



Rule Book for Mulligan Dice Golf

Introduction

Mulligan Dice Golf is a fun game for all ages. Each side of a die is a golf shot worth a number of strokes and the combination of rolls on the dice make up scores for each hole. On each hole, you can keep your first roll as your final score, **OR** try to improve by re-rolling all the dice one time (called a Hole Mulligan) **OR** by re-rolling one die (called a Shot Mulligan). If you have a bad hole, you can influence the leader's score by forcing him to take his first roll as his final score (called a Stymie). The Stymied player may not take any mulligans, increasing the chance of making a higher score.

Object of the Game

The player with the lowest overall score wins. In golf, this is called "stroke" or "medal" play. In addition to stroke play, there are several other games that may be played, including: match play, skins, best ball, low & total and high-low.

Contents

6 dice – Black, White, Red, Yellow, Green and Blue
24 Shot Mulligan chips (6 per player for up to 4 players)
1 Stymie block, Rule Book, Scorecards and Pencil

Getting Started

Each player begins the round with 6 Shot Mulligan chips. Use a Mulligan Dice Golf scorecard or a scorecard from any golf course in the world. Designate a scorekeeper. It's up to the scorekeeper to determine which dice are used for each hole. The player to the left of the scorekeeper goes first and play then continues to the left.

How to Play

1. Roll the dice required for the par of the hole (Roll 'em all at one time). Refer to Dice To Use Per Par.
2. Count your score. Add up the number of strokes on each die. Refer to the Scoring Legend.
3. Make one of three choices:

Keep your first roll as your final score. –OR–

Take a Hole Mulligan: Pick up all the dice and re-roll them ONE TIME, attempting to improve your score.. This second roll is your final score for the hole. You can select one Hole Mulligan on any hole unless you are Stymied (see #5). You do not forfeit a chip to use a Hole Mulligan. **–OR–**

Use a Shot Mulligan: Select one die to re-roll, attempting to improve your score. **You are limited to six (6) Shot Mulligans per 18-hole round.** To keep track, forfeit a Shot Mulligan chip.

You CANNOT:

- Select the Blue Weather Conditions die for a Shot Mulligan (you can't change the weather).
- Use more than one Shot Mulligan per hole.
- Use a Shot Mulligan when Stymied (see #5)

NOTE: The MAXIMUM number of rolls on any hole is 2.

4. Once you've executed your decision, count your final score for the hole and record on the scorecard.
5. Bad hole? Stymie a competitor. If you make a Double Bogey (+2 to par) or worse, immediately pass the Stymie block to a competitor. The Stymied player must take his first roll as his final score on his next hole. HINT: It may be wise to Stymie the player in the lead. Once the Stymied player has rolled, the Stymie block is set aside until another player makes a score that triggers its use.

Additional Stymie Rules

- The Stymied player cannot re-Stymie. For example, the Stymied player's first roll (and final score for the hole) is a triple bogey. He may not Stymie another player.
- Once the Stymie block has been passed out, another player can not Stymie until that player has rolled. For example, Player 1 Stymies Player 4. Players 2 and 3 may not Stymie anyone, even if one of them makes a double bogey.

6. Pass the dice and cup to the player to your left. Once all players have finished the hole, continue onto the next hole on the scorecard.

A Note about the Scorecard

(+/-) is used to keep a running total of players' scores vs. par, making it easy to see where everyone stands. This is useful for deciding who to Stymie.

Optional Game Rules

Remove the Stymie from play (Great when playing with one or two players, playing 72-hole tournaments, or for playing a faster version of the game).

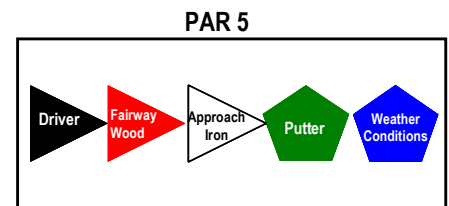
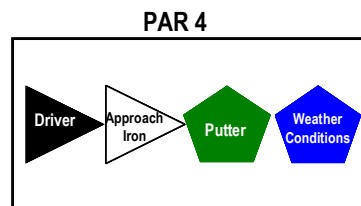
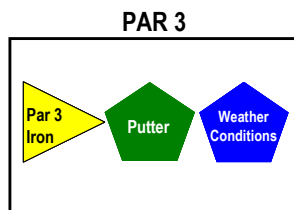
How Did the Word "Mulligan" Obtain its Golf Meaning?

No one knows, but the USGA Museum offers this story... A man by the name of David Mulligan frequented St. Lambert Country Club in Montreal, Quebec, during the 1920s. Mulligan let it rip off the tee one day, wasn't happy with the results, re-tee'd, and hit again. According to the story, he called it a "correction shot," but his partners thought a better name was the "mulligan." Using "correction shots" is not the way to play real golf, but it's a great way to play dice golf.

History of the Stymie

For more than 200 years, "the stymie" was a notable golf match feature. Until 1952, golf balls on the green were not marked unless the two balls were within 6 inches of each other. A "stymie" occurred when another ball was directly in the putting line of your ball. Since that ball was not lifted you'd have to putt over or around it, forcing some interesting shots on the putting green. Mulligan Dice Golf brings back the Stymie, causing some interesting rolls of the dice.

Dice to Use per Par



Scoring Legend

Fairway	1 stroke	Rough	2 strokes	Bunker	2 strokes
Green	1 stroke	Chip	2 strokes	Hazard	3 strokes

Putter Add the number on the die to your score. This reflects the number of putting strokes.

Weather Conditions
Sun = Subtract 1 stroke from score
Wind = Add 1 stroke to your score
Blank = No effect on score

Unique Rolls



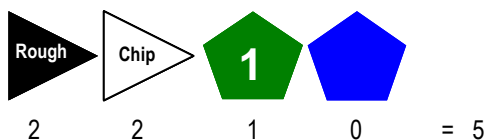
Count 1 stroke, but do not count the white Approach Iron die (the idea is that you've hit the green with your Fairway Wood on a Par 5).



You've hit your Approach Iron right by the stick. Do not count the Putter die because you have a Tap In putt. Also, add 2 strokes to your score (1 for the iron shot and 1 putt).

Scoring Examples

Example #1: Counting Score on a Par 4



Your drive was hit into the rough, taking an extra shot to get back to the fairway for your approach (This is U.S. Open rough). Your approach shot missed the green, leaving a chip and 1 putt. **Your score is Bogey, 1 over Par, or 5.**

Example #2: Counting Score on a Par 5



Your drive was hit into the fairway. Your second shot, the fairway wood, was hit onto the green, eliminating the need for an approach iron. You 2-putted the hole, but unfortunately met some bad weather. **Your score is Par, or 5.**

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WARNING:
CHOKING HAZARD
Small parts. Not for
Children under 3 years.

