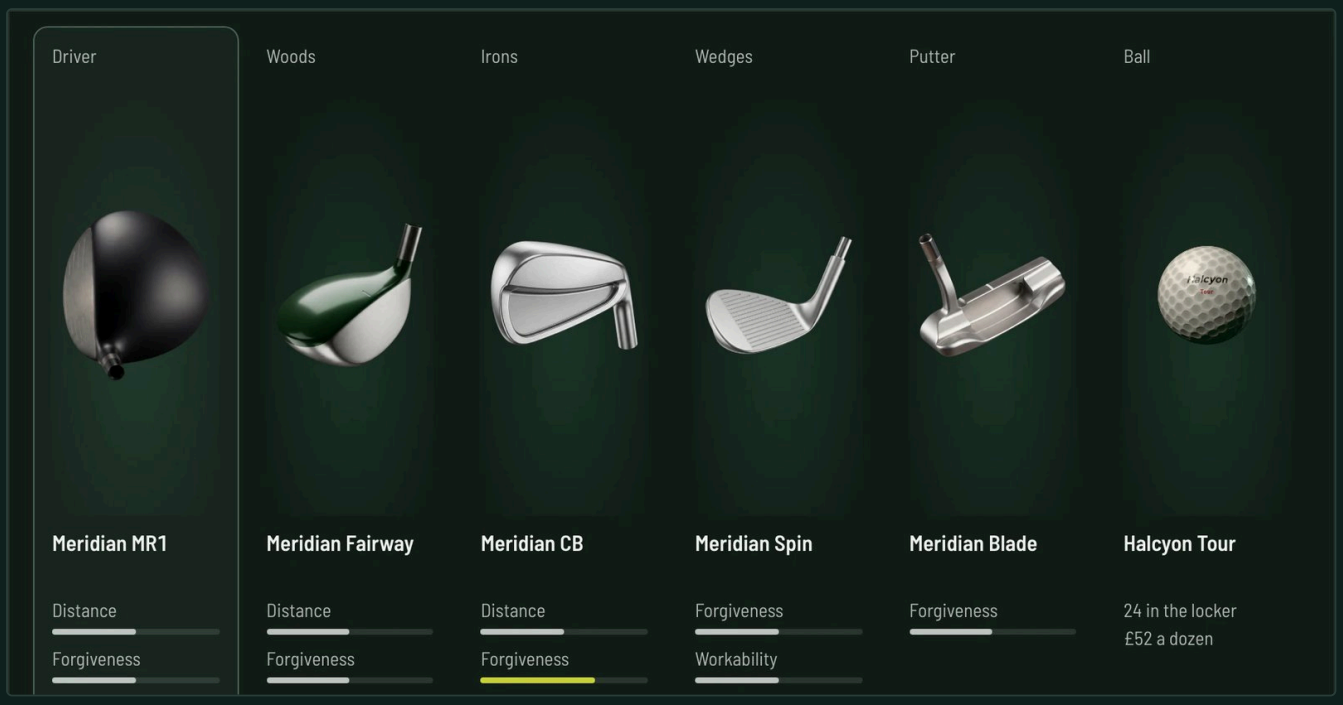
Worth knowing

A niggle clears on rest days and nothing else. Playing carefully does not count.

A clue

If a letter says your back is talking, count the drivers you have hit flat out lately.

Fourteen clubs, and why the dearest is rarely the answer



The bag. *The starter set, all Meridian, and what each club does for you.*

Every club in the shop says what it wants from a swing. Whether it suits yours is a fitting question, not a price.

You carry ten to fourteen, and the putter stays. At the long end you pick a 2 iron, a hybrid or a 7 wood: they carry about the same and fly very differently. Once a round starts, the bag is locked.

Book a fitting and the bay is yours for thirty days: a launch monitor on the driver, a choice of loft, shaft and ball, and a verdict. Clubs wear, wedges first. Balls come by the dozen in five models, and the one ball rule applies.

The pro shop holds sixty clubs from seven makers. There is a wardrobe, and you can design your own kit and your own ball. The clothes change nothing about the golf. A sponsor will notice them all the same.

