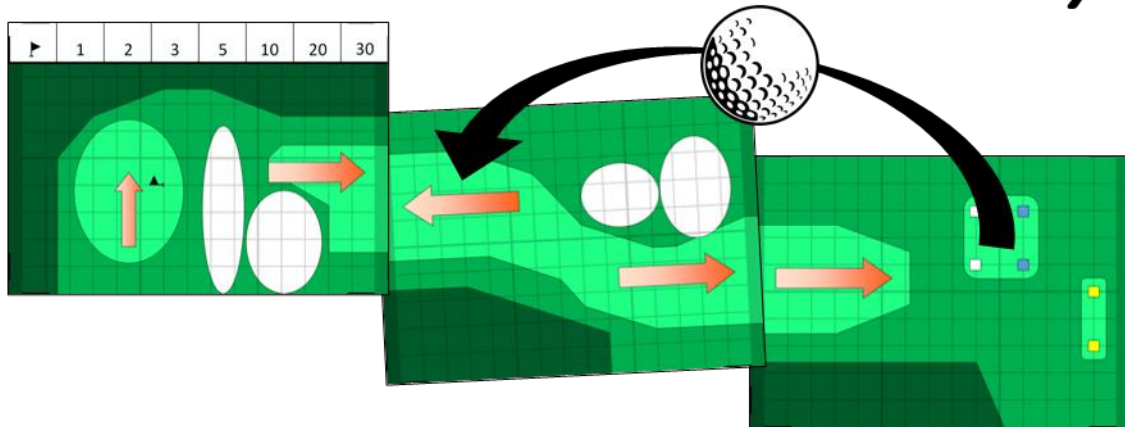


Dice Golf: *Putt-and-Play*



Objective

The objective of the game is to earn the lowest number of total **strokes** after playing 18 **holes** of dice golf. Players earn a **stroke** every turn as they attempt to move the ball closer to, and eventually in to, the cup at the end of the **hole**. Players must weigh the benefits of avoiding hazards with short, easy shots against the potential to shave a **stroke** off their score by taking riskier, longer shots.

On each player's turn, they pick a club and determine the exact shot they are trying to hit, optionally adding more risk to increase their distance. Then, based on the risk, difficulty, and length of the shot, dice are used to affect the loft, curve, bounce, and roll of the ball into its final resting position.

Components

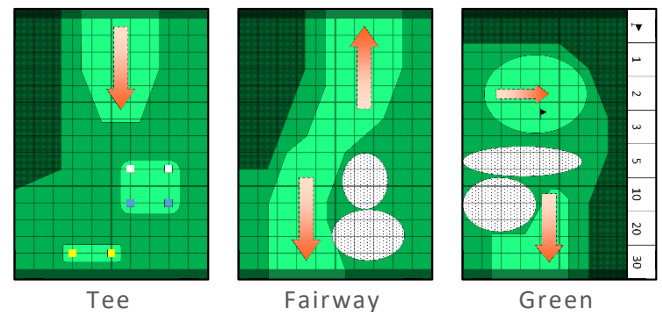
Standard Components and Markers

- 5 x standard 6-sided dice
- 4 x player marker tokens (small cube)
- 12 x mulligan tokens (poker chips)
- 1 x pencil

Cards

- 2 x tee cards (double sided)
- 4 x fairway cards (double sided)
- 2 x green cards (double sided)
- 1 x score card

Printing out the attached reference sheet is highly recommended – this game has several important lookup tables and reference charts



