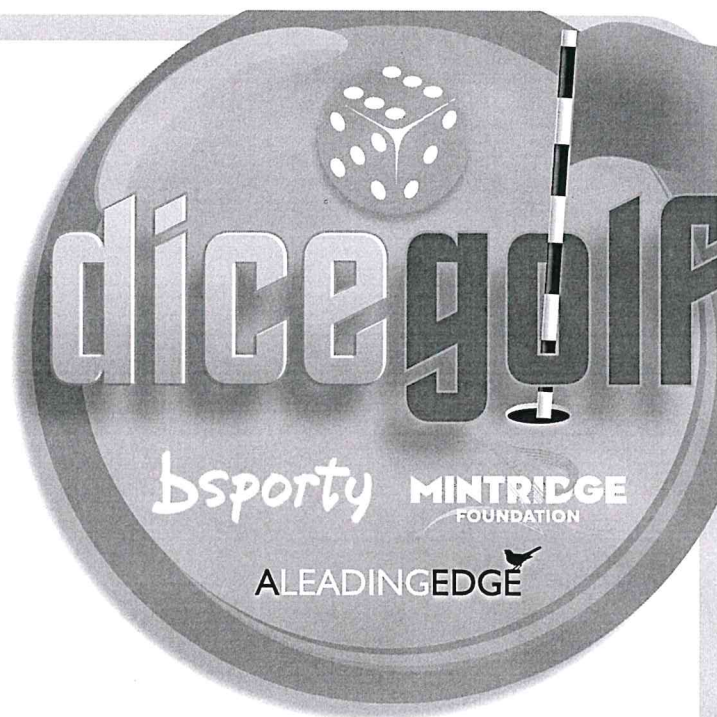


Playing the Game



Dice Sports are fantastic games for children, requiring just the game rules and a single dice in order to play. Games are designed to be suitable for a single player, two players or small groups. As the games are all based on chance, there is a level playing field allowing any age or ability to play with equal chance of winning.

The rules of the game are easy to follow, with the roll of a dice resulting in an outcome for the number rolled. The player needs to follow the outcome to see what happens next. The rules are split into sections, with each section split into individual parts numbered 1-6, which refer to the number rolled on the dice.

In Dice Golf, the hole always starts with the player on the Tee. To take the first shot, the player rolls the dice and follows the outcome which relates to the number shown on the dice. For example, if the outcome says, 'great shot! You are on the fairway', for that player's second roll of the dice for their second shot should refer to the 'on the fairway' section. Continue counting shots until the ball is putted into the hole. The player should add up the number of times they rolled the dice and count the number of putts to give a score for that hole.

When all the holes have been played, add up the individual scores for each hole to give a total for the player's round.

Good Luck!



The National Schools Dice Golf Championship



Please use this National Schools Dice Golf Championship scorecard in connection with the Dice Golf Resource pack, available from aleadingedge@hotmail.com. Enjoy your round!

Hole	Par	Name	Player A	Player B	Player C	Hole	Par	Name	Player A	Player B	Player C
1	4	Oak				10	4	Oak			
2	3	Fir				11	3	Fir			
3	4	Lime				12	4	Lime			
4	5	Beech				13	5	Beech			
5	4	Willow				14	4	Willow			
6	4	Birch				15	4	Birch			
7	3	Larch				16	3	Larch			
8	5	Sycamore				17	5	Sycamore			
9	4	Poplar				18	4	Poplar			

Out 36

--	--

In 36

Out 36

Par 72

Entrant Name (Player A): School:
Date: Age: Class:
Signed by (Player A): Initial: Surname:
Signed by (Player B): Initial: Surname:
Signed by (Player C): Initial: Surname:
Verified by (teacher): Print:



Local Rules

To play, you need a copy of the rules, a dice and a pencil.

If you are playing to enter a score into the National Dice Golf Championship, please ensure that you are playing with 2 or 3 other people in your class. As well as keeping your own score, you should keep the score of the person or people you are playing against, checking the scores are correct at the end of each hole.

