

The Golf Game

You need:

a golf sheet
pencils
protractor
ruler (30cm)

Instructions:

1. Two or three players can share a photocopied gameboard or each player can have their own board.
2. Players take turns to have a shot. A shot is choosing a bearing, e.g. 280° , and a distance in either cm or mm, e.g. 200mm.
3. The player writes these two measures on their scoresheet. They take the shot by finding the correct direction using a protractor and measuring (drawing) out that distance. The end of the drawn line is the place from where they take the next shot.

Each hole starts from the tee, precisely from the centre of the x.

If the shot ends in a hazard, such as a sandtrap, water, tree or out of bounds they have to miss the next shot (mark it as a penalty).

4. The winner is the player who takes the least number of shots (just like golf).

Variations:

1. Introduce a par (expected number of shots) for each hole. Players use integers to show their score at a hole and their total. For example, -3 represents three below par, that is three shots less than expected.
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