Disc Golf Ink

Sam Giebner
giebn002@d.umn.edu

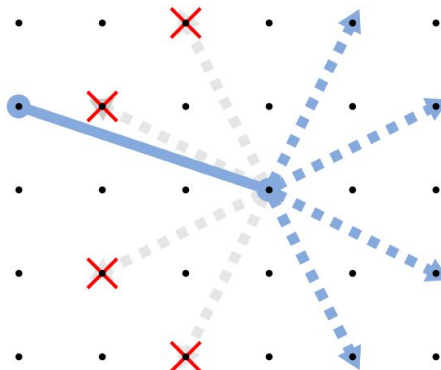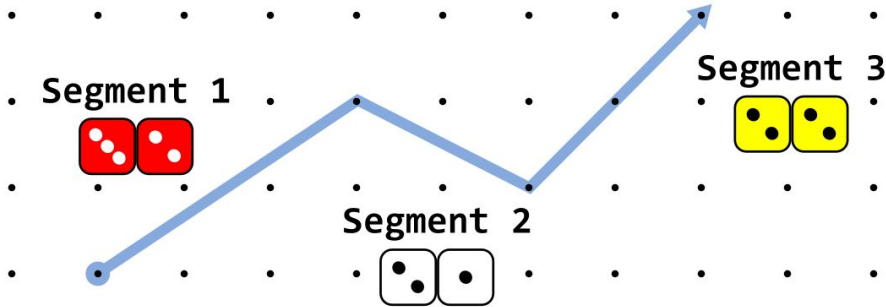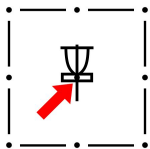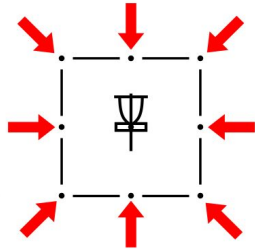|	
Overview	Lightweight, print and play disc golf board game for 1-4 players.
Materials	1. (6) 6 sided dice (ideally 3 different colored pairs) 2. (1) Score card 3. (1) Course sheet 4. (1) Writing utensil
Order of play	1. Select shot type (drive, mid-range, putt, recovery) 2. Throw disc (roll dice) and construct disc flight path on course sheet 3. Adjust for any hazards encountered and record disc flight path on course sheet 4. Record score for hole if a gimme of shot has been made

Shot types
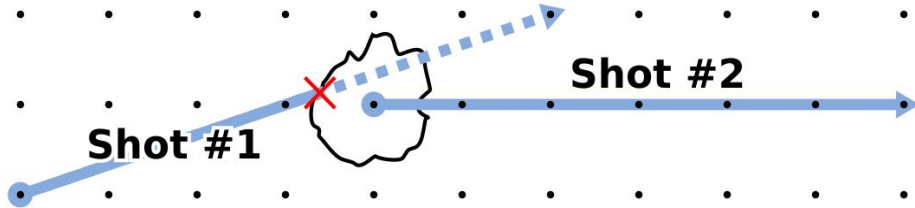
Type	Range	Dice pairs rolled	Flight path segments	Notes
Drive	3-18	3	3	● All dice pairs must be used
Mid-range	2-12	3	1-2	
Putt	1-4	2	1-2	● Odd numbered dice are converted to 1's ● Even numbered dice are converted to 2's
Recovery	1-6	3	1	● Used only when previous shot hit a tree

Throwing a disc

1. Roll required number of dice pairs (determined by shot type)
    a. If playing with 6 dice of the same color, blindly arrange dice into pairs after rolling
2. Select required number of dice pairs to use as flight path segments (determined by shot type)
3. For each flight path segment (dice pair):
    a. Select on die to be used for the vertical component (Up/Down)
    b. Use the remaining die as the horizontal component (Left/Right)
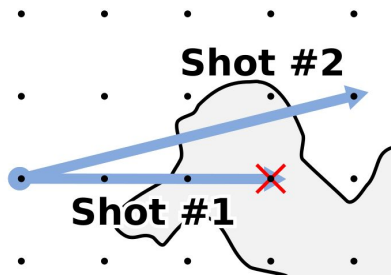   c. Draw flight path segment from origin to resulting coordinate of dice pair
    *Note, two flight path segments must not form an acute angle (than 90 degrees)

Example throw	1. The player selects a "Drive" type shot
	2. The player rolls the 3 dice pairs required for a drive, resulting in: (2,2) (2,3) & (1,2)
	3. The player then constructs the 3 flight path segments required for a drive
	    a. Segment 1 uses dice pair (2,3) to go right 3, up 2
	    b. Segment 2 uses dice pair (1,2) to go right 2, down 1
	    c. Segment 3 uses dice pair (2,2) to go right 2, up 2

Making a putt or shot	A putt or shot has been made when the shot result lands exactly on the point containing the basket.
Gimme	When a shot lands on one of the spaces directly adjacent the basket, it is considered a gimme and the putt will be made automatically on the next stroke.
Disc hits tree	1. Move the shot result to the point within the tree closest to where the shot first intersected the tree. 2. The next shot type must be a recovery type shot 3. The tree is ignored on the next shot as the player is considered to be underneath the tree.

| **Disc lands in water or goes out of bounds** | A one stroke penalty is assessed and the next shot is to be retried at the original location.

Shot #2
Shot #1 |

Score Card

Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total

4·S

4·L

3·S

4

3·L

3

6

6·L

5·L

6·S

5·S

5

8

7