

Used Lasagna Golf

Enjoy 18 holes of championship golf at the Used Lasagna Country Club!

Requirements: The Used Lasagna Golf charts, 4 standard six sided dice and a piece of paper to write down the scores and distance of the ball to the hole. It can be played by one or more players.

The Game: This is an 18 hole course that requires you to think about where you are going to put your shots. The game follows the conventional rules of golf. The Course Chart shows information as to the length and hazard location of each hole. The Club Chart shows the typical 14 clubs that are used in the game (1 Wood / Driver, 3 Wood, 5 Wood, 2-9 Iron, Pitching Wedge, Sand Wedge and Putter. Some people have different preferences, however, this is the most common set).

The player goes to the first hole and chooses a club. He/she then rolls the four dice and chooses two of them for the distance of the shot and the other two for the location. The location of the shot is important since the hazards are located at certain points on the course. Also, any shot that results in a ball going more than 6 or -6 away from 0 is out of bounds.

The Fairway – This is determined by starting at the tee up to the number listed for the fairway on the hole. Also, after clearing the hazards, the remaining distance to the hole up to 30 yards from the hole is also part of the fairway.

Example: Hole 1 has a length of 350 yards, with a fairway length of 210 between 1 and 3 with a sand trap at 300. The Sand Trap is 10 yards long, therefore between 310 and 320 is also fairway.

Hazards – You will notice that there are certain hazards at various points on the course. They are listed as for example, Water 300 1/3. That means there is a water hazard starting at 300 yards located between -1 through -3 and 1 through 3 on the hole. The first number is the starting location, and the second number or series of numbers is the absolute value (+ or -) of the hazard. In addition, each hazard has a standard length from the starting point with different meanings. They are:

Sand (10 yards) – Must use a sand wedge to get out. If the sand wedge shot is less than the number required to exit or if the result is SW, then you must play your next shot with the same club.

Water (15 yards) – If the ball lands in the water, then the player must place the ball at the point closest to the hazard that is farthest away from the hole. If the ball goes in the water at 300 yards, for example, the next shot must be played from 299 yards away at the same location as the hazard. A one stroke penalty is also assessed.

Trees (75 yards) – The ball is in the trees and requires a pitching wedge to get out. All values for the location of the next shot are to the advantage of the player other than 0 since the ball cannot be played into the trees (example a player is in the trees at -3 and plays a shot of -1 The shot is then considered to be a 1 for location). If the player shoots short of the required distance and the location is 0, then the ball is stuck in a tree and must be replayed from the same location as the last shot. A one stroke penalty is then assessed.

Dogleg: A dogleg is not so much a hazard as a spanner in the works. It requires you to choose a different club from the driver or wood you would probably use on a straight shot since you must get around it. Any tee shot that is more than 30 yards past the location of the dogleg is considered to be out of bounds and must be replayed with a one shot penalty.

The Rough – Any shot that is not on the fairway or in a hazard is in the rough. All shots from the rough incur a 10% penalty in distance. Any shot that is within 5 yards of a hazard is in deep rough and incurs a 20% penalty in distance on the next shot.

The Green – Any shot that lands within 20 yards of the hole is considered to be on the green. The putter must be used for all shots towards the hole. The location is not relevant to this part of the game. If a shot lands within 3 yards of the hole, then the roll of the ball is considered to have put it into the hole. If a putt ends up within 2 yards of the hole, then the roll of the ball is considered to have put it in the hole. A putt that ends up within 3-5 yards of the hole is a “gimmie”, therefore, one additional stroke is taken to end the hole.

In! - If a roll has an In! result, then the shot or putt went in the hole.

Scorecard - This is a par 70 course. Write the number of strokes taken for each hole and add them to determine a final score. The low score wins. If a match is tied, then a playoff is started back at the 10th hole. Alternatively, the game can be played as a Match Play contest, with each hole being won, lost or drawn.

Variation – As you probably know, all golfers are going to play better with some clubs on one day than others. Take a 54 card deck (52 cards plus a joker) and shuffle it. Deal three cards out to represent the good clubs (they will play straight) and one for a bad club (it will go at least 1 or -1 in location all day). The cards can represent the following:

2 – 9 - Irons

10 – Pitching Wedge

J – 5 Wood

Q – 3 Wood

K – Driver

Joker – Putter (it's appropriate, trust me!) Note: In this case, the putt must equal the distance on all par 3 and 5 holes.

Note: If you've ever played golf in New York City, you will probably recognize the length of the course as being similar to Van Cortlandt Park's golf course. This is the oldest public course in the United States (built in 1895) and is considered to be a challenge, especially the last six holes. If there is interest, I will create more courses to play on for this game.

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If you have any questions about this game or any other created by C and D Games, or just want to question my sanity, please feel free to contact me at candgames@gmail.com or via the C and D Games Yahoo group at: <http://games.groups.yahoo.com/group/canddgames/>