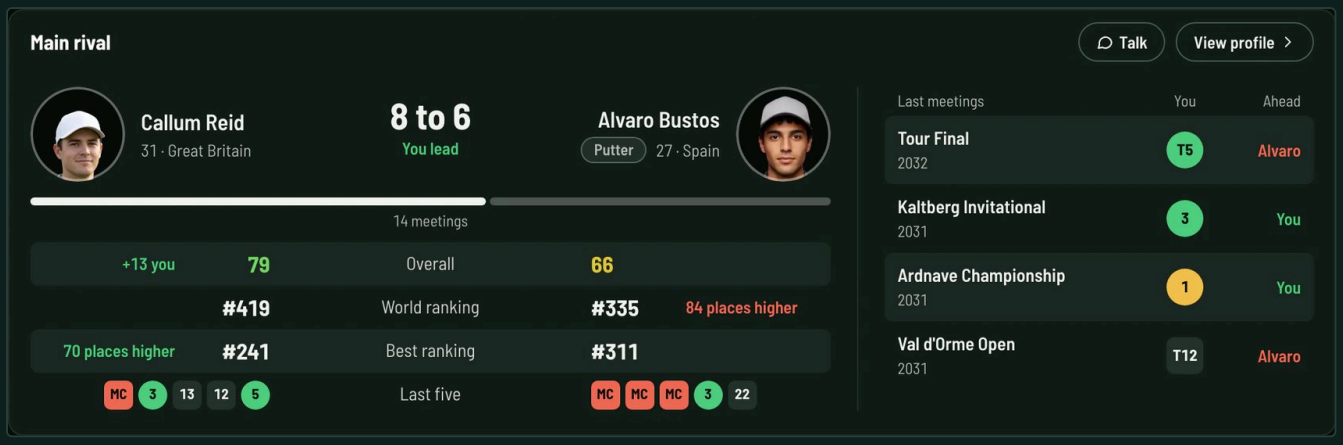
A clue

A fitting grades every club in your bag. Until then you are taking the shop's word for it.

Worth knowing

A forgiving head straightens the ball. It also refuses to bend it when you ask.

Nobody is written as your rival



The main rival. *Eight meetings to six over fourteen, and the last four.*

A rival is whoever the results keep putting beside you. You can talk to them, about the record between you, with a word of respect, or to needle them before a week you are both in.

Your team is four seats: a caddie, a coach, a trainer and a nutritionist, each paid every week you play. The caddie matters most. They learn a course in a couple of weeks and get better the longer you stay together, and on the course you can ask them about the hole, where you stand, or how you are hitting it.

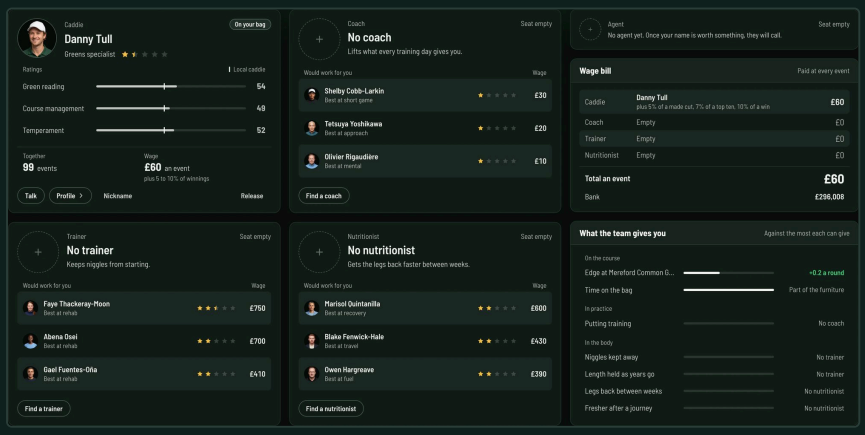
The press are eight people, and they remember. They want a word before a week, after a round and when a story is building. Each answer is judged on its tone, and nothing tells you beforehand which is the right one. Once a week you can give a statement of your own.

Worth knowing

A caddie who likes you tells you one more true thing than you asked for. One gone cold says less and less.

