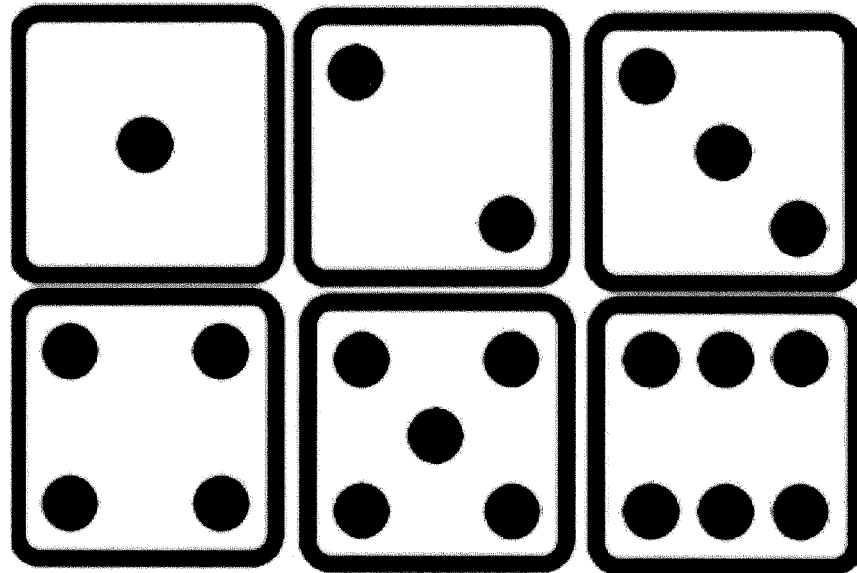


# The Dice Game Book



**Have fun while practicing addition and subtraction!**

# Balloons!

**Objective:** cover three balloons in a row to win.

**What you need:** 2 dice or more dice, Balloons! Game board, and counters/markers

## **How to play:**

Decide how many dice you will use to play. The more dice you use, the more challenging the game!

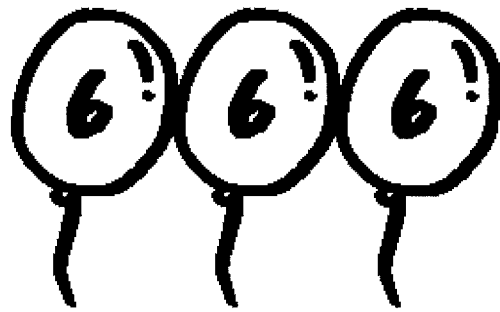
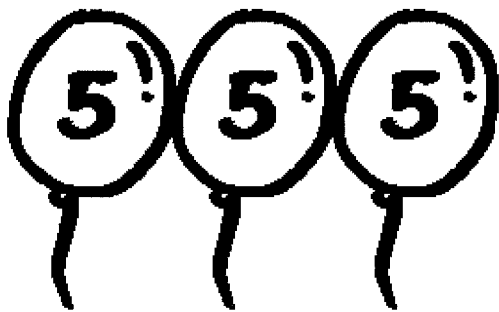
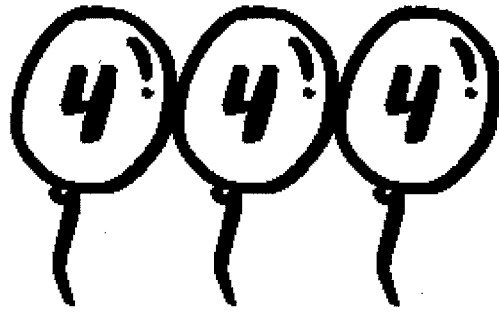
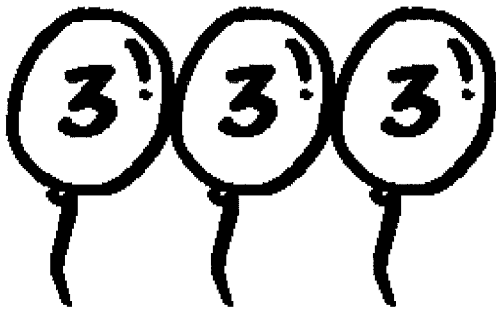
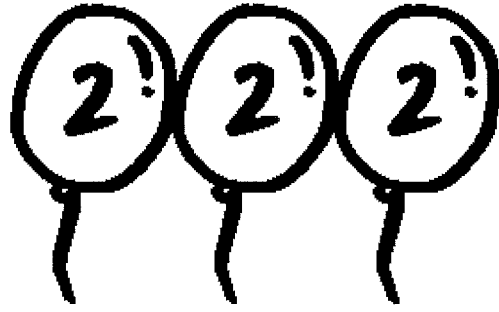
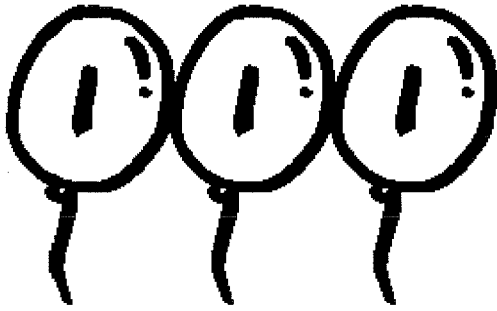
Each player rolls the dice.