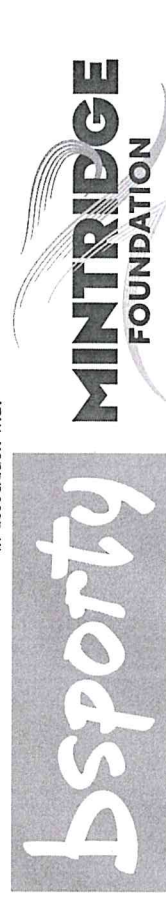
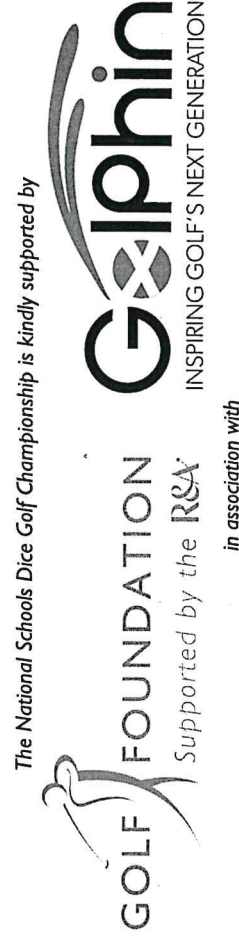
The easiest way to keep a track of the scores is to use a tally in the Player column in the hole row.

So you remember where you are on each hole at any one time, you can use a counter to place on the relevant rules section for the hole.

If you would like to submit your scorecard into the National Schools Dice Golf Championship, please complete the scorecard, ensure the details are all complete and correct. Scan or photograph the scorecard and email to aleadingedge@hotmail.com from a teacher's school account

The Championship table will be updated regularly throughout the week and can be viewed on www.bsporty.co.uk

We hope you enjoy Dice Golf!
Good luck, it's time to tee off!



www.aleadingedge.co.uk



To play, you need a dice, a pencil and scorecard. Start each hole by teeing off. To play your shot, roll the dice and follow the outcome as shown below. Every time you roll the dice, it counts as one shot, unless specified in each shot outcome.

How many shots does it take you to complete the course?

Good luck!



Par 3 Rules



Tee Off

1. Oh no... It's gone in the water! **Tee off** again
2. Great shot! Right in the middle of the green!

Putting

3. Get your Sand wedge.. it's in the **Greenside Bunker**
4. Amazing! It's right next to the pin! **Putting**
5. Through the back of the green **In the Rough**
6. **GET IN THE HOLE!!**

Roll again: Roll a 6 – Hole in one!

Roll a 1,2,3,4,5 – **Putting**



Green Side Bunker

1. Incredible – straight in the hole!
2. Out of the bunker but **In the Rough**
3. Onto the green, **Putting**
4. Onto the green, **Putting**
5. Out of this bunker but unfortunately into another **Greenside Bunker**
6. What a shot! It's right by the pin and you are **Putting**.



In the Rough

1. **GREAT SHOT!** You have chipped it straight into the hole!
2. Nice shot, **Putting**
3. Oops – into the **Greenside Bunker**
4. Nice shot, **Putting**
5. Well Played, now you are **Putting**
6. **GREAT SHOT!** You have chipped it straight into the hole!



On the Green, Putting

1. What a Putt! Down the hole in 1!
2. Nice putting, down the hole in 2
3. Well done, down the hole in 2
4. Oh dear, 3 putts
5. Great effort to get the ball in the hole in 2 putts
6. Amazing putt, down the hole in 1!

Par 4 Rules



Tee Off

1. Nice shot! The ball is on the **Fairway**,
2. That has gone a long way! Through the green and into the **Greenside Bunker**
3. Safely down the middle of the **Fairway**,
4. Unlucky bounce and the ball is in the **Fairway Bunker**,
5. Incredible shot! Onto the front of the green. **Putting**
6. You missed the fairway to the right. The ball is in the **Rough**.