A clue

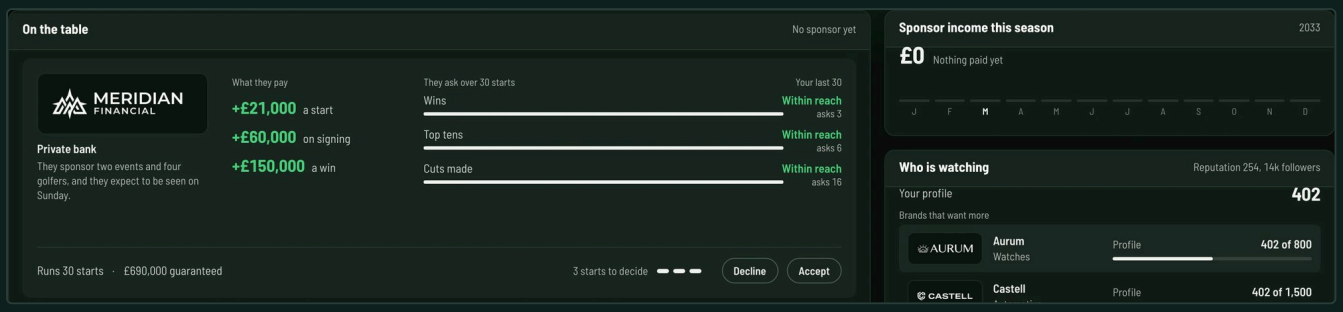
When a reporter asks who the one to beat is, the names on offer sit either side of you.



Your team. *Each empty seat lists who would work for you.*

07 Money

Every week is paid for before it pays



Two offers on the table. *What each pays, what it asks for, and three starts to decide.*

Entry, travel and the beds come out first. The cheque, if there is one, comes on Sunday night.

The bank is sterling and it matters at every rung. Costs climb with the purses, and a week that cannot be paid for cannot be played.

Sponsors arrive as your name reaches them, six brands from Ridgeway Motors up to Castell. An offer lapses after three events. A deal pays per start, on signing and per win, and asks for wins, top tens and cuts in return. Fall short and it goes under review. Club makers make offers of their own, for their driver, their irons or their ball.

As the name grows, paid days arrive: clinics, appearances, shoots, pro-ams, exhibitions and corporate days. Each costs a day and some legs.

Worth knowing

A sponsor under review holds back its bonuses until you hit the target it names.

A clue

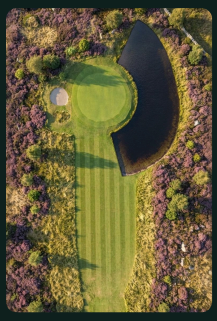
Of all the paid days, the corporate day pays best. Ask yourself why.

A typical purse, rung by rung, drawn to scale

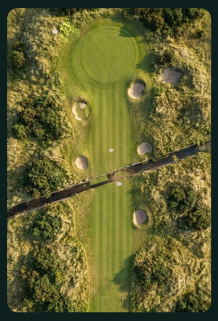


The first three rungs barely register. That is the point.

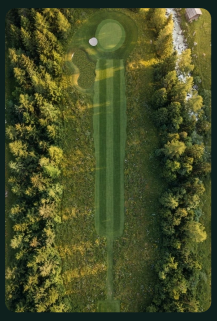
Thirty-six courses, and no week plays the same twice



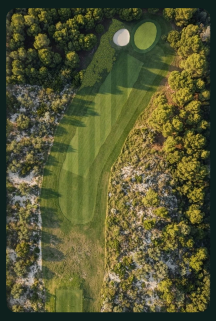
Holbeck Moor
14th, par 3, 166



Inverdon Links
7th, par 5, 527



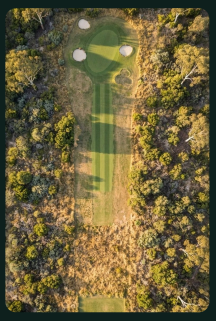
Hochgrab
1st, par 4, 392



Akyar Coast
1st, par 4, 406



Coyote Flat
1st, par 4, 450



Barrangool
1st, par 4, 366

Every course has its own eighteen holes, painted from above off its own map.

They run from a municipal by a Lancashire river to the Nevada desert, through links, heath, parkland and the high Alps. Each visit is set up for that week: firm and fast after a dry spring, soft after a wet one.

The weather comes the way a caddie says it: **16 mph SW · Showers · Firm**. A windy week tends to be a wet one, and Thursday's rain is still in the ground on Sunday. The first two rounds go out in two waves, and the weather can turn between them.

On a free day you can book a tee time at any course, open to you or not, and play it. Nothing about it counts, except what you learn about the course.

