



SUBTRACTION GOLF 1



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 18	HOLE: 7 PAR: 5 DISTANCE: 23	HOLE: 13 PAR: 4 DISTANCE: 12
HOLE: 2 PAR: 4 DISTANCE: 16	HOLE: 8 PAR: 3 DISTANCE: 7	HOLE: 14 PAR: 4 DISTANCE: 15
HOLE: 3 PAR: 3 DISTANCE: 4	HOLE: 9 PAR: 4 DISTANCE: 18	HOLE: 15 PAR: 5 DISTANCE: 28
HOLE: 4 PAR: 5 DISTANCE: 23	HOLE: 10 PAR: 4 DISTANCE: 19	HOLE: 16 PAR: 3 DISTANCE: 3
HOLE: 5 PAR: 4 DISTANCE: 13	HOLE: 11 PAR: 3 DISTANCE: 9	HOLE: 17 PAR: 4 DISTANCE: 15
HOLE: 6 PAR: 4 DISTANCE: 16	HOLE: 12 PAR: 5 DISTANCE: 18	HOLE: 18 PAR: 4 DISTANCE: 20

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 2



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 22	HOLE: 7 PAR: 5 DISTANCE: 16	HOLE: 13 PAR: 4 DISTANCE: 19
HOLE: 2 PAR: 4 DISTANCE: 16	HOLE: 8 PAR: 3 DISTANCE: 6	HOLE: 14 PAR: 4 DISTANCE: 16
HOLE: 3 PAR: 3 DISTANCE: 9	HOLE: 9 PAR: 4 DISTANCE: 16	HOLE: 15 PAR: 5 DISTANCE: 26
HOLE: 4 PAR: 5 DISTANCE: 15	HOLE: 10 PAR: 4 DISTANCE: 17	HOLE: 16 PAR: 3 DISTANCE: 9
HOLE: 5 PAR: 4 DISTANCE: 19	HOLE: 11 PAR: 3 DISTANCE: 9	HOLE: 17 PAR: 4 DISTANCE: 19
HOLE: 6 PAR: 4 DISTANCE: 16	HOLE: 12 PAR: 5 DISTANCE: 17	HOLE: 18 PAR: 4 DISTANCE: 21

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 3



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 18	HOLE: 7 PAR: 5 DISTANCE: 20	HOLE: 13 PAR: 4 DISTANCE: 17
HOLE: 2 PAR: 4 DISTANCE: 21	HOLE: 8 PAR: 3 DISTANCE: 7	HOLE: 14 PAR: 4 DISTANCE: 15
HOLE: 3 PAR: 3 DISTANCE: 10	HOLE: 9 PAR: 4 DISTANCE: 13	HOLE: 15 PAR: 5 DISTANCE: 18
HOLE: 4 PAR: 5 DISTANCE: 21	HOLE: 10 PAR: 4 DISTANCE: 15	HOLE: 16 PAR: 3 DISTANCE: 8
HOLE: 5 PAR: 4 DISTANCE: 15	HOLE: 11 PAR: 3 DISTANCE: 6	HOLE: 17 PAR: 4 DISTANCE: 13
HOLE: 6 PAR: 4 DISTANCE: 15	HOLE: 12 PAR: 5 DISTANCE: 21	HOLE: 18 PAR: 4 DISTANCE: 21

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 4



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 17	HOLE: 7 PAR: 5 DISTANCE: 28	HOLE: 13 PAR: 4 DISTANCE: 18
HOLE: 2 PAR: 4 DISTANCE: 13	HOLE: 8 PAR: 3 DISTANCE: 11	HOLE: 14 PAR: 4 DISTANCE: 19
HOLE: 3 PAR: 3 DISTANCE: 9	HOLE: 9 PAR: 4 DISTANCE: 17	HOLE: 15 PAR: 5 DISTANCE: 24
HOLE: 4 PAR: 5 DISTANCE: 25	HOLE: 10 PAR: 4 DISTANCE: 21	HOLE: 16 PAR: 3 DISTANCE: 10
HOLE: 5 PAR: 4 DISTANCE: 13	HOLE: 11 PAR: 3 DISTANCE: 9	HOLE: 17 PAR: 4 DISTANCE: 22
HOLE: 6 PAR: 4 DISTANCE: 16	HOLE: 12 PAR: 5 DISTANCE: 18	HOLE: 18 PAR: 4 DISTANCE: 18