On the Fairway

1. Wow! That is an incredible shot! You are **Putting**
2. Unlucky, the ball has just rolled off the green and into the **Greenside Bunker**
3. Bad luck but that is in the **Rough**
4. Shocking bounce! The ball is in the **Greenside Bunker**
5. Well done, onto the green. **Putting**
6. Great shot onto the Green. **Putting**



Fairway Bunker

1. Safely out of the bunker and onto the **Fairway**
2. Bad luck that is in the **Greenside Bunker**
3. Amazing, you have made it to the green and you are now **Putting**
4. Perfect shot! Right next to the pin. **Putting**
5. Wow! Incredible shot! On the Green and you are now **Putting**
6. Out of the bunker, but **In the Rough**.



In the Trees

1. Chip the ball out safely onto the **Fairway**
2. Oops.. bounced off a tree, but onto the **Fairway!**
3. Good distance out of the trees, but into the **Greenside Bunker**
4. A lucky bounce and onto the **Fairway**
5. Amazing Shot! You have found a way out of the trees and onto the green. **Putting**
6. Safely out of the trees and onto the **Fairway**



In the Rough

1. It was buried, but you hacked the ball out onto the **Fairway**
2. Safely onto the **Fairway**
3. WOW! You have got the ball onto the green. **Putting**
4. Well played. Onto the green and you are **Putting**
5. Great shot! On the green. **Putting**
6. That's gone a long way, but unfortunately the ball rolled into the **Greenside Bunker**



Greenside Bunker

1. Incredible shot! Straight in the Hole!
2. Oops! Still in the **Greenside Bunker**
3. Onto the Green, **Putting**
4. Get your putter! Onto the green and **Putting**
5. Shot! That is really close to the pin. **Putting**
6. Well played, on the green and **Putting**



On the Green, Putting

1. Fantastic putt, down the hole in 1
2. Well done, down the hole in 2
3. Nicely judged. 2 putts
4. Oh dear! 3 putts
5. Well done, 2 putts.
6. Amazing! Down in 1!

Par 5 Rules



Tee Off

1. Nice shot! The ball is on the **Fairway**,
2. Oh dear the ball has gone left and bounced into the **Trees**,
3. Well played, you have made it onto the **Fairway**,
4. An unlucky bounce and the ball has rolled into the **Fairway Bunker**,
5. Nice! Straight down the middle of the **Fairway**,
6. You missed the fairway to the right. The ball is in the **Rough**.



On the Fairway

1. Wow! That is an incredible shot! You are **Putting**
2. Unlucky, the ball has just rolled off the green and into the **Greenside Bunker**
3. Bad luck! That is in the **Rough**
4. Shocking bounce! The ball is in the **Greenside Bunker**
5. Well done, carry on down the **Fairway**
6. Great shot onto the Green. **Putting**



Fairway Bunker

1. Safely out of the bunker and onto the **Fairway**
2. Bad luck that is in the **Greenside Bunker**
3. Good progress up the **Fairway**
4. What a shot! safely on the **Fairway**
5. Wow! Incredible shot! On the Green and **Putting**
6. Out of the bunker, but **In the Rough**.



In the Trees

1. Chip the ball out safely onto the **Fairway**
2. Oops.. It bounced off a tree, but it's ended up on the **Fairway!**
3. Good distance out of the trees, but into the **Greenside Bunker**
4. A lucky bounce and onto the **Fairway**
5. Amazing Shot! You have found a way out of the trees and onto the green. **Putting**
6. Safely out of the trees and onto the **Fairway**



In the Rough

1. It was buried but you hacked the ball out onto the **Fairway**
2. Safely onto the **Fairway**
3. WOW! You have got the ball onto the green. **Putting**
4. Well played. Safely down the **Fairway**
5. Great shot! On the **Fairway**
6. That's gone a long way, but unfortunately the ball rolled into the **Greenside Bunker**



Greenside Bunker

1. Incredible shot! Straight in the Hole!
2. Oops! Still in the **Greenside Bunker**
3. Onto the Green, **Putting**
4. Get your putter! Onto the green and **Putting**
5. Oh No!! Across the green and into another **Greenside Bunker**
6. Well played, on the green and **Putting**



On the Green, Putting

1. Fantastic putt, down the hole in 1
2. Well done, down the hole in 2
3. Nicely judged. 2 putts
4. Oh dear! 3 putts
5. Well done, 2 putts.
6. Amazing! Down in 1!