The caddie's words

Sky	*Dry, Damp, Showers, Rain, Heavy rain*
Ground	*Soft, Holding, Fair, Firm, Running*
Greens	*Slow, Steady, Quick, Slick*

Worth knowing

A morning start in the first round means an afternoon in the second. Check the tee time before the forecast.

A clue

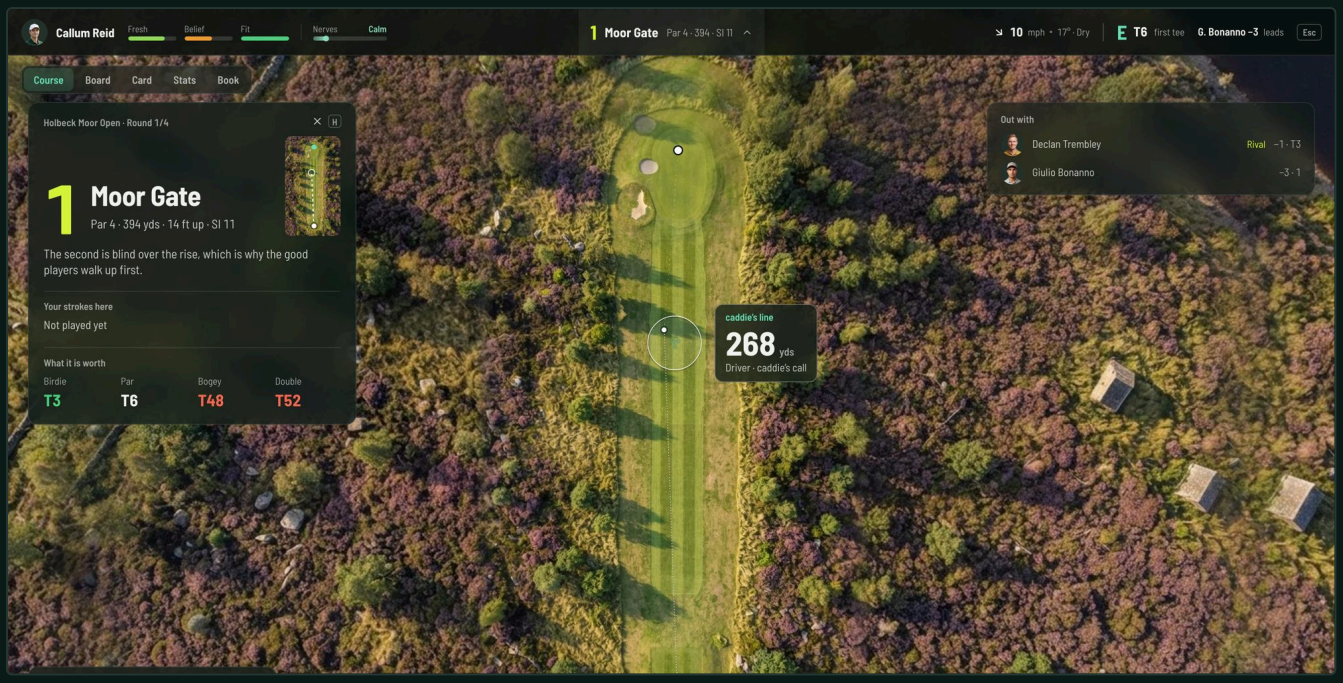
Some golfers play a windy links better than their numbers say. Look at where they grew up.

Worth knowing

A booked round counts as a round walked when the tour comes to that course. From the back tees it counts for more.

09 On the course

The caddie's call, or your own



Moor Gate, the 1st at Holbeck Moor. *The hole card, the caddie's line of 268 yards with the driver, and one act to tee off.*

There is no swing meter. You make the decisions a professional makes, and your golfer hits it the way a golfer of that ability, in that form, on that lie, in that wind would.

A round starts on the first tee with three choices. A game plan: safe, balanced or bold. An effort: measured, normal or everything, which buys a little golf today with legs you will want later. And a warm-up, which helps the opening holes. Then play every shot, watch the caddie play them, or sim straight to the card.

On each shot the caddie offers a club, a line and a shot. Take it, or change it: a draw or a fade, high or low, smooth or flat out. The landing zone comes from the same model that plays the shot, so it cannot flatter you. When it matters, the nerves climb from calm to racing.

