

Golf Dice

Players: 2+

Ages: 8 +

Materials

Provided:

1 six sided die.

1 ten sided die (0 side represents 10)

Recommended:

1 pencil

1 piece of scratch paper

How to Play

To start all players decide on how far away they want the golf hole (50 yards makes a quick game).

Next each player rolls the ten sided die. The player with the lowest role goes first, then play

progresses in clockwise order.

The first player chooses whether they want to swing with their putter or their driver. The 6 sided die is the putter and the 10 sided die is the driver. Then the player chooses how they want to swing, careful, normal or powerful. A careful swing means you take the value of the die roll and divide it by 2 (rounded up) and add that to your score. So if a player rolled a 3 they would add 2 to their score. A careful swing always counts as 1 swing.

A normal swing means the player adds whatever they roll to their score. However if a player rolls a 4 on a 6 sided die or a 3 or 7 on a 10 sided die that roll

counts as 2 swings instead of 1.

A powerful swing allows the player to call odds or evens before they swing. If the player then rolls a corresponding number the distance they move is twice the face shown. So if a player calls evens and rolls a 0 on a 10 sided die they move 20 yards in just 1 swing! If the player instead rolled a 9 they would not move at all and the swing would cost them 2 swings in total.

After the player swings they add the yards they moved to their total and add how many swings they took (1 or 2 depending). Play then proceeds to the next player. The player to

have their total yards equal how many yards away the hole is with the lowest amount of swings wins! If a player moves beyond the hole they still have to try to reach the number exactly. So if a player ends up with 54 yards on a 50 yard hole they are still 4 yards away from the hole. They may try to cover this difference on their next swing(s).