

Disc Golf Ink

Materials:

- (4) Blue 6 sided dice
- (4) Red 6 sided dice
- (1) Score card
- (1) Course sheet
- (1) Writing utensil

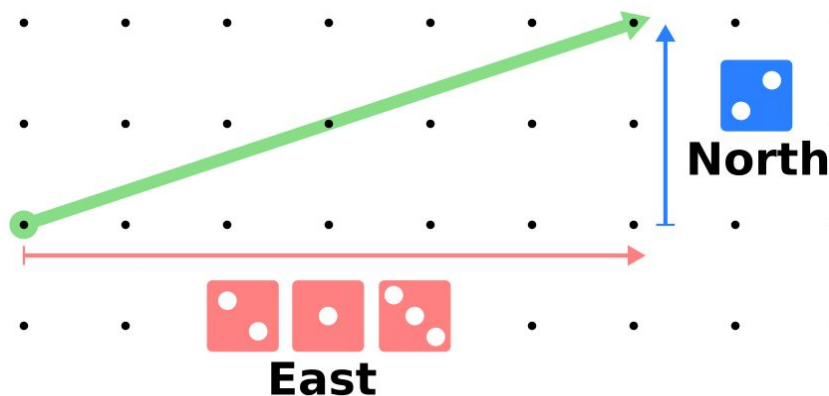
Order of play:

1. Select shot type
2. Execute shot
3. Mark shot result and flight path on course sheet
4. Modify shot result and flight path if either are affected by an obstacle or hazard

Drive/Mid-Range Shot:

A Drive/Mid-Range shot has a range of 2-24 spaces and requires careful planning, consideration of dice roll probability, and a bit of luck. The dice roll statistics table included on the score card will help set up Drive/Mid-Range shots.

1. Set up the shot by configuring the shot vector components:
 - a. Vertical direction:
 - North **OR** South.
 - b. Vertical distance method:
 - Roll 1-4 **blue** dice and sum the results **OR** roll 2 **blue** dice and use the difference.
 - c. Horizontal direction:
 - East **OR** West.
 - d. Horizontal distance method:
 - Roll 1-4 **red** dice and sum the results **OR** roll 2 **red** dice and use the difference.
2. Execute the shot by:
 - a. Roll vertical and horizontal distance dice.
 - b. If desired, reroll all of the vertical **OR** horizontal distance dice (allowed once per shot).



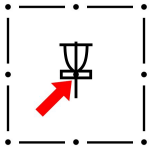
Approach/Putt Shot:

An Approach/Putt shot has a range of 1-6 spaces and provides the player a decent amount of control when attacking the basket or getting out of trouble.

1. There is no set up required for an Approach/Putt shot.
2. Execute the shot by:
 - a. Roll 3 dice of any color.
 - b. Determine the shot components:
 - i. Assign 1 dice result as the shot distance in one direction:
 - Vertical (North/South) **OR** horizontal (East/West).
 - ii. Optionally, assign 1 of the 2 remaining dice as the shot distance in a different direction.

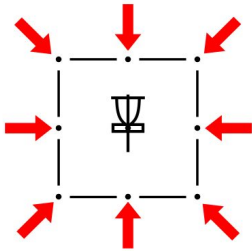
Making a Putt/Shot:

A putt or shot has been made when the shot result lands exactly on the point containing the basket.



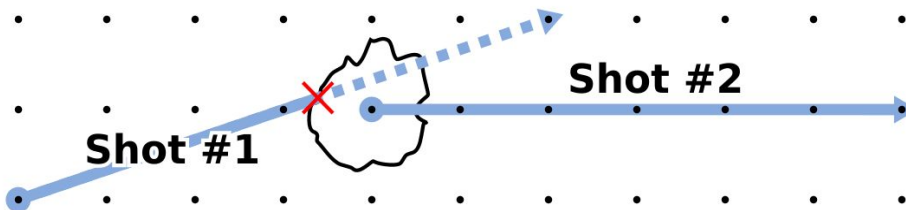
Gimme:

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.



