ROLL OF THE DICE
NRL

How to play: Take it in turns rolling the dice to achieve a score for the amount of trys, conversions and drop goals scored each half. Add up your final score to determine the winner!
What you will need: Dice and printed score grid below

First half

	Drop goal (1 point)	Try (4 points)	Conversion (2 points)	Total
Example	Rolled a 2 – 2 x 1 = 2	Rolled a 4 – 4x 4 = 16	Rolled a 6 – 6 x 12 = 12	2 + 16 + 12 = 30
Player 1:				
Player 2:				

Proudly supported by **FOXTEL**

ROLL OF THE DICE

Second half

	Drop goal (1 point)	Try (4 points)	Conversion (2 points)	Total
Player 1:				
Player 2:				

Add up you total score for each half!

Player 1 final score =

Player 2 final score =