



UNIVERSITY OF  
**SOUTH CAROLINA**  
DEPARTMENT OF MATHEMATICS

## Math Golf\*

### Official Game Rules

**The Object of Math Golf:** Your team of mathletes must work together to make their way through five different 'holes' placed throughout the historic HorseShoe. Your team progresses through each hole by answering questions of varying difficulty successfully. Similar to the rules of Golf the team which makes their way through each 'hole' in the lowest number of 'strokes' will win the game.

**Setup:** Each team will be given the following:

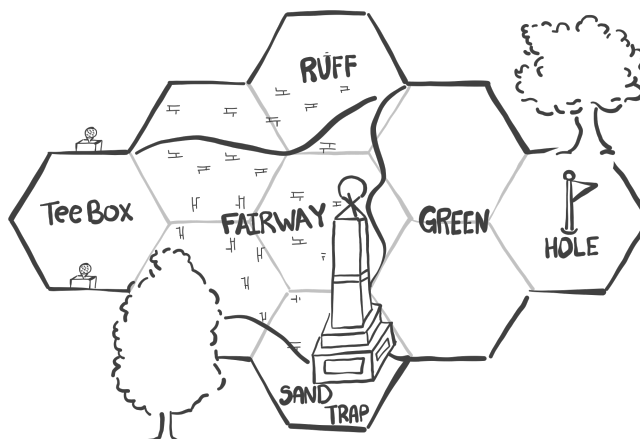
- A ball
- A score card
- A map and caddie

Each team will need the following:

- Lots of paper
- Pencils/Pens
- A will to win!

A version of the map, rules and (after the contest) questions with answers can be found at <http://people.math.sc.edu/robertv/mathgolf.html>.

**Gameplay:** Students will follow their designated caddies across the historic HorseShoe to work their way across assigned holes. If ever confusion arises *ask your caddie* they are a rule keeper a question keeper and a guide throughout this game. The basic shape of a Par 3 hole is as follows:



\*A fun way to get outside and do some math.

To move your team from the Tee Box to the Hole you will need to answer questions given by your caddie. There are **3 types of shots** each which progress you a different distance towards the hole. The more difficult the question the faster your team will progress towards the hole.

### **Types of shots:**

Hole-In One: \*You may attempt a hole-in-one **ONCE** on any shot from the tee box, fairway, or ruff\*

- a. CORRECT: You finish the hole and move to the next one. *One stroke has been used*
- b. INCORRECT: You must now do a regular shot from the current location. *One stroke has been used, must try a tee/fairway shot.*

Tee/Fairway:

- a. CORRECT: You move closer to completing the hole. *An additional stroke has been used.*
  - i. If at tee box move to fairway
  - ii. If in fairway move to green
  - iii. If in ruff move to fairway
- b. INCORRECT: You move closer to the hole, but will now take one stroke longer to complete the hole if you get the rest correct.
  - i. If at tee box move to ruff
  - ii. If in fairway move to sand trap
  - iii. If in ruff move to sand trap

Chip/Sand/Putt:

- a. CORRECT: Either move closer to hole or the putt is good! *Another stroke is added.*
  - i. If in green The Putt is Good! Move to next Hole!
  - ii. If in sand trap move to green.
- b. INCORRECT: You must answer another of the same type to finish/progress through the hole. *Another stroke is added.*

At the end of the round, the sum of the number of questions it took to finish the hole is your score. The lower the score the better!

### **Order of Play:**

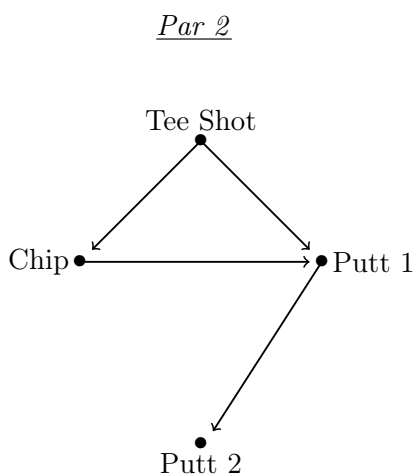
On every shot each team will do the following in order:

1. Tell your Caddie what type of shot you want
2. Get a question from your caddie
3. Work with your team to answer the question
4. Return your answer to the caddie
5. Move (throw) your team's ball!

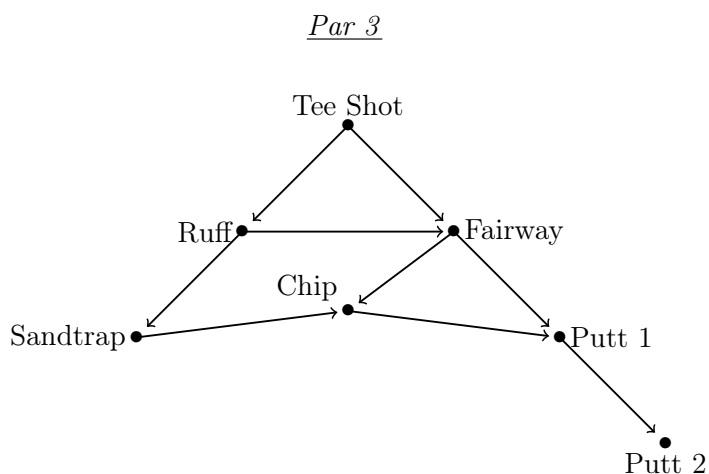
Once your caddie tells your team if the question is correct or incorrect then follow the caddie's direction to the next location and repeat the steps. Descriptions of the steps are given below:

1. **Tell your Caddie what type of shot.** See the description of the shots given previously. Your caddie will remind you what type of shots are available for your current position. Don't forget that the hole-in-one shot can only be attempted once per position and is a *VERY DIFFICULT* question.
2. **Get a question from your caddie.** Your caddie will either show you a question or tell you the question, which is randomly generated from their 'smart' device. You should write down the question and find a location close to your team's ball to work with your team to complete the question.
3. **Answer the question.** Find a location to work with your team near your caddie and your ball but not so near so that the other team can hear your solution. Your caddie will give you 2-3 minutes to work on each question.
4. **Return the question to the caddie.** Send a representative of your team with the solution to question to your caddie. Your caddie will then let you know if you get the question correct or incorrect.
5. **Move your team's ball.** The caddie will then tell you where to move/throw your team's ball. And either you are done with the hole and must wait for both teams to finish the hole to proceed, or you begin the process again.

**Depiction of possible paths:**



Maximum Strokes: 6  
Minimum Strokes: 2



Maximum Strokes: 6  
Minimum Strokes: 3

**Winning the Game.** The team with the lowest number of total strokes will win the game. At the end of the 5 holes you must tally up all of your strokes and mark it correctly on the score sheet, then return your score sheet to your caddie. There can only be one ultimate winner so to decide any possible ties at the end of the five holes your caddie will escort your team to the *putt challenge area* where your team will elect one team member to complete a putting challenge.

**Score Card:**

Group Name:					
Finished In	Hole 1	Hole 2	Hole 3	Hole 4	Hole 5
	Par 2	Par 3	Par 2	Par 3	Par 2
1 Shot					
2 Shots					
2 Shots					
3 Shots					
4 Shots					
5 Shots					
6 Shots					
				Total	