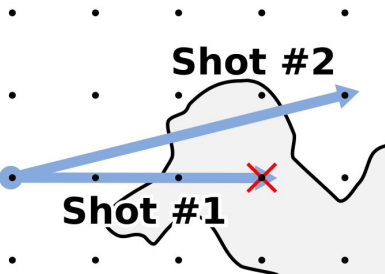
Shot Hits Tree:

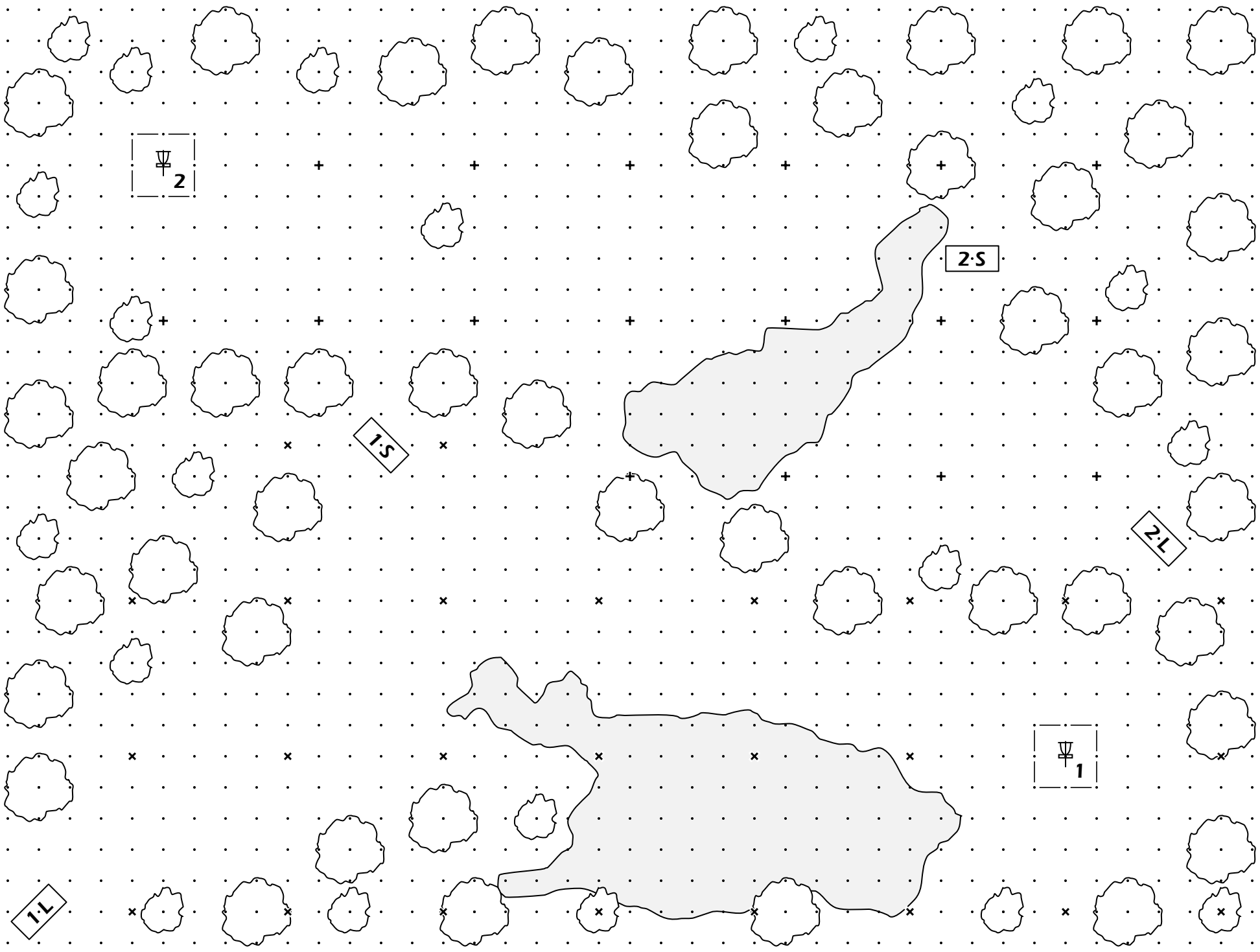
1. Move the shot result to the point within the tree closest to where the shot first intersected the tree.
2. The tree is ignored on the next shot as the player is considered to be underneath the tree.



