



**www.All-About-Dice.com**

## **GOLO® Golf Dice Game Instructions**

Instructions can also be found online at [www.igolo.com](http://www.igolo.com)

### **Simple Instructions (without a scorecard):**

1. Roll all 9 dice.
2. Remove the lowest score(s). You can remove as many dice as you wish, but you must remove at least one.
3. Put the remaining dice into the cup and roll again.
4. Repeat steps 2-3 until all 9 dice have been removed.
5. Add up the total of all 9 dice to get your score for the first 9 holes.
6. To play 18 holes, repeat steps 1-4 and then add both 9 hole scores together.

### **Additional ‘Ground Rules’**

1. **BOTTOMS:** Before each roll, a player may call “BOTTOMS”. When this is called, the bottom side of each die will be in play for only that roll. When scoring a die, the score from the bottom side of the die **must** be used.
2. **OUT OF BOUNDS:** This makes me smile because it is an actual golf term too. For the dice game, if a die rolls off the table (or other playing surface) the following rules must be enforced:
  - The rest of the roll is considered void
  - The player must pick up and re-roll the die that left the playing surface
  - A 2 shot penalty is added to the score of the re-rolled die
  - The score of the re-rolled die + a 2 shot penalty equals the player’s score for that hole or turn of play
  - If more than 1 die roll off the playing surface, the player only re-rolls the die with the highest par #
3. **MULLIGAN:** Another golf term creatively applied to the golf dice game. If a player CATCHES the die or dice before they fall off the table (or playing surface), then the player receives a “MULLIGAN” and may re-roll only that die or dice without penalty.
4. **UNPLAYABLE LIE:** When the dice are stacked on top of each other or do not come to rest flat on 1 side, they are considered unplayable. The first unplayable lie can be re-rolled without a penalty. The 2nd \*consecutive\* unplayable lie must be re-rolled and a 1 shot penalty (+1) is added to the next die removed by that player.
5. **DISQUALIFICATION (DQ):** If you pick up the dice before they are scored, leave the game before finishing a round or cheat, then you’re disqualified.





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### **Game Variation #1 - Use a Scorecard**

You can play the game with the scorecards supplied with game or use ANY scorecard you wish. If you'd like free printable scorecards from popular golf courses (Pebble Beach, anyone?), you can [download scorecards from www.all-about-dice.com](http://www.all-about-dice.com).

To play with scorecards, follow the instructions for playing without a scorecard, but with this adjustment:

1. You must remove the dice in the order of the holes listed on your scorecard.

For example: The first hole on the scorecard is a par 3, so you must choose a red (Par 3) die for your first score. If the 2nd hole is a Par 4, then you can remove a white (Par 4) die from the same roll. If you don't like the scores on any of the white dice, then pick up all the dice and re-roll them (return to steps 3 and 4 under 'Simple Instructions without a scorecard').

### **Game Variation #2 - Match Play**

A game for only 2 players using a scorecard. Each player rolls 1 die of the correct par for that hole. If the hole is a par 3, for example, each player would roll one red par 3 die. The player with the lowest score wins that hole. If the scores are the same, the hole is a tie. The player who wins the most holes at the end of the round is the winner.

### **Game Variation #3 - Skins**

Like match play, but for multiple players. Each player rolls 1 die of the correct par for the designated hole on the scorecard. Lowest score wins the hole, or "skin". If there's a tie between the scores of 2 or more players, then ALL players are considered tied for that hole. In this case, the "skin" is carried over to the next hole. If someone wins the next hole, they'd earn 2 "skins". At the end of the round, the player with the most "skins" wins.

### **Game Variation #4 - Flop**

Add up the total of one roll of all 9 dice. Lowest total wins. You may call "Bottoms" if you like.

### **Game Variation #5 - Trips**

Each player gets 3 rolls of the 9 dice. Remove as many dice as you wish during the first 2 rolls. Add up the total of all 9 dice after the third roll.

