Golf! - The Board Game

Objective:
Finish the 9-hole course in fewer rolls of a die than your opponent.
Think Golf: Each roll counts as a stroke, and lowest score wins!

What You'll Need:
One 6-sided die, one small object as your ball (cotton ball or pebble), pencil, paper to make your scorecard (see example below)

Rules of Play:

1. Begin at hole 1. Take turns rolling the die to determine where your ball lands. Once you and your opponent complete a hole, move on to the next hole. Repeat this until you complete all 9 holes.
2. Youngest player rolls first on Hole 1. For each of the following holes, the player with the lowest score on the previous hole has the honor to roll first. If there was a tie, youngest player rolls first.
3. You have to roll a 1 in order to hole out. If you roll a 1 on your first roll, it's a 'Hole in One' and you've completed that hole!
4. If at any time you roll a 2, you've landed in a bunker. Add a penalty stroke to your score for that hole. In other words, rolling a 2 is worth 2 strokes.
5. Once you land on the green, you stay on the green until you roll a 1. In other words, once you land on the green, you cannot be penalized for rolling a 2/bunker.
6. The maximum number of rolls for each hole is 6, so even if you never roll a 1, you move on to the next hole after 6 rolls of the die. However, your score can be higher than 6 for each hole if you rolled a 2 on that hole. For example, if you roll the die 6 times on hole 1, and three of the rolls were a 2, your score for that hole is a 9 (6 rolls + 3 penalty strokes = 9).
7. Keep score on your scorecard. You can tally your rolls as you go, if that helps you to keep track (see below).

Sample Scorecard:

	1	2	3	4	5	6	7	9	TOTAL
Player 1	III ③								
Player 2	IIII ④								