Shot Lands in Water:

A one stroke penalty is assessed and the next shot is to be retried at the original location.





Ψ
2

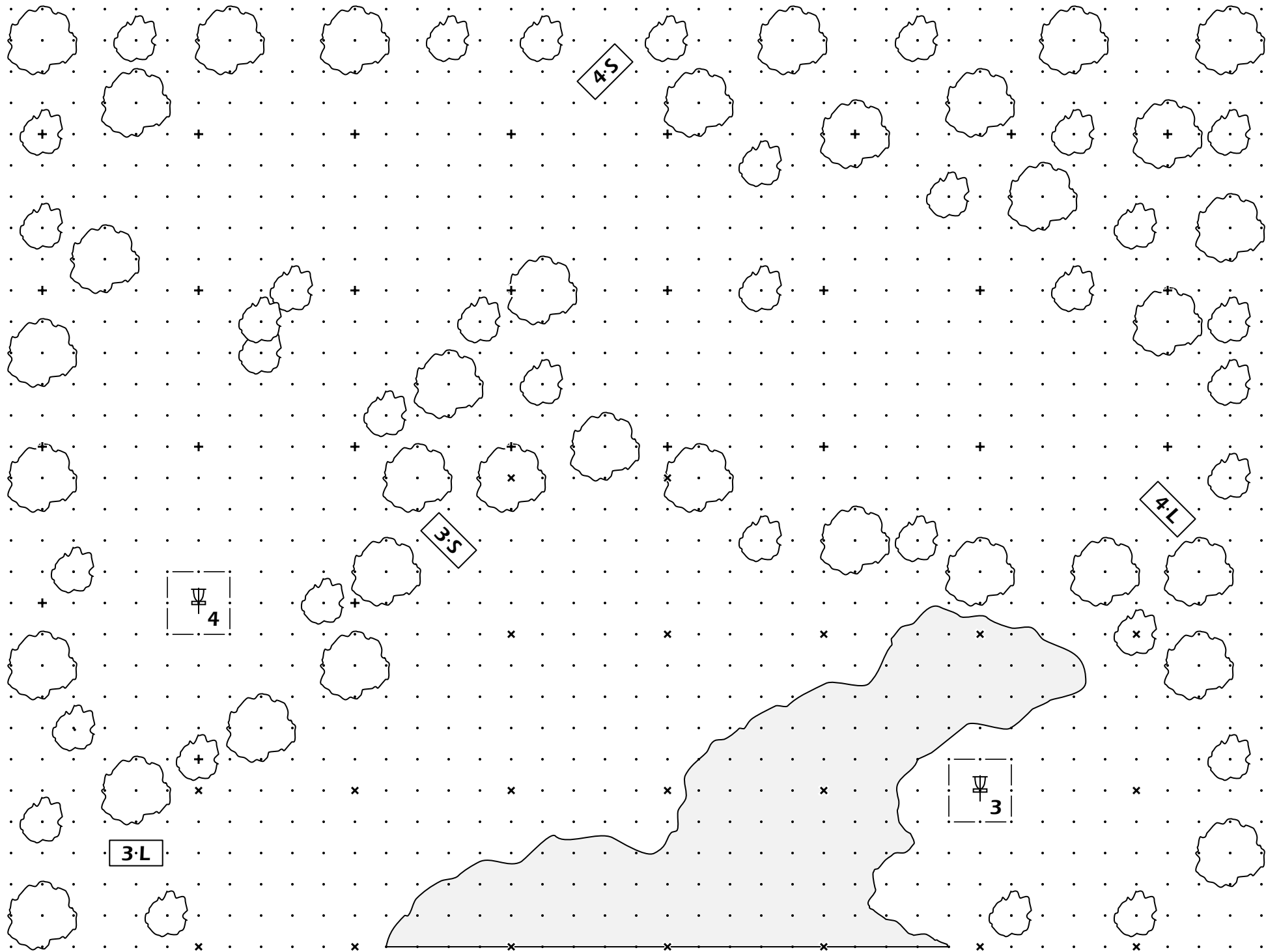
2S