Game Setup

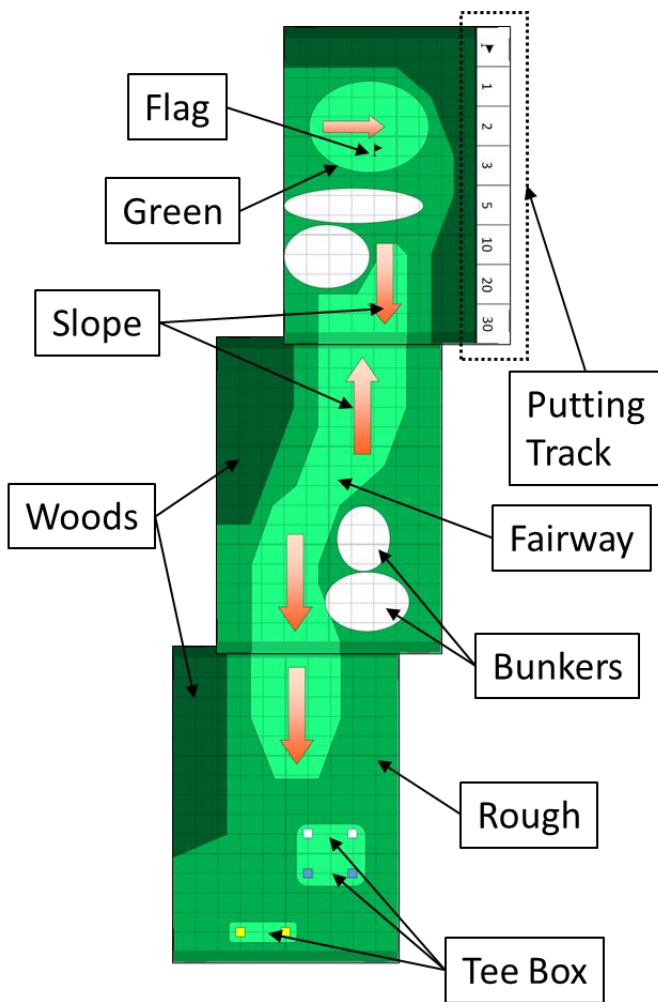
Each player is given a colored token to track their position on the cards, along with three **mulligan tokens**. Write each player's name on the scorecard.

If a specific course layout is to be played (see appendix) then it is decided ahead of time. Otherwise, determine the **par** value (3,4,5, or rarely 6) for each of the 18 holes ahead of time (typically with an average par value of 4 for the course). The **par** value determines how many cards are used to construct the hole (one less card is used than par).

Hole Setup

Construct the Hole

1. See the score card to determine the **par** for the hole (3,4,5, or rarely 6)
2. Deal one tee card and one green card randomly, on a random side
3. For each **par** above three, deal one fairway card randomly, on a random side
4. Arrange the cards so that the fairways line up at the borders between cards



Place Tokens on Tees

Player maker tokens are always located on vertices of the grid. They start each hole at the vertex between a set of colored tees.

1. If a player has fewer total **strokes** than every other player, they place their token on the farthest tee spot
2. If a player has more total **strokes** than every other player, they place their token on the closest tee spot
3. All other players place their token on the middle tee spot

Play Order

- Each player's turn counts as a **stroke** – *because turns are not taken in order, players must keep a mental tally of strokes taken so far on the current hole*
- The player who is farthest from the hole has 'honors' and takes the next turn – play continues at the current hole until all players have 'holed-out' while putting or accumulated par+3 strokes on the hole (triple bogey)
- When starting a new hole, 'honors' go the player who scored highest on the previous hole

On a Player's Turn

1. If your token is in the water or out of bounds (outside of the card grid):
 - Move the token to the edge of the hazard 'at the point where it entered the hazard' – *use your judgement and get consensus from all players*
 - Add one extra stroke, as a penalty, to your score for this hole
2. If your token is on the **putting track**, see the **Putting** section, otherwise, see the **Lofted Shot** section

Playing a Hole - Lofted Shots

Lofted shots are used to advance the player's token along the hole, with the ultimate goal of getting it onto the green as close to the flag as possible. Players target a specific destination on the hole with each shot, but the final position of the ball is impacted by other factors:

- Swing Dice add or subtract distance to the shot, or increase the *risk* of the ball curving sideways in the air
- Curve Dice (and the shot's curve risk) determine how much the ball moves laterally while in the air
- Run Dice add distance to a shot by letting it bounce or roll in the direction of motion after it lands

Club Selection (Carry Distance)

1. Pick a target location on the hole – your shot will land here (and possibly bounce/roll onwards) if your swing is perfect!
2. Count the **Carry Distance** from your current location to your target location: 10 yards per grid mark in either direction, or 15 yards on a diagonal (rounded down to the closest multiple of 10 yards)
3. Consult the club chart based on the **Carry Distance** to determine the club being used and the associated swing and risk dice
 - Not all clubs can be used from every terrain – see *base curve risk chart*
 - Players can elect to add extra distance to a given club in exchange for an extra **curve risk** for every 10 yards added (max of 5 total curve risk)

Carry Distance	Club	Swing Dice	Run Dice
220+	Driver	5	5
210	2-Wood	4	5
200	3-Wood	4	5
190	4-Wood	3	5
180	5-Wood	3	4
170	2-Iron	3	4
160	3-Iron	3	4
150	4-Iron	2	3
140	5-Iron	2	3
130	6-Iron	2	3
120	7-Iron	2	2
110	8-Iron	2	2
100	9-Iron	2	2
40-90	Low-Wedge	1	1
10-30	High-Wedge	0	0