Worth knowing

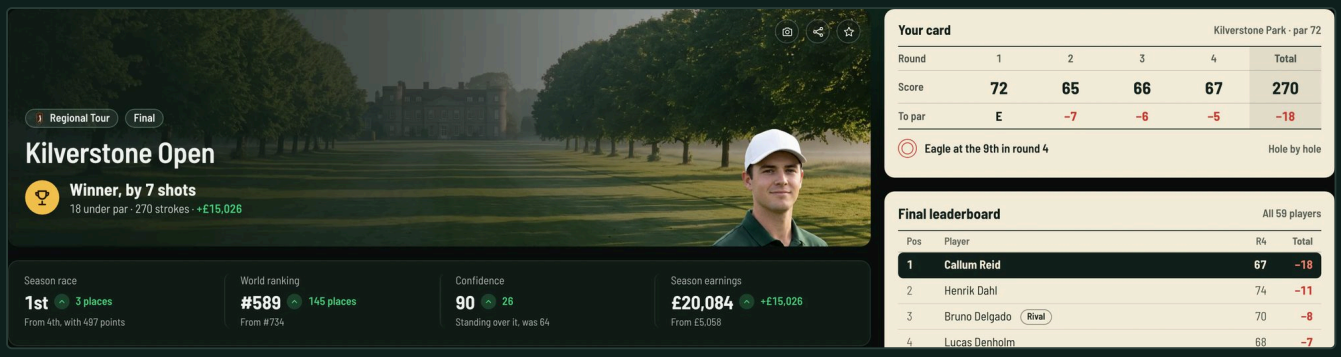
A caddie never gives you a percentage. "More often than not" and "now and again" are as precise as it gets.

A clue

The warm-up lasts four holes. Look at what the first four are.

10 After the round

Every round ends on paper



The Kilverstone Open, won by seven. *And what it moved: the race, the ranking, confidence, the money.*

No round counts until you sign the card, by hand, on the line. There is no stamp, and no getting out of it.

The round is read back in a few plain lines rather than a spreadsheet. Missed a few you should hole. The short game saved you. The irons came back.

Then everything moves at once: the season race, the world ranking, confidence, the bank, your goal, and a card for the binder if you earned one. The press may want a word. You can watch the highlights, keep the moment in a scrapbook, or share it.

Rounds feed back into the golfer too. A week above your own normal nudges the skills you showed. A poor one takes a little off. Not much, and not for long.

Worth knowing

Season points, ranking points and prize money are three scoreboards. A week can be good on one and poor on the others.

A clue

Tell the press you are going to win, and you had better.



The card, *birdies circled, bogeys boxed, marked by a playing partner.*



11 The big weeks

The weeks a career is measured by

Atlantic Championship	The links major, in April. More wind, firmer ground.	**The Atlantic Ewer**
Summit Invitational	May, in the Alps. Glass greens all week.	**The White Scarf**
Ravensmoor Open	June. Long rough, quick greens, the hardest week of the year.	**The Iron Salver**
Grand Championship	July. Soft greens and the rough cut back: a birdie week.	**The Abbey Bell**

You get into a major with a World Tour card, a place in the world's top sixty, the lead in your tour's race, or a win that season. Win one and you are in it for life. The Grand Championship also keeps an open road: three stages of qualifying for anyone with the entry fee.

Stableford

One week a season on every tour. Points against par, and on the tours a bad hole costs points.

Match play

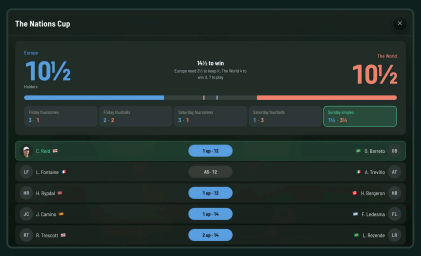
The top sixteen on the Continental and World Tours. One match a day; lose and you go home.

Pairs

Best ball and foursomes, with the nearest-ranked free golfer from your own country.

The Nations Cup

Europe against The World each September: eight a side from the world ranking, four captain's picks, and 14½ to win.



Level on 10½, *Sunday afternoon.*

A clue

On the tours a stableford birdie earns two and a double costs three. Do the sum before the par 5 with water short.

