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 and printed 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:			

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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 you total score for each quarter!

Player 1 final score =

Player 2 final score =