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 5



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 20	HOLE: 7 PAR: 5 DISTANCE: 29	HOLE: 13 PAR: 4 DISTANCE: 15
HOLE: 2 PAR: 4 DISTANCE: 17	HOLE: 8 PAR: 3 DISTANCE: 9	HOLE: 14 PAR: 4 DISTANCE: 15
HOLE: 3 PAR: 3 DISTANCE: 5	HOLE: 9 PAR: 4 DISTANCE: 22	HOLE: 15 PAR: 5 DISTANCE: 19
HOLE: 4 PAR: 5 DISTANCE: 27	HOLE: 10 PAR: 4 DISTANCE: 17	HOLE: 16 PAR: 3 DISTANCE: 5
HOLE: 5 PAR: 4 DISTANCE: 13	HOLE: 11 PAR: 3 DISTANCE: 6	HOLE: 17 PAR: 4 DISTANCE: 21
HOLE: 6 PAR: 4 DISTANCE: 17	HOLE: 12 PAR: 5 DISTANCE: 22	HOLE: 18 PAR: 4 DISTANCE: 19

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 6



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 20	HOLE: 7 PAR: 5 DISTANCE: 26	HOLE: 13 PAR: 4 DISTANCE: 15
HOLE: 2 PAR: 4 DISTANCE: 15	HOLE: 8 PAR: 3 DISTANCE: 8	HOLE: 14 PAR: 4 DISTANCE: 13
HOLE: 3 PAR: 3 DISTANCE: 6	HOLE: 9 PAR: 4 DISTANCE: 14	HOLE: 15 PAR: 5 DISTANCE: 30
HOLE: 4 PAR: 5 DISTANCE: 18	HOLE: 10 PAR: 4 DISTANCE: 15	HOLE: 16 PAR: 3 DISTANCE: 10
HOLE: 5 PAR: 4 DISTANCE: 21	HOLE: 11 PAR: 3 DISTANCE: 7	HOLE: 17 PAR: 4 DISTANCE: 14
HOLE: 6 PAR: 4 DISTANCE: 14	HOLE: 12 PAR: 5 DISTANCE: 13	HOLE: 18 PAR: 4 DISTANCE: 19

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 7



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 11	HOLE: 7 PAR: 5 DISTANCE: 20	HOLE: 13 PAR: 4 DISTANCE: 10
HOLE: 2 PAR: 4 DISTANCE: 16	HOLE: 8 PAR: 3 DISTANCE: 10	HOLE: 14 PAR: 4 DISTANCE: 10
HOLE: 3 PAR: 3 DISTANCE: 6	HOLE: 9 PAR: 4 DISTANCE: 14	HOLE: 15 PAR: 5 DISTANCE: 29
HOLE: 4 PAR: 5 DISTANCE: 22	HOLE: 10 PAR: 4 DISTANCE: 18	HOLE: 16 PAR: 3 DISTANCE: 7
HOLE: 5 PAR: 4 DISTANCE: 18	HOLE: 11 PAR: 3 DISTANCE: 8	HOLE: 17 PAR: 4 DISTANCE: 15
HOLE: 6 PAR: 4 DISTANCE: 16	HOLE: 12 PAR: 5 DISTANCE: 22	HOLE: 18 PAR: 4 DISTANCE: 18