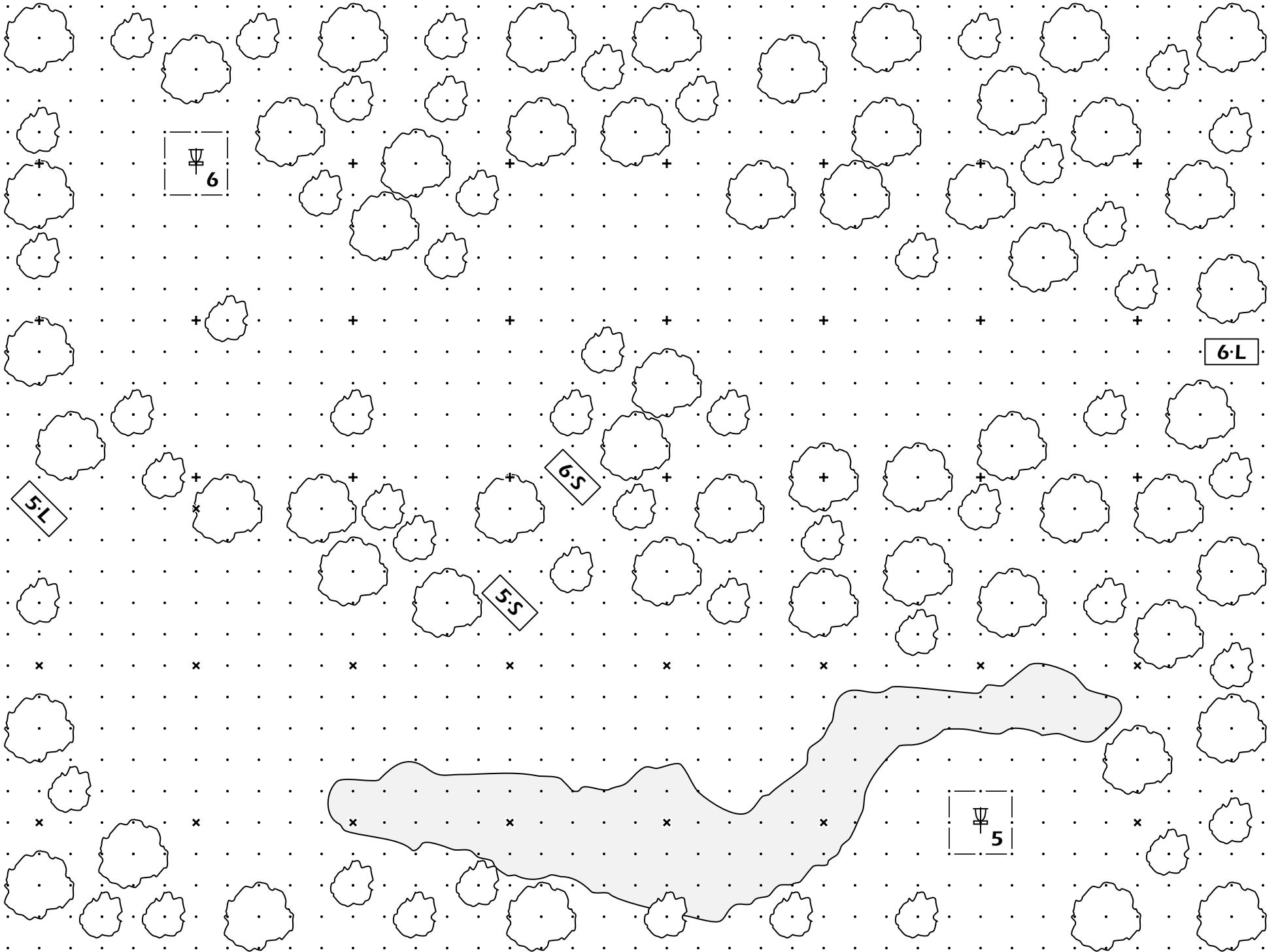
1S

2L

Ψ
1

1L





6

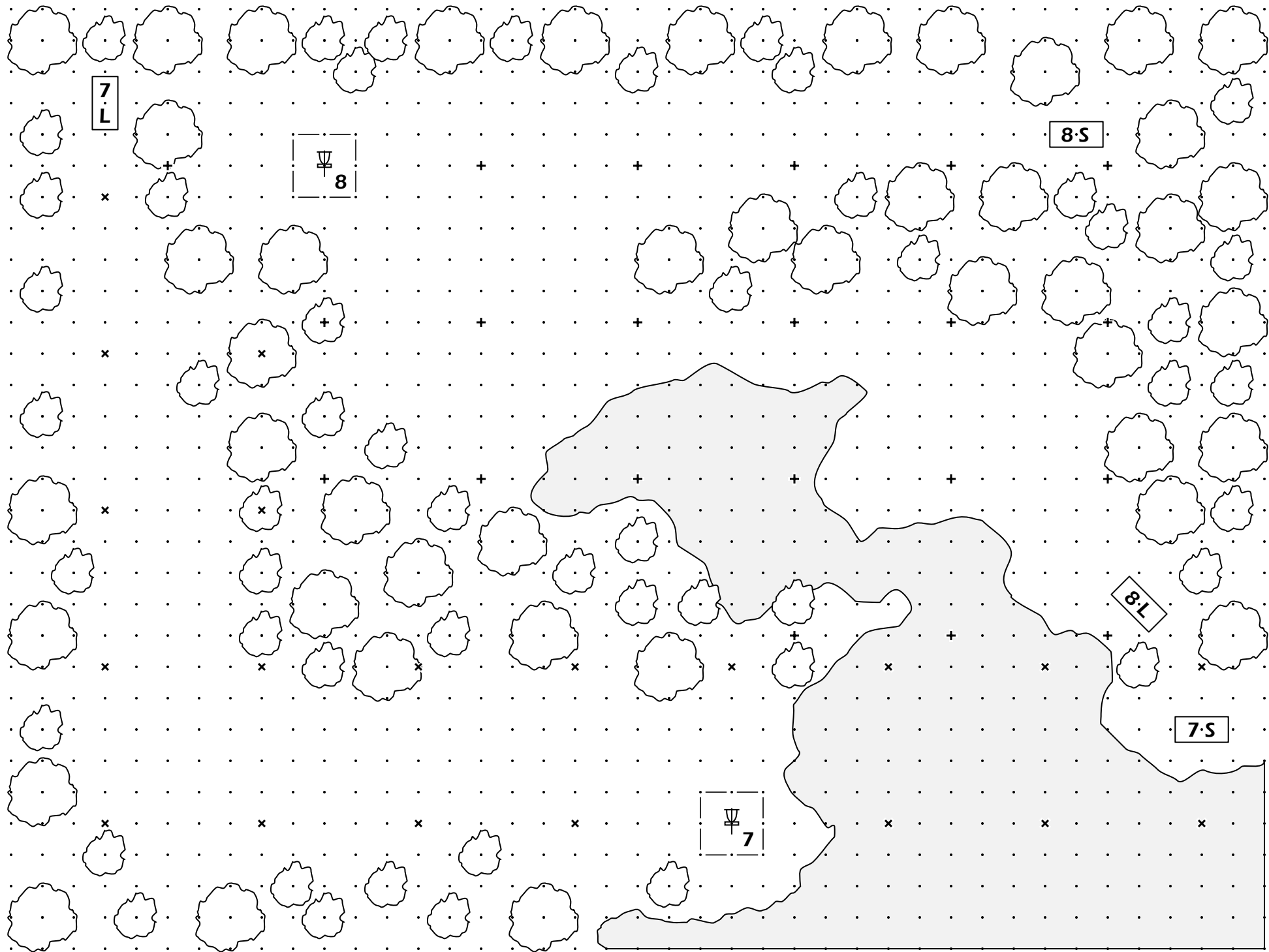