4. Move your token to the target location

Swing Dice

- Roll a number of dice based on the value of the **Swing Dice** column in the club chart
 - Add an additional die if hitting from woods or bunker
- Interpret the results of each die individually by using the swing die chart:

Die Value	Effect
1	-10 yards carry distance
2	+10 yards carry distance
3	+1 curve risk
4	+1 run die
5	Nothing
6	Nothing

3. Move your token forward or backward depending on the total modification to the **Carry Distance**

Curve Dice

- Determine your base **Curve Risk** level from the terrain at the starting point of the shot and the club used:

	Wedge	Iron	Wood	Driver
Tee Box	1	1	2	2
Fairway	1	1	2	N/A
Rough	1	2	3	N/A
Woods	2	4	N/A	N/A
Bunker	2	4	N/A	N/A

- Add any additional **curve risk** earned from the swing dice or extra club distance to determine the total **curve risk**
- Roll two curve dice and add their values, then consult the row on the curve chart corresponding to the curve risk of the shot to determine the **total curve** of the shot

Risk	2	3	4	5	6	7	8	9	10	11	12
1	Orange	Yellow	Green	Green	Green	Green	Green	Green	Yellow	Yellow	Orange
2	Orange	Orange	Yellow	Yellow	Green	Green	Green	Yellow	Yellow	Orange	Orange
3	Red	Orange	Yellow	←	Green	Green	→	Yellow	Yellow	Orange	Red
4	Red	Red	←←	←	Black	X	→	→→	Red	Red	Red
5	Grey	←←←	←←	Yellow	Black	X	Yellow	Yellow	→→→	Red	Grey
6	←←←←	Red	Red	Yellow	Black	X	Yellow	Red	Red	→→→→	Grey

- Move your token left or right a number of grid spaces based on the **total curve** result (the number of arrows associated with that color)
 - If the token is now in sand or water end your turn
 - Rolling a 7 at risk level 4 and above is a complete miss – *move your token back to its starting position! Unless you started in woods, immediately end your turn*

Run Dice

- Roll a number of dice based on the value of the **Run Dice** column in the club chart
- Determine the total **bounce distance** and total **roll distance** based on the value of each individual die according to the run die chart:

Die Value	Effect
1	+10 yards bounce
2	+10 yards roll
3	+10 yards roll
4	Nothing
5	Nothing
6	Nothing

- Move your token forward (or backward if your token is in the woods!) based on the total **bounce distance** – *if the token is now in woods, sand, or water end your turn*
- Move your token in the same direction as the bounce based on the total **roll distance**, one grid space at a time
 - If the ball is rolling over a zone with an arrow (slope) the ball moves 10 yards in the direction of the arrow for every 20 yards of **roll distance** – *red arrows indicated a sloped zone extending only from base to tip in length, and a width of two grid points on either side*
 - You need twice as much **roll distance** to move out of a grid space located in the rough
 - If at any point you roll into woods, sand, or water end your turn
- If your ball occupies the same space as the pin at any point during the run phase after a shot with a curve risk of 1 then roll a pair of dice. If the total is 2 (double ones) then you immediately hole-out - *remove your token because you have completed the hole!*

On the Putting Green

If your token is currently on the green, move it to the putting track on the green card based on its distance from the flag

- Distance is calculated as 10 yards per straight grid space, 15 yards per diagonal, with the total rounded down to the closest 10 yards
- If the token is on the same grid space as the flag then set its location on the putting track based on the curve risk of the shot (including any modifiers):
 - 3+ Curve Risk:** 5 yards
 - 2 Curve Risk:** 3 yards
 - 1 Curve Risk:** 10 yards, and immediately take a stroke-free putt

Finishing a Hole - Putting

Putting takes place on the putting track along the side of the current green card. When putting players continue to try and advance their ball to the flag, with the ultimate goal of sinking their putt ('hole-out') and finishing the hole.

- Roll a pair of dice and add their values to calculate your putting accuracy
- Calculate your new position on the putting track based on your starting distance (row) and putting accuracy (column) in the putting chart:

Distance	2	3	4	5	6	7	8	9	10	11	12
1 yard	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
2 yards	Green	Green	Green	Green	Hole-out!			Green	Green	Green	Green
3 yards	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	1 yard
5 yards	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
10 yards	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	2 yards
20 yards	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	3 yards
30 yards	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	5 yards

- Move your token to the new position on the putting track (the yardage associated with that color) - *if you*

hole-out, remove your token because you have completed the hole!