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 8



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 18	HOLE: 7 PAR: 5 DISTANCE: 25	HOLE: 13 PAR: 4 DISTANCE: 15
HOLE: 2 PAR: 4 DISTANCE: 16	HOLE: 8 PAR: 3 DISTANCE: 8	HOLE: 14 PAR: 4 DISTANCE: 15
HOLE: 3 PAR: 3 DISTANCE: 9	HOLE: 9 PAR: 4 DISTANCE: 17	HOLE: 15 PAR: 5 DISTANCE: 23
HOLE: 4 PAR: 5 DISTANCE: 30	HOLE: 10 PAR: 4 DISTANCE: 17	HOLE: 16 PAR: 3 DISTANCE: 7
HOLE: 5 PAR: 4 DISTANCE: 21	HOLE: 11 PAR: 3 DISTANCE: 6	HOLE: 17 PAR: 4 DISTANCE: 17
HOLE: 6 PAR: 4 DISTANCE: 20	HOLE: 12 PAR: 5 DISTANCE: 17	HOLE: 18 PAR: 4 DISTANCE: 18

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 9



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 20	HOLE: 7 PAR: 5 DISTANCE: 25	HOLE: 13 PAR: 4 DISTANCE: 17
HOLE: 2 PAR: 4 DISTANCE: 16	HOLE: 8 PAR: 3 DISTANCE: 7	HOLE: 14 PAR: 4 DISTANCE: 16
HOLE: 3 PAR: 3 DISTANCE: 8	HOLE: 9 PAR: 4 DISTANCE: 12	HOLE: 15 PAR: 5 DISTANCE: 11
HOLE: 4 PAR: 5 DISTANCE: 30	HOLE: 10 PAR: 4 DISTANCE: 21	HOLE: 16 PAR: 3 DISTANCE: 7
HOLE: 5 PAR: 4 DISTANCE: 17	HOLE: 11 PAR: 3 DISTANCE: 8	HOLE: 17 PAR: 4 DISTANCE: 17
HOLE: 6 PAR: 4 DISTANCE: 20	HOLE: 12 PAR: 5 DISTANCE: 24	HOLE: 18 PAR: 4 DISTANCE: 15

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 10



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 18	HOLE: 7 PAR: 5 DISTANCE: 20	HOLE: 13 PAR: 4 DISTANCE: 18
HOLE: 2 PAR: 4 DISTANCE: 17	HOLE: 8 PAR: 3 DISTANCE: 9	HOLE: 14 PAR: 4 DISTANCE: 15
HOLE: 3 PAR: 3 DISTANCE: 9	HOLE: 9 PAR: 4 DISTANCE: 21	HOLE: 15 PAR: 5 DISTANCE: 18
HOLE: 4 PAR: 5 DISTANCE: 19	HOLE: 10 PAR: 4 DISTANCE: 17	HOLE: 16 PAR: 3 DISTANCE: 8
HOLE: 5 PAR: 4 DISTANCE: 14	HOLE: 11 PAR: 3 DISTANCE: 8	HOLE: 17 PAR: 4 DISTANCE: 12
HOLE: 6 PAR: 4 DISTANCE: 20	HOLE: 12 PAR: 5 DISTANCE: 24	HOLE: 18 PAR: 4 DISTANCE: 17

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 11



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 21	HOLE: 7 PAR: 5 DISTANCE: 25	HOLE: 13 PAR: 4 DISTANCE: 16
HOLE: 2 PAR: 4 DISTANCE: 15	HOLE: 8 PAR: 3 DISTANCE: 7	HOLE: 14 PAR: 4 DISTANCE: 21
HOLE: 3 PAR: 3 DISTANCE: 6	HOLE: 9 PAR: 4 DISTANCE: 16	HOLE: 15 PAR: 5 DISTANCE: 27
HOLE: 4 PAR: 5 DISTANCE: 18	HOLE: 10 PAR: 4 DISTANCE: 18	HOLE: 16 PAR: 3 DISTANCE: 3
HOLE: 5 PAR: 4 DISTANCE: 16	HOLE: 11 PAR: 3 DISTANCE: 11	HOLE: 17 PAR: 4 DISTANCE: 17
HOLE: 6 PAR: 4 DISTANCE: 12	HOLE: 12 PAR: 5 DISTANCE: 17	HOLE: 18 PAR: 4 DISTANCE: 18