5L

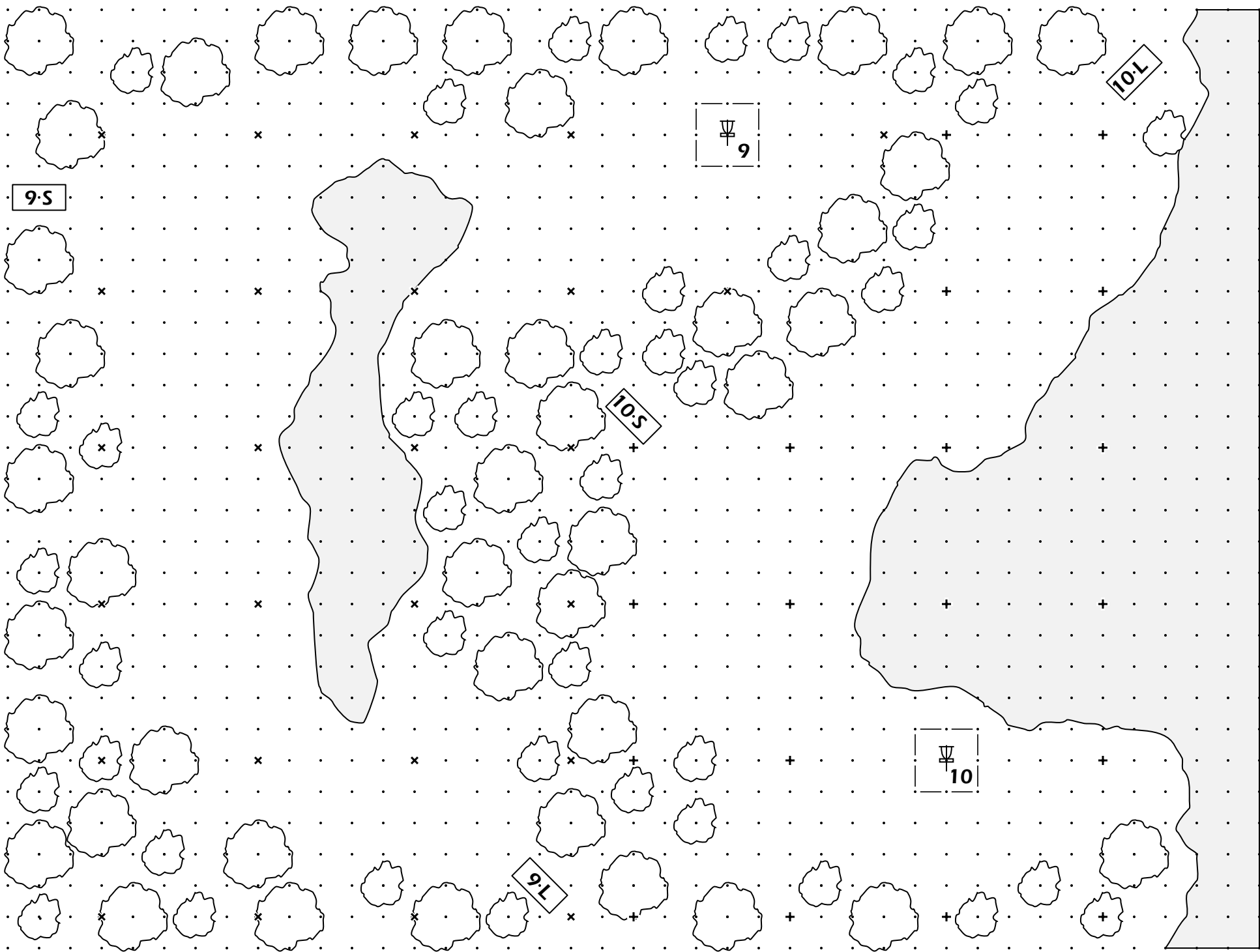
5S

5S

6L

5





9-5

9

10S

10

10L

101