End of Hole

After all players have finished putting the hole is complete.

- Record the number of strokes earned by each player on the score card
- Each player earns a mulligan token for every stroke they earned less than the par value for the hole
- Pick up all the hole cards and return them to their respective piles

Mulligans

If a player is ever unhappy with their own dice roll, they can elect to spend one of their **mulligan tokens** to reroll any number of the dice from that roll, leaving the remainder unchanged. The new result must be used, and a second **mulligan token** cannot be spent on this roll.

At 'the turn' (after hole #9) each player earns one **mulligan token** for every additional stroke they have scored compared to the current winner. However, a player can never have more than three **mulligan tokens** in their possession at a time.

Scoring

You earn one **stroke** for every turn that you take in a hole. These strokes are recorded on the score card throughout the game. At the end of the game, the player with the fewest **strokes** wins.

Quick Reference Guide

Lofted Shot Sequence

- Select club (**carry distance**), then move token
 - 10 yards per straight grid, 15 diagonal (round down)
- Roll and evaluate **swing dice**, then move token
 - +1 swing die if hitting from woods or bunker
- Roll and evaluate **curve dice**, then move token
 - +1 curve risk per 10 extra yards with a club
- Roll and evaluate **run dice**, then move token
 - Distances are affected by terrain and slope

Hazards and Terrain

- Water, Off-Card:** Add one stroke penalty, move token to the edge of the hazard where it entered
- Bunker:** no bouncing or rolling
- Woods:** bounces are backwards, no rolling
- Rough:** half-speed rolling
- Green:** roll for hole-out if run takes the ball over the pin

Club Chart

Carry Distance	Club	Swing Dice	Run Dice
220+	Driver	5	5
210	2-Wood	4	5
200	3-Wood	4	5
190	4-Wood	3	5
180	5-Wood	3	4
170	2-Iron	3	4
160	3-Iron	3	4
150	4-Iron	2	3
140	5-Iron	2	3
130	6-Iron	2	3
120	7-Iron	2	2
110	8-Iron	2	2
100	9-Iron	2	2
40-90	Low-Wedge	1	1
10-30	High-Wedge	0	0

Swing Die Chart

Die Value	Effect
1	-10 yards carry distance
2	+10 yards carry distance
3	+1 curve risk
4	+1 run die
5	Nothing
6	Nothing

Base Risk Chart

	Wedge	Iron	Wood	Driver
Tee Box	1	1	2	2
Fairway	1	1	2	N/A
Rough	1	2	3	N/A
Woods	2	4	N/A	N/A
Bunker	2	4	N/A	N/A

Curve Chart

Risk	2	3	4	5	6	7	8	9	10	11	12
1	Orange	Yellow	Green	Green	Green	Green	Green	Green	Yellow	Yellow	Orange
2	Orange	Orange	Yellow	Yellow	Green	Green	Green	Yellow	Yellow	Orange	Orange
3	Red	Orange	Orange	←	Green	Green	→	Orange	Orange	Orange	Red
4	Red	Red	←←	Yellow	Black	Black	→→	Orange	Orange	Red	Red
5	Grey	←←←	Red	Orange	Black	X	Orange	Orange	→→→	Red	Red
6	←←←←	Red	Red	Orange	Orange	Orange	Orange	Red	Red	→→→→	Red

Run Die Chart

Die Value	Effect
1	+10 yards bounce
2	+10 yards roll
3	+10 yards roll
4	Nothing
5	Nothing
6	Nothing

Landing on the Green

Distance from flag: 10 per straight grid, 15 per diagonal, rounded down – or if landing directly on the flag:

- 3+ Risk:** 5 yards
- 2 Risk:** 3 yards
- 1 Risk:** 10 yards, immediately take a stroke-free putt

Putting Chart

Distance	2	3	4	5	6	7	8	9	10	11	12
1 yard	Yellow	Green	Green	Green	Green	Green	Green	Green	Green	Yellow	Yellow
2 yards	Yellow	Yellow	Green	Green	Hole-out!	Green	Green	Green	Yellow	Yellow	Yellow
3 yards	Yellow	Yellow	Yellow	Green	Green	Green	Green	Yellow	Yellow	1 yard	Yellow
5 yards	Orange	Orange	Yellow	Yellow	Green	Green	Green	Yellow	Yellow	Yellow	Orange
10 yards	Orange	Orange	Orange	Yellow	Yellow	Green	Yellow	Yellow	Yellow	2 yards	Orange
20 yards	Red	Red	Orange	Orange	Yellow	Yellow	Yellow	Yellow	Yellow	3 yards	Red
30 yards	Grey	Grey	Red	Orange	Orange	Yellow	Yellow	Yellow	Red	5 yards	Red