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 12



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 12	HOLE: 7 PAR: 5 DISTANCE: 26	HOLE: 13 PAR: 4 DISTANCE: 15
HOLE: 2 PAR: 4 DISTANCE: 22	HOLE: 8 PAR: 3 DISTANCE: 4	HOLE: 14 PAR: 4 DISTANCE: 14
HOLE: 3 PAR: 3 DISTANCE: 8	HOLE: 9 PAR: 4 DISTANCE: 14	HOLE: 15 PAR: 5 DISTANCE: 23
HOLE: 4 PAR: 5 DISTANCE: 27	HOLE: 10 PAR: 4 DISTANCE: 18	HOLE: 16 PAR: 3 DISTANCE: 11
HOLE: 5 PAR: 4 DISTANCE: 14	HOLE: 11 PAR: 3 DISTANCE: 5	HOLE: 17 PAR: 4 DISTANCE: 18
HOLE: 6 PAR: 4 DISTANCE: 14	HOLE: 12 PAR: 5 DISTANCE: 19	HOLE: 18 PAR: 4 DISTANCE: 12

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD- 10- SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON- 8 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON- 6 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE- 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER- TOKEN	FLIP LIKE A COIN- RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1 2 3 4 5 6 7 8 9 10



SUBTRACTION GOLF 13



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 14	HOLE: 7 PAR: 5 DISTANCE: 24	HOLE: 13 PAR: 4 DISTANCE: 19
HOLE: 2 PAR: 4 DISTANCE: 17	HOLE: 8 PAR: 3 DISTANCE: 11	HOLE: 14 PAR: 4 DISTANCE: 17
HOLE: 3 PAR: 3 DISTANCE: 8	HOLE: 9 PAR: 4 DISTANCE: 18	HOLE: 15 PAR: 5 DISTANCE: 22
HOLE: 4 PAR: 5 DISTANCE: 26	HOLE: 10 PAR: 4 DISTANCE: 12	HOLE: 16 PAR: 3 DISTANCE: 8
HOLE: 5 PAR: 4 DISTANCE: 17	HOLE: 11 PAR: 3 DISTANCE: 3	HOLE: 17 PAR: 4 DISTANCE: 18
HOLE: 6 PAR: 4 DISTANCE: 15	HOLE: 12 PAR: 5 DISTANCE: 21	HOLE: 18 PAR: 4 DISTANCE: 15

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 14



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 21	HOLE: 7 PAR: 5 DISTANCE: 25	HOLE: 13 PAR: 4 DISTANCE: 15
HOLE: 2 PAR: 4 DISTANCE: 15	HOLE: 8 PAR: 3 DISTANCE: 7	HOLE: 14 PAR: 4 DISTANCE: 12
HOLE: 3 PAR: 3 DISTANCE: 10	HOLE: 9 PAR: 4 DISTANCE: 17	HOLE: 15 PAR: 5 DISTANCE: 24
HOLE: 4 PAR: 5 DISTANCE: 19	HOLE: 10 PAR: 4 DISTANCE: 15	HOLE: 16 PAR: 3 DISTANCE: 6
HOLE: 5 PAR: 4 DISTANCE: 13	HOLE: 11 PAR: 3 DISTANCE: 7	HOLE: 17 PAR: 4 DISTANCE: 16
HOLE: 6 PAR: 4 DISTANCE: 12	HOLE: 12 PAR: 5 DISTANCE: 19	HOLE: 18 PAR: 4 DISTANCE: 18