A clue

Play long enough, and well enough, and one year the letter about the cup is not asking you to play.

Things a careful player finds



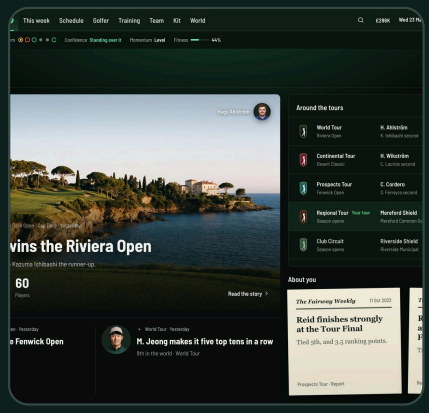
The days reel

When Continue crosses a few days, a calendar counts them past with what happened and where the legs are.



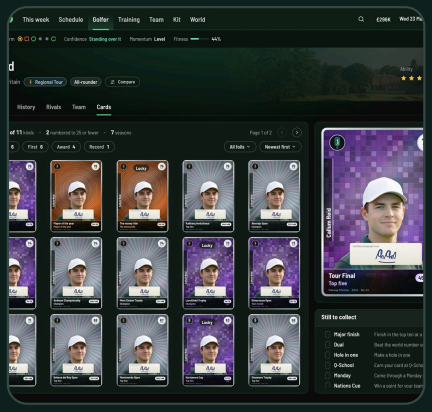
Search

Any golfer, event, course or tour, a few letters away.



Sunday in sixty

Every week the whole world's golf, card by card, in about a minute.



The binder

Cards earned by what happens and never bought. Some are numbered. The rarest is one of one.



The records book

Your bests beside every tour's, and course records with a name against them.



Moments

A tight finish saved as a code, to play again from the same spot in the same wind. Nothing in them touches your career.



Goals

Right now, this season, this career, and legacy. Read off what you have done, never handed out.



The tee sheet

Book a round on a free day, early or at twilight, and ask a friend or a rival to make up the group.



And the rest

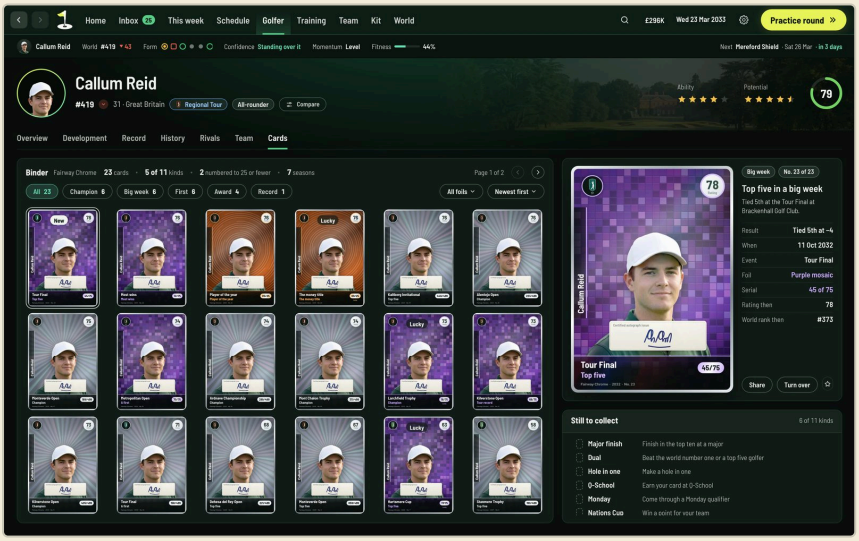
A home course of your own, a nickname for your caddie, a scrapbook, and a compare button on every golfer's page.

Seasons end. The record stays.

When the last Sunday is played, the season is read back: the year against the one before, what you kept after costs, the goals met and missed, a word from the coach, and awards night for the tour.

Then the winter, in four steps. The coach reviews the year and offers a plan. You set two or three goals. You pick a camp: warm weather brings the timing back, a fitness block saves the legs, a short game school does what it says, and a winter at home leaves the swing rusty in spring. Then kit day. If a card is there to be won, Q-School comes first.

A career runs through five eras, rookie to twilight, and ends when you say so. Retirement is offered from thirty-six and never forced. At fifty the Seniors Tour writes. There is a legacy from unproven to legend, and a Hall of Fame with four ways in.



