

R4C - Match Play

This is played similar to Stroke Play (**SP**), however, each hole counts as 1 point. Whoever gets the least number of strokes on each hole wins the point for that hole. The player with the most points at the end of 18 holes wins the game!

Water / Out of Bounds: Same as Stroke Play (**SP**)

Trees: Same as Stroke Play (**SP**)

Tie-Breaker:

In the event of a tie, start over on hole 1 and play until somebody wins a point. They win the game!

R4C - Skins

Skins is played the same as Match Play (**MP**) except points carry forward. If two players tie a hole then that point pushes to the next hole. For example, if any two players tie hole 1 then hole 2 is worth two points. (Hole 1 + Hole 2) If any two players tie hole 2 then hole 3 is worth three points. This continues until a player scores by having the least number of strokes on a hole. When a player scores, they get a point for the hole just played and all points carried forward from previous holes. Once a player scores, the next hole starts over at 1 point again.

Water / Out of Bounds:

Same as Stroke Play (**SP**)

Trees:

Same as Stroke Play (**SP**)

Tie-Breaker:

In the event of a tie, start over on hole 1 and play until somebody wins 1 or more points. They win the game!

Doubles – Pick or randomly choose partners. Then pick or randomly choose Player Characters. On each team's turn, both partners throw a disc and the team decides which throw to take. Whoever's throw is chosen is the player that can Roll for Luck that turn should the team decide to do so. Good Luck Cards may be used by either teammate but not both. Each team may only hold up to 3 Good Luck Cards at a time.

The same rules apply if multiple people are playing the same Player Character. This allows up to 8 people to play at the same time. For time purposes, Scramble Golf is recommended in this scenario.

Pro Tip – Sometimes going for luck is better than getting the extra spaces. Then again... sometimes it's not.

*** These rules are designed to be used in conjunction with the disc golf board game Racing for Chains.

Racing for Chains Game Types

Board Race (BR) / Stroke Play (SP) / Match Play (MP)

- + Skip-a-Hole
- + Safari
- + Doubles
- + Skip-a-Hole + Doubles
- + Safari + Doubles

Scramble Golf (SG) + (BR) / (SG) + (SP) / (SG) + (MP)

- + Skip-a-Hole
- + Safari
- + Doubles
- + Skip-a-Hole + Doubles
- + Safari + Doubles

All of the above Game Types can be played with or without Luck Cards. It's way more fun with!

Battle Mode

Battle Mode + (BR) / Battle Mode + (SP) / Battle Mode + (MP)

- Battle + Skip-a-Hole
- Battle + Safari
- Battle + Doubles
- Battle + Skip-a-Hole + Doubles
- Battle + Safari + Doubles

Battle Mode + (SG) + (BR) / Battle Mode + (SG) + (SP) / Battle Mode + (SG) + (MP)

- + Skip-a-Hole
- + Safari
- + Doubles
- + Skip-a-Hole + Doubles
- + Safari + Doubles

Additional Game Types include:

- Ace Race
- Ace Race + Safari
- Long Drive Competition
- Long Drive Race