GOLF SCORING SYSTEM

Every hole is given a 'Par' score, which is the number of shots it should take the golfer to complete. This is based on the length, in yards, of the hole. For example, a Par 3 is a shortest hole and the golfer is expected to complete that hole in three shots. A Par 4 is a medium length hole with a Par 5 being the longest hole on a golf course.

Par:

If the golfer completes a Par 3 hole in three shots, they are said to have made Par. Par also refers to the total number of shots expected to complete the course. For example, if the Par for a course is 72, a golfer completing the course in 72 shots is said to have gone round the course level Par.

Birdie:

If the golfer takes one less than the Par score to complete a hole, they have completed the hole in one under Par or scored a 'Birdie'. For example, a Birdie is taking three shots to complete a Par 4.

Eagle:

If the golfer takes two less than the Par to complete a hole, they have completed the hole in two under Par or scored an Eagle. For example, an Eagle is taking three shots on a Par 5, or a hole in one on a Par 3.

Albatross:

Very rare! If the golfer takes three less than the Par to complete a hole, they have completed the hole in three under Par or scored an Albatross. For example, an Albatross is taking just two shots on a Par 5, or a hole in one on a Par 4.

Bogey:

If the golfer takes one more than the Par score to complete a hole, they have completed the hole in one over Par or scored a 'Bogey'. For example, a Bogey is taking five shots to complete a Par 4.

Double Bogey:

If the golfer takes two more than the Par score to complete a hole, they have completed the hole in two over Par or scored a 'Double Bogey'. For example, a Double Bogey is taking six shots to complete a Par 4.

Triple Bogey:

Oh dear... If the golfer takes three more than the Par score to complete a hole, they have completed the hole in three over Par or scored a 'Triple Bogey'. Try not to get cross.. It happens to us all from time to time! For example, a Triple Bogey is taking seven shots to complete a Par 4.



TERMINOLOGY

What does it all mean...? Here are some of the words and phrases you will hear on the golf course

Approach:

The approach is a shot played mainly from the fairway but may also be from the rough, often the second on a Par 4 or second or third on a Par 5. It is the shot the golfer plays that they intend to land on the green.

Bunker:

Bunkers are designed to disrupt your progress along a hole and are of two different types. Fairway Bunkers are often shallow, and appear along the fairway positioned to try and make the golfer play away from them. Often the best route into the green is near or over the fairway bunkers, so the golfer needs to take a calculated risk and be accurate when playing near them. If you find yourself in a Fairway Bunker, you do not necessarily need your Sand Wedge as it is still often possible to use a longer club to get more distance, but you might not be able to reach the green as easily as you might if your ball had finished on the fairway! Greenside Bunkers can be deep with steep sides on the green side making getting the ball out and onto green very difficult. You will need your Sand Wedge here!

Carry:

Carry is the distance the ball travels through the air from when it is hit by the golfer to when it first lands. Golfers talk about 'Carry' when they are hitting over a hazard like water or rough off the tee and they measure it in yards.

Chip, Chipping:

Chipping is a way of playing the ball often from around the green. If an approach shot has landed a few yards off the green, the golfer will need to play a chip shot using one of the shorter clubs like a pitching wedge or an 8 or 9 iron.

Clubs:

In a golfer's bag, there are three distinct types of club. These are Woods, Irons and a Putter. The three types of club have a distinct appearance, the Woods being the longest with a large bulbous head which is intended to give the golfer more distance. The Irons range in length from a 1 Iron to a 9 Iron and include a Sand Wedge and a Pitching Wedge. The Sand Wedge is the shortest and designed for playing the ball out of a bunker whilst a Pitching Wedge is slightly longer but again designed for short distances, particularly around the green. The Irons vary in length and Loft with a 9 Iron being closer to a pitching wedge, and a 1 Iron being for use over a longer distance.

Divot:

Sometimes when playing a shot, a golfer will cut a small piece of turf from the fairway or tee box, called a divot. It is always good practice for a golfer to replace divots made on the golf course. There will be an angry 'Green-Keeper' after you if they see you not replacing your divots!