The binder. *And what is still to collect.*



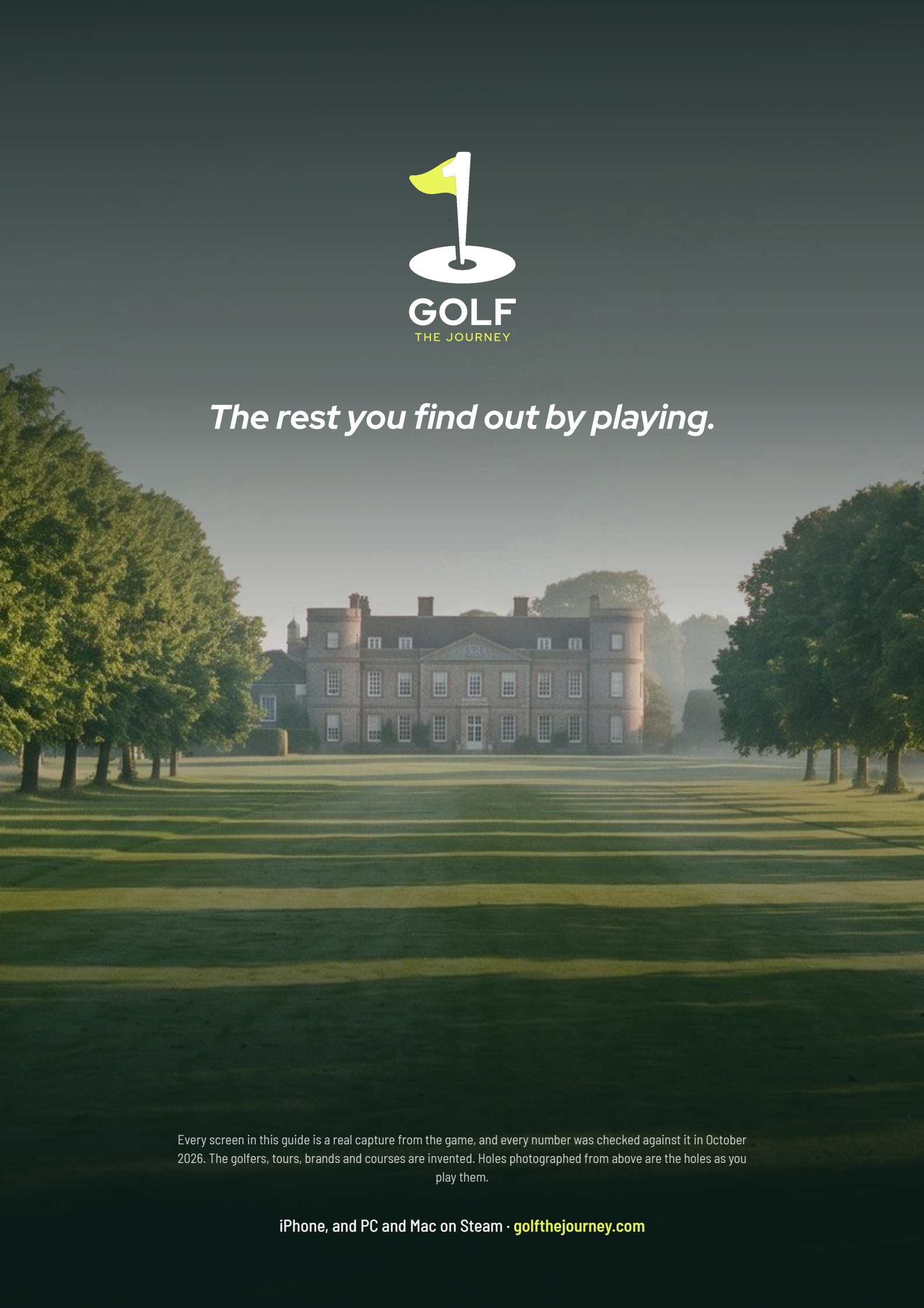
The record. *Every season as a row.*

Worth knowing

Nerve is the one thing the years do not take.

A clue

Fifteen wins gets you into the Hall. So will far fewer, of the right kind.



Every screen in this guide is a real capture from the game, and every number was checked against it in October 2026. The golfers, tours, brands and courses are invented. Holes photographed from above are the holes as you play them.

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