The player adds and subtracts the numbers on the dice in order to get an answer that matches a balloon on the game board.

If the player is successful, he or she covers or crosses out that balloon.

The first player to have 3 balloons in a row covered is the winner.

# Balloons!



# Addition Dice Roll

1) Roll two dice. 2) Color the first square in the row of the sum.

|    |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|----|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| 2  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 11 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 12 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Name \_\_\_\_\_ time \_\_\_\_\_

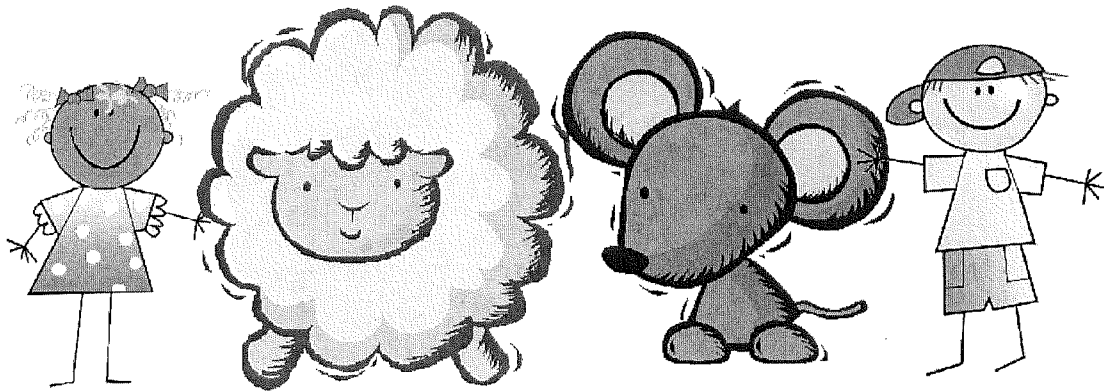
## Teacher notes

\*Each player only colors in the squares in the row from the sums they roll. Once a player reaches the end of a row, continue play until that sum is rolled again. What does the horizontal bar graph look like? Which sum was rolled the most? The least? What is the probability of rolling each sum? Did the graph come out with the same probability?

To determine probability, students can list the sums and then write the different combinations that could be rolled to come up with each sum.



# Zoo Animal Math Game



## Suggestions

- To make cards last longer, you may wish to laminate cards.
- You can play in small groups, large groups, or use the game as part of a math center.
- Practice addition, subtraction, and multiplication all during one lesson. Every five minutes, change the operation used during the game.

## Set-Up

- Make enough copies of zoo template for one for each player.
- Cut out included animals. Make copies as needed as well if you are making more than one game.
- Gather two dice per group playing.
- Cut out Zoo Roll Cards and allow for one per person.





# Directions

---

Objective: To get as many animals in your zoo as possible. The person with the most animals in their zoo by the end of the game wins.

1. Set up game.
2. Pass out a zoo template to each player. Put the animals in the center of the table. Each player should also get a dice roll card.
3. Choose a player to start. That player will roll two die. After the pair of dice is rolled, students will multiply, add, or subtract those two numbers. For example, if a 4 and a 6 is rolled and students are practicing multiplication, students will multiply those two numbers to get 24. Note: if playing using subtraction players will only use roll instructions 0-5.
4. Whatever number the answer ends in, students will follow the Zoo Roll Card instructions. The roll cards have varying instructions of adding an animal to the zoo, subtracting an animal, doing nothing, and stealing an animal from another player.
5. Play will continue until there are fewer animals left in the center than players. Players will count the number of animals in their zoo and determine the winner.



## Zoo Roll Card

Multiply, add, or subtract your dice. If the answer ends in a...

- 1 - Steal an animal from another player
- 2 - Do nothing
- 3 - Put an animal back in the center
- 4 - Add an animal from the center
- 5 - Put 2 animals back in the center
- 6 - Add an animal from the center
- 7 - Add 2 animals from the center
- 8 - Put an animal back in the center
- 9 - Steal two animals from another player
- 0 - Do nothing

## Zoo Roll Card

Multiply, add, or subtract your dice. If the answer ends in a...