Drive:

The 'Drive' is the first shot off the Tee Box. For the Drive, the golfer is allowed to use a small plastic Tee Peg to lift the ball up above the grass. On longer holes, or where you need some extra distance for your Drive, a golfer will use special clubs called woods, or their driver.

Elevated Green:

An Elevated Green refers to a green that is higher from where the golfer is playing their shot from the fairway or the tee box. Some approach shots are from way below the level of the green and the golfer will not be able to see the surface of the green until



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they climb the hill to find out where their ball has finished.

Fairway:

The fairway is an area of well-kept short grass which stretches between the tee and the green and defines the hole. The golfer is aiming to keep the ball on the fairway as much as possible to give themselves the best chance of controlling the ball and approaching the green from the best direction.

FORE!:

If a golfer plays a shot that looks as if it is heading towards other players on the golf course, they will shout 'FORE!' as a warning to others that there is a ball heading their way. On the golf course, it is wise to be aware of golfers around you playing their shots. It is good golfing etiquette to respect other golfers, keeping still and quiet if you are near them and they are playing their shot.

Green:

The Green is the target area, a beautifully manicured area of short green grass with the hole cut into it, where the golfer is aiming to get the ball. Greens vary in size and shape, and can be undulating, sloped or flat. Greens on different courses can either be very fast or slower, with the effect being like the difference between rolling a ball on a tiled floor or on a carpet. These variations in speed and undulation make judging how the ball will behave quite difficult on the green!

Green-Keeper:

The Green-Keeper is the person responsible for making the golf course as attractive as it is. The team of ground staff work incredibly hard to look after the golf course repairing damage, cutting the grass and making sure everything is as it should be. Golfers should always help the green-keepers by respecting the course, looking after it and following the rules and correct golfing etiquette.

Handicap:

In order to allow players of differing ability to play against each other fairly, golfers may be awarded a 'Handicap'. A player's handicap is a number linked to how well they have proven they can play golf over a number of rounds and possibly courses.

For example, a player with a handicap of 18 has proven that they can, on average, play a round of golf in 18 over Par (90 shots on a Par 72 course). A golfer of higher ability will have a lower handicap, for example, if they can prove that on average they play a round of golf in level Par (72 shots on a Par 72 course) they will achieve a handicap of 0, also named 'scratch'.

The number of golfers who manage to complete a round of golf in less than 100 shots is thought to be around 55%, just over half of everyone who plays golf!

If a player with a handicap of 18 were to play against a player who is off scratch, the game can be made even to give both players a chance by the player with a handicap of 18 being given one free shot per hole.

Lay up:

Often the golfer is faced with a hazard, such as water, that they do not have the power to get the ball over from where they are taking their shot. This may be off the tee box, or it may be from a fairway or in the rough. If the golfer finds themselves in this position, and they don't want to risk hitting the ball into the water they will often play a shot called a lay-up, which is a controlled shot to leave the ball short of the hazard and give them the best chance of getting the ball close to the hole on their next shot.

Pin:

The flag on the green which marks the hole. Often the flag stick is black and white with a coloured flag, sometimes showing the number of the hole.



TERMINOLOGY

Pin-High:

This is a reference to where the ball finishes on the green. If the ball is 'pin-high', the golfer has judged the distance perfectly and the ball finishes level with the flag but to the left or right of it.

Putt, Putting:

Some would say the hardest art of the game, 'Putting' is the completion of the hole which happens on the green. Some greens are quite undulating and therefore it can be hard to judge which way and how fast or slow the ball will travel when you 'Putt' it to the hole. You will use a special club called a 'Putter' to play on the green. This part of the game can be where you can make or break your round as all Putts, no matter how long, count as equally as a huge drive off the tee!

Recovery:

A recovery shot is played from trouble. Sometimes the ball will end up in a bunker or behind a tree and the next shot will be hindered in some way. The golfer will need to come up with a shot to recover the ball as far up the fairway and as close to the green as possible, out of the trouble they are in.

Rough:

The rough surrounds the fairway. The grass in the rough varies in length from the short rough immediately around the fairway to the deep rough which is further away from the fairway.

