



Dice Golf



Materials:

- Pencils
- Score Sheet
- 3 Dice per Resident Pair

Goal:

To be the resident with the lowest score after all 18 holes!

Playing the Game:

Take turns rolling all three dice, beginning on Hole 1 of your score sheet. Each roll counts as one stroke. You want to roll either a pair or three of a kind to end your turn. At the end of your turn, count the total number of strokes and mark it on your score sheet. The numbers rolled determines the score of your stroke(s) for each hole. Continue playing until all 18 holes have been rolled and scored.

Scoring:



ALL DIFFERENT = 1 (stroke)

Each time you roll all different numbers, this counts as a stroke (**1**).

Keep rolling all three dice together until you get a pair or a birdie.

Your turn ends only when you roll a pair or a birdie.



A PAIR = 0 (par)

When you roll a pair, your turn automatically ends as you have made par!

Mark your stroke score as (**0**) for the hole being played. The next player now takes their turn.



THREE OF A KIND = -2 (birdie)

If you roll a birdie on your first roll, your turn ends and you mark your score as (**-2**) on your score sheet.

If you roll a birdie after your first roll, **subtract 1** from your total stroke score for the hole being played.

The next player now takes their turn.