Mulligan Tokens

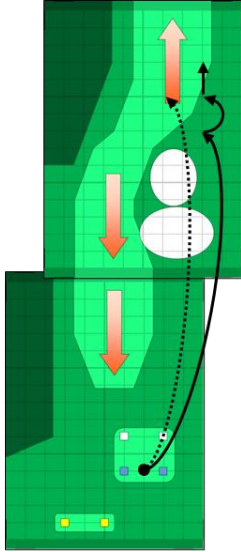
- Spend to re-roll any number of dice (keeping the remainder) once on a single roll
- Earned after completing hole #9, or when scoring under par on any hole

Example Hole Playthrough

Stroke One: Tee Shot

Starting from the middle tees, the target position for the first shot is just past the bunker, leaving a lot of room for error. The target is 200 yards down, plus 15 yards diagonal-right (rounded down to 210 yards target carry distance: using the 2-wood club).

- Swing Dice:
- Curve Dice:



The swing and curve dice caused the carry to land shorter (by 10 yards) of the planned target, in the sand trap bunker.

Curve Chart

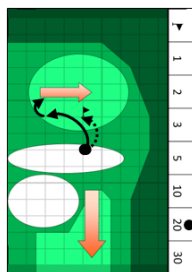
Risk	2	3	4	5	6	7	8	9	10	11	12
1											
2											
3											
4											
5											
6											

Because sand traps do not allow bounce or run, the turn ends here.

Stroke Three: Bunker Shot

The target carry for the third shot is the flag, which is just 20 yards down (20 yards target carry distance: using the high-wedge club).

- Swing Dice:
- Curve Dice:



The swing and curve dice caused the carry to land 20 yards to the left of the target, on the green.

Curve Chart

Risk	2	3	4	5	6	7	8	9	10	11	12
1											
2											
3											
4											
5											
6											

The swing and curve dice caused the carry (lofted portion of the shot) to land shorter (by 20 yards) and to the right (by 20 yards) of the planned target.

Curve Chart

Risk	2	3	4	5	6	7	8	9	10	11	12
1											
2											
3											
4											
5											
6											

- Run Dice:

The bounce advanced the ball 20 yards. It took 20 yards of roll (both dice) to move 10 yards out of the rough and into the fairway, then the slope (arrow) caused the ball to roll an additional 10 yards.

Stroke Two: Fairway Shot

The target carry for the second shot is the space just in front of the flag, hoping that the run pushes it in for a birdie! The target is 100 yards down, plus 15 yards diagonal-left (rounded down to 110 yards target carry distance: using the 8-iron club).

- Swing Dice:
- Curve Dice:

2023-08-13

- Run Dice:

The run dice caused the ball to bounce an additional 10 yards on the green (the slope arrow is ignored for bounces). The ball is now on the green 25 yards from the hole, so it is moved to the 20 yard space on the putt tracker.

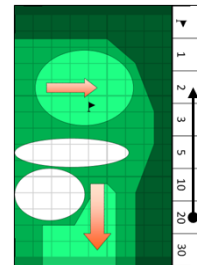
Stroke Four: Putt

The putting dice were rolled:

Putting Chart

Distance	2	3	4	5	6	7	8	9	10	11	12
1 yard											
2 yards											
3 yards											
5 yards											
10 yards											
20 yards											
30 yards											

The token was advanced to the two yard space on the putting tracker.



Stroke Five: Putt

The putting dice were rolled:

Putting Chart

Distance	2	3	4	5	6	7	8	9	10	11	12
1 yard											
2 yards											
3 yards											
5 yards											
10 yards											
20 yards											
30 yards											

The token was removed from the card and the player scored a five (on a par 4 hole).

Analysis

The player took a risk on stroke two to try and complete the hole in three strokes (which would earn a mulligan token!) but it did not work out well.

On stroke two, maybe the player should have spent a mulligan token to re-roll their on the swing die. Or maybe the player should have been less greedy and aimed straight for the pin, almost guaranteeing at least par (4) for the hole. What would you have done differently?