Stroke Index:

The holes on a golf course are ranked in order of difficulty. The term given to this ranking is called the Stroke Index. For example, the hardest hole on the golf course is Stroke Index 1 (SI 1). The easier the hole, the higher the Stroke Index with SI 9 being the easiest on a 9 hole golf course and SI 18 being the easiest on an 18 hole golf course.

The SI is linked to a players handicap, and when playing competitions, depending on the SI of the hole and a players level of ability, they may be given free shots on the harder holes.

Tee Box:

The Tee Box is where the golfer starts each hole. This is a specially prepared area of often raised ground. The golfer must place their ball on or behind an imaginary line between two coloured markers on the tee to take their first shot. There are often a number of different starting points on different tee boxes for each hole shown by different coloured markers. For example, red markers often show the junior or ladies tee, yellow markers show the men's tee and white markers show the championship or competition tee.

How will you play around our specially designed Dice Golf Course?
Contact abandredoo@hotmail.com for a free #Dicegolf resource pack.

National Schools Dice Golf Championship

H2O
 Pan 3 - 108 yds
 SLT
 'Fir'


The first of the pair, the 'fir' looks very much like the original, but it's a lot less expensive. The black 'fir' was around the same price, too, but it's not right and you will find yourself in trouble in the deep, green, leafy, piney, anything-oddly-shaped-but-for-the-fir-it's-a-wood' woods.

The first of the pair, the 'fir' looks very much like the original, but it's a lot less expensive. The black 'fir' was around the same price, too, but it's not right and you will find yourself in trouble in the deep, green, leafy, piney, anything-oddly-shaped-but-for-the-fir-it's-a-wood' woods.

b sporty
 MINTHIDE
 GOLF
 G-Phin

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National Schools Dice Golf Championship

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National Schools Dice Golf Championship



Hole 4
Par 5 500 yds
SLI

'Beach'

A brief 450 yd flogging to get to the green, lined with mounds and trees, then a 100 yd hook shot into the corner. The subtle challenge of a water hazard in front of the green means you need to be accurate. If you're not, the 100 yd penalty stroke is just as much a part of the hole as the green itself. If you want to skip in the trap, you can, but a shorter, walled channel means you need to be long and deep over the hole. The water. That's it for this hole. You've made it! You're cool!

ESPORTS **HINTERBORE** **GolfPin**

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National Schools Dice Golf Championship

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How will you play around our specially designed Dice Roll Canvas?
Contact alexdingee@bmail.com for a free #dicegrr resource pack!

National Schools Vice Golf Championship

Hole 7
Par 3 154 yds
514

'Lamb'

A dangerous hole, par 3, one even to yell "Frog" with a backswing of magnificent backswing. Grassy banks guard the hole right and there is one fair distance between the back edge of the green and the hole.

Don't be over-enthusiastic. The hole is not a hole to be taken lightly. Success and failure are the

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National Schools Dice Golf Championship

Hole 8
Par 5 570 yds
S12

'Symptoms'



Spokane is full of new architecture. A drive over water is a big let-right answer. A few challenging plantings help bankers for a drive on to the 18th green. However, patience is key for a successful approach shot. The green is surrounded by a 300-foot berm of trees to protect the green from the pinball. A well-placed second shot gives you the chance of a chip onto the green and a short putt to hole. This hole is a perfect test of your drive and swing.

discovery WORTHMORE

discovery WORTHMORE **Golf Inn**

How will you play around our specially designed Dice Golf Course? www.dicegolf.com for a free 30-day resource pack.

International Schools Dice Golf Championship

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How will you play around our specially designed New Golf Course?
Contact info@redrockthermal.com for a free 30-second massage rock



Sports Personality LEADERBOARD

18 HOLES

Name	Sport	Score	+/-
1. Ross Cullen	(GB BMX)	65	(-7)
2. Will Greenwood	(Rugby Union)	73	(+1)
3. Josh Hodge	(Rugby Union)	78	(+6)



Can you challenge the
sports personalities?
How does your score compare?

bsporty

A LEADING EDGE

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FOUNDATION