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1 2 3 4 5 6 7 8 9 10



SUBTRACTION GOLF 15



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 19	HOLE: 7 PAR: 5 DISTANCE: 18	HOLE: 13 PAR: 4 DISTANCE: 13
HOLE: 2 PAR: 4 DISTANCE: 15	HOLE: 8 PAR: 3 DISTANCE: 10	HOLE: 14 PAR: 4 DISTANCE: 15
HOLE: 3 PAR: 3 DISTANCE: 9	HOLE: 9 PAR: 4 DISTANCE: 20	HOLE: 15 PAR: 5 DISTANCE: 15
HOLE: 4 PAR: 5 DISTANCE: 22	HOLE: 10 PAR: 4 DISTANCE: 22	HOLE: 16 PAR: 3 DISTANCE: 7
HOLE: 5 PAR: 4 DISTANCE: 19	HOLE: 11 PAR: 3 DISTANCE: 9	HOLE: 17 PAR: 4 DISTANCE: 14
HOLE: 6 PAR: 4 DISTANCE: 17	HOLE: 12 PAR: 5 DISTANCE: 24	HOLE: 18 PAR: 4 DISTANCE: 19

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 16



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 20	HOLE: 7 PAR: 5 DISTANCE: 23	HOLE: 13 PAR: 4 DISTANCE: 20
HOLE: 2 PAR: 4 DISTANCE: 18	HOLE: 8 PAR: 3 DISTANCE: 12	HOLE: 14 PAR: 4 DISTANCE: 17
HOLE: 3 PAR: 3 DISTANCE: 5	HOLE: 9 PAR: 4 DISTANCE: 16	HOLE: 15 PAR: 5 DISTANCE: 28
HOLE: 4 PAR: 5 DISTANCE: 16	HOLE: 10 PAR: 4 DISTANCE: 13	HOLE: 16 PAR: 3 DISTANCE: 12
HOLE: 5 PAR: 4 DISTANCE: 20	HOLE: 11 PAR: 3 DISTANCE: 9	HOLE: 17 PAR: 4 DISTANCE: 20
HOLE: 6 PAR: 4 DISTANCE: 17	HOLE: 12 PAR: 5 DISTANCE: 30	HOLE: 18 PAR: 4 DISTANCE: 20

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 17



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 16	HOLE: 7 PAR: 5 DISTANCE: 19	HOLE: 13 PAR: 4 DISTANCE: 20
HOLE: 2 PAR: 4 DISTANCE: 15	HOLE: 8 PAR: 3 DISTANCE: 6	HOLE: 14 PAR: 4 DISTANCE: 17
HOLE: 3 PAR: 3 DISTANCE: 7	HOLE: 9 PAR: 4 DISTANCE: 13	HOLE: 15 PAR: 5 DISTANCE: 16
HOLE: 4 PAR: 5 DISTANCE: 20	HOLE: 10 PAR: 4 DISTANCE: 22	HOLE: 16 PAR: 3 DISTANCE: 6
HOLE: 5 PAR: 4 DISTANCE: 13	HOLE: 11 PAR: 3 DISTANCE: 10	HOLE: 17 PAR: 4 DISTANCE: 22
HOLE: 6 PAR: 4 DISTANCE: 17	HOLE: 12 PAR: 5 DISTANCE: 17	HOLE: 18 PAR: 4 DISTANCE: 19

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD- 10- SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON- 8 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON- 6 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE- 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER- TOKEN	FLIP LIKE A COIN- RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 18



