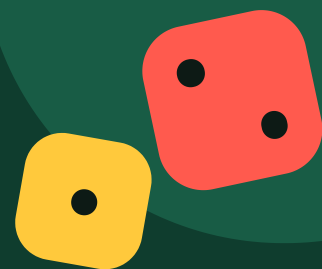


Every hole a new game.

Roll the dice, play the hole, tell the story.

A free, printable way to play GolfBreak before the app launches. You need two or three ordinary six-sided dice, a pencil, scissors and a group of mates.



How to play

SIX STEPS • ABOUT TWO MINUTES

1 Cut and sort.

Cut out the cards on pages 3, 4 and 5. Keep three piles: Blessings, Curses and Dares. Shuffle each pile.

2 Pick the Chaos Dial.

Chill: roll the Game and Team dice only. Spicy: add the Club die and cards. Unhinged: add the Stakes and Wild dice as well.

3 Roll on the tee.

One player rolls a six-sided die for each die in play and reads the answer from page 2. Ten seconds, then tee off.

4 Draw a card.

On holes 2, 5, 8, 11, 14 and 17 (or when the group agrees), draw a card. The player in the lead draws a Curse. The player furthest behind draws a Blessing. Everyone else draws a Dare.

5 Play the hole.

Play the hole with the Roll and the card. Anyone who gets a card they don't like can use their one Veto per round: pass it quietly, no questions asked.

6 Score and tell the story.

Fill in the Chaos Scorecard on page 6. At the 19th hole, hand out the awards.

House rules

- Pace first. If your group is behind, skip the roll and the cards for that hole.
- Follow the course's rules, dress code and etiquette. Never do anything unsafe, and never aim at other groups.
- Points, coins and forfeits are the default. Drinks and money only if everybody agrees, and only where it is lawful.
- Veto: each player may skip one card per round, quietly.
- Ties on a card or a roll: roll again.
- If a card isn't possible at your course, swap it for another from the same pile.

APP COMING SOON

Want the app?

Join the list at golfbreak.com.au. Bring your mates and move up the queue.

golfbreak.com.au

Roll tables

Roll an ordinary six-sided die and read the answer.
Dice marked Spicy or Unhinged are optional.

Game Die

CHILL

- 1 **Skins hole:** lowest score wins the hole; ties carry over to the next hole
- 2 **Closest to the pin:** closest ball on the green wins the hole
- 3 **Best ball:** pairs play together; the better score of the two counts
- 4 **Alternate shot:** partners take turns hitting the same ball
- 5 **Bingo Bango Bongo:** a point each for first on, closest, first in
- 6 **Wild:** roll again and play both games on this hole

Team Die

CHILL

- 1 **Random pairs:** draw names from a hat
- 2 Highest and lowest handicap v the middle two
- 3 **Odd one out:** one player v the rest; the solo player's points count triple
- 4 Everyone for themselves
- 5 Your left-hand neighbour is your partner
- 6 Winner of the last hole picks the teams

Club Die

SPICY

- 1 Driver or your longest club off the tee
- 2 Hybrid or less off the tee
- 3 Mid iron (5, 6 or 7) for your next shot
- 4 Short iron or pitching wedge for your next shot
- 5 Wedge for your next shot
- 6 A rival picks your club for your next shot

Stakes Die

UNHINGED

- 1 Normal stakes
- 2 Normal stakes
- 3 Double points on this hole
- 4 **Safe hole:** no points won or lost
- 5 **Jackpot:** points carry into the next hole
- 6 **Reverse:** the loser of the hole wins the points

Wild Die

UNHINGED

- 1 Swap this hole's score with a rival
- 2 Free mulligan for the whole group
- 3 Everyone tees off with the same club (the group picks)
- 4 Birdies are worth double on this hole
- 5 Group vote on a safe forfeit for the leader
- 6 **Anything goes:** the group draws any card for you

The Equaliser

KEEP IT FAIR

- Higher handicaps get a helper: if a high handicap rolls a harsh result, they may re-roll once.
- Lower handicaps get a limit: a low marker plays the Club die result for every shot on the hole.
- Nobody draws a Curse three holes in a row: if it's your turn, swap it for a Dare.
- Ask the group: is anyone being picked on? If so, call a Safe hole.