- 1 - Steal an animal from another player
- 2 - Do nothing
- 3 - Put an animal back in the center
- 4 - Add an animal from the center
- 5 - Put 2 animals back in the center
- 6 - Add an animal from the center
- 7 - Add 2 animals from the center
- 8 - Put an animal back in the center
- 9 - Steal two animals from another player
- 0 - Do nothing

## Zoo Roll Card

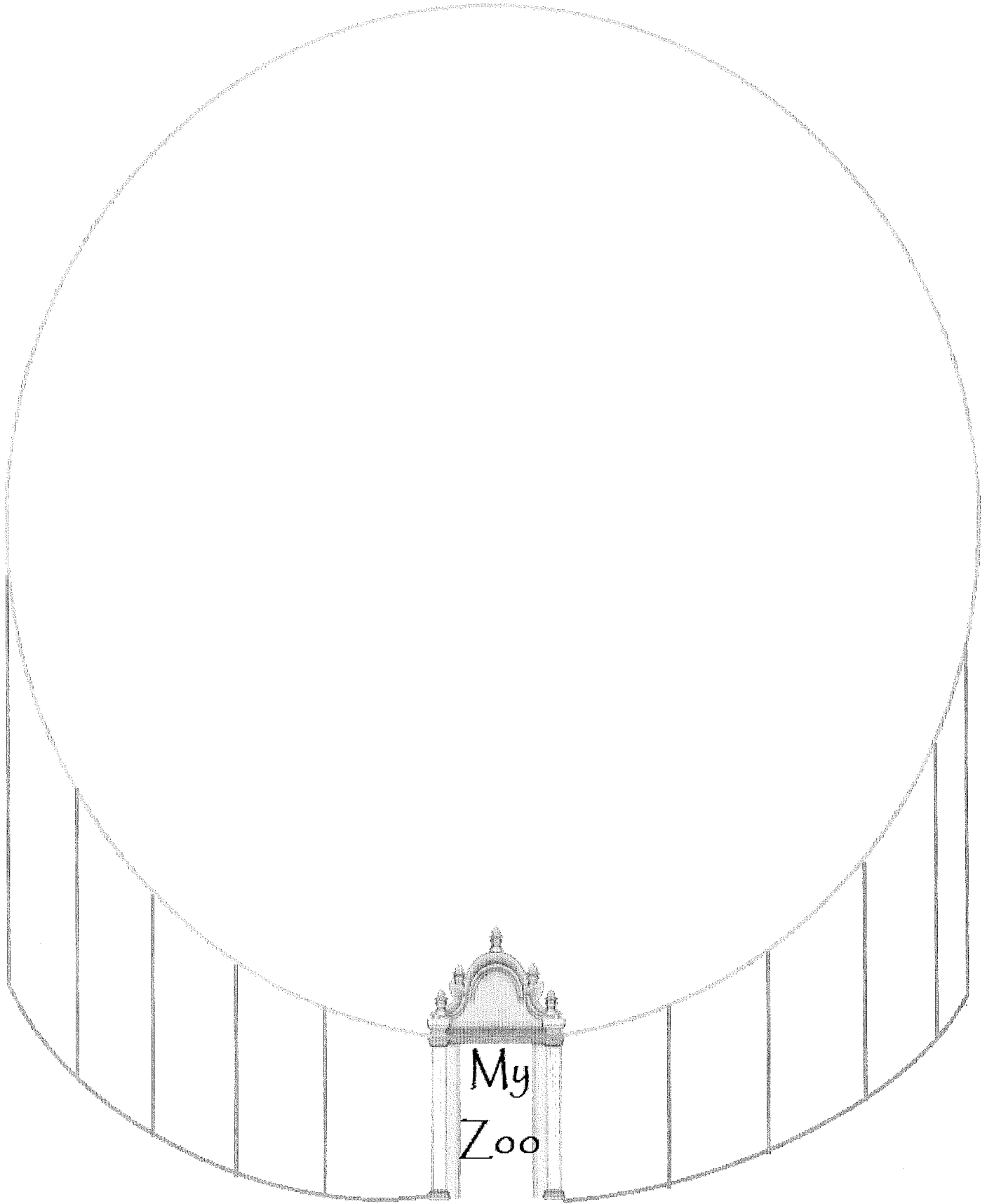
Multiply, add, or subtract your dice. If the answer ends in a...

