Roll of the dice – AFL

How to play: Take it in turns rolling the dice to achieve a score for the amount of behinds and goals scored each quarter. Add up your final score to determine the winner!

What you will need:

• Dice

• Score grid below

Quarter 1

	Behinds (1 point)	Goals (6 points)	Total
Example	Rolled a 2 – 2 x 1 = 2	Rolled a 4 – 4 x 6 = 24	2 + 24 = 26
Player 1:			
Player 2:			

Quarter 2

	Behinds (1 point)	Goals (6 points)	Total
Player 1:			
Player 2:			

Quarter 3

	Behinds (1 point)	Goals (6 points)	Total
Player 1:			
Player 2:			

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Quarter 4

	Behinds (1 point)	Goals (6 points)	Total
Player 1:			
Player 2:			

ADD UP YOUR TOTAL SCORE FOR EACH QUARTER!

Player 1 final score =

Player 2 final score =