BLESSING01/12 Free Mulligan Replay any one shot this hole. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING02/12 Fat Fairway If your tee shot misses the fairway, re-tee it for free. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING03/12 Safety Net Cancel one penalty stroke on this hole. GOLFBREAK VETO: PASS IT QUIETLY
BLESSING04/12 Gimme Range Putts inside a putter-length are good this hole. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING05/12 Honour Thief You play first on the next tee. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING06/12 Fresh Lie Move your ball one club length, no closer to the hole. GOLFBREAK VETO: PASS IT QUIETLY
BLESSING07/12 Shield Block the next Curse played on you. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING08/12 Birdie Boost A birdie on this hole is worth an extra point. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING09/12 Helping Hand A partner may hit your next shot for you. GOLFBREAK VETO: PASS IT QUIETLY
BLESSING10/12 Rain Check Cancel the stakes on this hole. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING11/12 Perfect Pairing Pick any partner for this hole. GOLFBREAK VETO: PASS IT QUIETLY	BLESSING12/12 Mulligan Bank Keep this card and use it any time in the next three holes. GOLFBREAK VETO: PASS IT QUIETLY



CURSE

01/12

Rival's Pick

A rival chooses the club for your next shot.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

02/12

No Practice Swing

No practice swings for you this hole.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

03/12

The Honour Tax

You must hit last on this hole.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

04/12

Clock's Ticking

You have 30 seconds for every shot this hole.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

05/12

Silent Treatment

No talking until you finish the hole.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

06/12

Heckle Time

The group gets one friendly heckle before your tee shot. No personal insults.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

07/12

Mirror, Mirror

You must hit the same club the last player used.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

08/12

Soft Hands

Your next chip must use a putter or a lob wedge.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

09/12

Blindside

The group picks your target for your next shot.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

10/12

Penalty Box

A ball in the rough costs you an extra stroke this hole.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

11/12

The Narrator

Describe every shot out loud like a TV commentator.

GOLFBREAK

VETO: PASS IT QUIETLY

CURSE

12/12

Backwards Hat

Wear your hat backwards for the whole hole.

GOLFBREAK

VETO: PASS IT QUIETLY



DARE01/12 Call Your Shot Announce your landing spot. Land within a flag-length for a bonus point. GOLFBREAKVETO: PASS IT QUIETLY	DARE02/12 Nickname Hole The group gives you a nickname for the rest of the round. GOLFBREAKVETO: PASS IT QUIETLY	DARE03/12 Swap Hats Swap hats with a rival for the hole. GOLFBREAKVETO: PASS IT QUIETLY
DARE04/12 Compliment Run Give a sincere compliment to every player. GOLFBREAKVETO: PASS IT QUIETLY	DARE05/12 Swing Thought Say your swing thought out loud before you hit. GOLFBREAKVETO: PASS IT QUIETLY	DARE06/12 Pro Routine Perform an over-the-top pre-shot routine. GOLFBREAKVETO: PASS IT QUIETLY
DARE07/12 Team Cheer Write and recite a team cheer on the tee. GOLFBREAKVETO: PASS IT QUIETLY	DARE08/12 Photo Finish Take a photo of every shot on this hole. GOLFBREAKVETO: PASS IT QUIETLY	DARE09/12 Statue Freeze after impact until the ball lands. GOLFBREAKVETO: PASS IT QUIETLY
DARE10/12 Shot of the Hole The group votes for the best shot. The winner earns a bonus point. GOLFBREAKVETO: PASS IT QUIETLY	DARE11/12 Story Time Tell a golf story before the next tee. GOLFBREAKVETO: PASS IT QUIETLY	DARE12/12 Birdie Dance Birdie: a harmless celebration. Double bogey or worse: hum a sad trombone. GOLFBREAKVETO: PASS IT QUIETLY

Chaos Scorecard

Write each player's name on top, then score strokes or points for every hole.

HOLE	GAME	TEAMS	CLUB	CARD	● PLAYER 1	● PLAYER 2	● PLAYER 3	● PLAYER 4
1								
2								
3								
4								
5								
6								
7								
8								
9								
OUT								
10								
11								
12								
13								
14								
15								
16								
17								
18								
IN								
TOTAL								

Awards at the 19th hole

● Biggest Blow-up: _____

● Chaos Survivor: _____

● Shot of the Day: _____

● Best Recovery: _____

● Wooden Spoon: _____

● Best Dressed: _____