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 20	HOLE: 7 PAR: 5 DISTANCE: 22	HOLE: 13 PAR: 4 DISTANCE: 14
HOLE: 2 PAR: 4 DISTANCE: 18	HOLE: 8 PAR: 3 DISTANCE: 10	HOLE: 14 PAR: 4 DISTANCE: 12
HOLE: 3 PAR: 3 DISTANCE: 8	HOLE: 9 PAR: 4 DISTANCE: 12	HOLE: 15 PAR: 5 DISTANCE: 19
HOLE: 4 PAR: 5 DISTANCE: 20	HOLE: 10 PAR: 4 DISTANCE: 21	HOLE: 16 PAR: 3 DISTANCE: 6
HOLE: 5 PAR: 4 DISTANCE: 18	HOLE: 11 PAR: 3 DISTANCE: 6	HOLE: 17 PAR: 4 DISTANCE: 15
HOLE: 6 PAR: 4 DISTANCE: 14	HOLE: 12 PAR: 5 DISTANCE: 22	HOLE: 18 PAR: 4 DISTANCE: 13

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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SUBTRACTION GOLF 19



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 20	HOLE: 7 PAR: 5 DISTANCE: 20	HOLE: 13 PAR: 4 DISTANCE: 13
HOLE: 2 PAR: 4 DISTANCE: 15	HOLE: 8 PAR: 3 DISTANCE: 10	HOLE: 14 PAR: 4 DISTANCE: 18
HOLE: 3 PAR: 3 DISTANCE: 6	HOLE: 9 PAR: 4 DISTANCE: 11	HOLE: 15 PAR: 5 DISTANCE: 25
HOLE: 4 PAR: 5 DISTANCE: 21	HOLE: 10 PAR: 4 DISTANCE: 17	HOLE: 16 PAR: 3 DISTANCE: 6
HOLE: 5 PAR: 4 DISTANCE: 16	HOLE: 11 PAR: 3 DISTANCE: 9	HOLE: 17 PAR: 4 DISTANCE: 19
HOLE: 6 PAR: 4 DISTANCE: 19	HOLE: 12 PAR: 5 DISTANCE: 19	HOLE: 18 PAR: 4 DISTANCE: 15

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD - 10-SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON - 8 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON - 6 SIDED DIE	ROLL DIE - SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE - 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER - TOKEN	FLIP LIKE A COIN - RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

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SUBTRACTION GOLF 20



RULES

- 1) THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.
- 2) EACH ROLL OF THE DICE COUNTS AS A STROKE.
- 3) PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.
- 4) A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4 DISTANCE: 14	HOLE: 7 PAR: 5 DISTANCE: 19	HOLE: 13 PAR: 4 DISTANCE: 12
HOLE: 2 PAR: 4 DISTANCE: 14	HOLE: 8 PAR: 3 DISTANCE: 11	HOLE: 14 PAR: 4 DISTANCE: 10
HOLE: 3 PAR: 3 DISTANCE: 9	HOLE: 9 PAR: 4 DISTANCE: 21	HOLE: 15 PAR: 5 DISTANCE: 22
HOLE: 4 PAR: 5 DISTANCE: 19	HOLE: 10 PAR: 4 DISTANCE: 15	HOLE: 16 PAR: 3 DISTANCE: 7
HOLE: 5 PAR: 4 DISTANCE: 16	HOLE: 11 PAR: 3 DISTANCE: 9	HOLE: 17 PAR: 4 DISTANCE: 19
HOLE: 6 PAR: 4 DISTANCE: 12	HOLE: 12 PAR: 5 DISTANCE: 22	HOLE: 18 PAR: 4 DISTANCE: 19

CLUB	HOW TO USE IT	MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE	TOTALS
DRIVER - 12-SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	12	1	USED FOR MAXIMUM DISTANCE.	FRONT 9 PAR 36
WOOD- 10- SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.	
LONG IRON- 8 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	8	1	FOR IN BETWEEN DISTANCES.	BACK 9 PAR 36
IRON- 6 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE	6	1	FOR IN BETWEEN DISTANCES.	
WEDGE- 4 SIDED DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE	4	1	FOR SHORT DISTANCES.	TOTAL PAR 72
PUTTER- TOKEN	FLIP LIKE A COIN- RED IS 2 AND YELLOW IS 1 FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.	

1	2	3	4	5	6	7	8	9	10
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