- 1 - Steal an animal from another player
- 2 - Do nothing
- 3 - Put an animal back in the center
- 4 - Add an animal from the center
- 5 - Put 2 animals back in the center
- 6 - Add an animal from the center
- 7 - Add 2 animals from the center
- 8 - Put an animal back in the center
- 9 - Steal two animals from another player
- 0 - Do nothing

## Zoo Roll Card

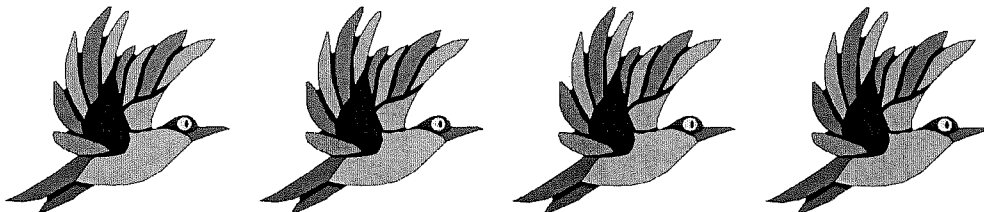
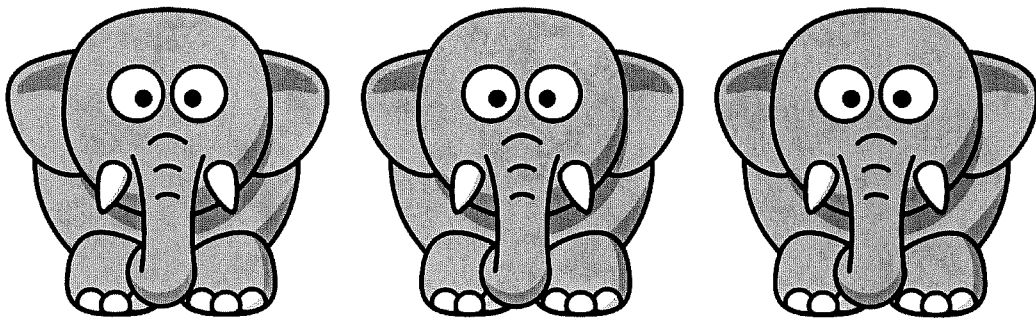
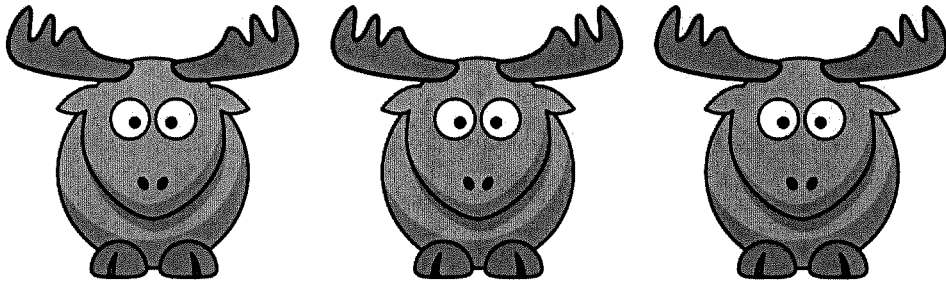
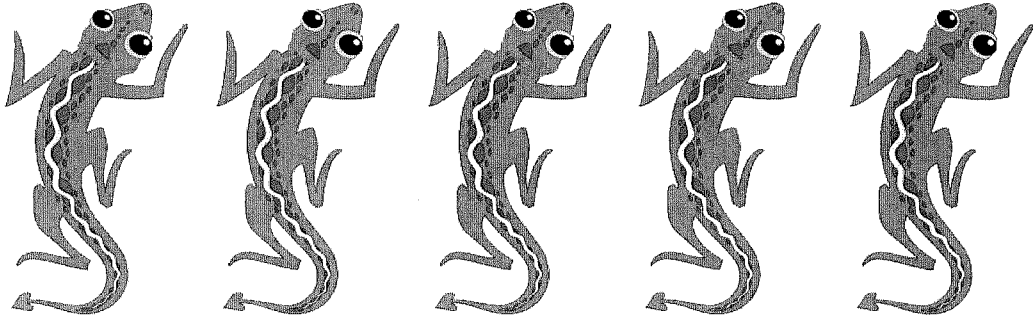
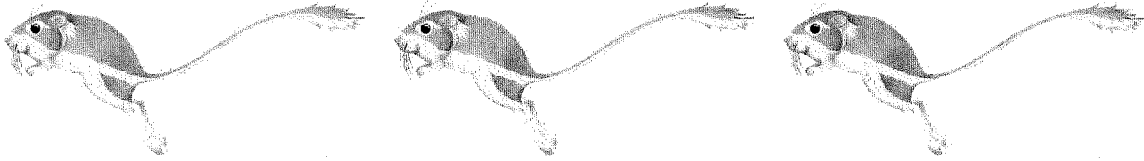
Multiply, add, or subtract your dice. If the answer ends in a...

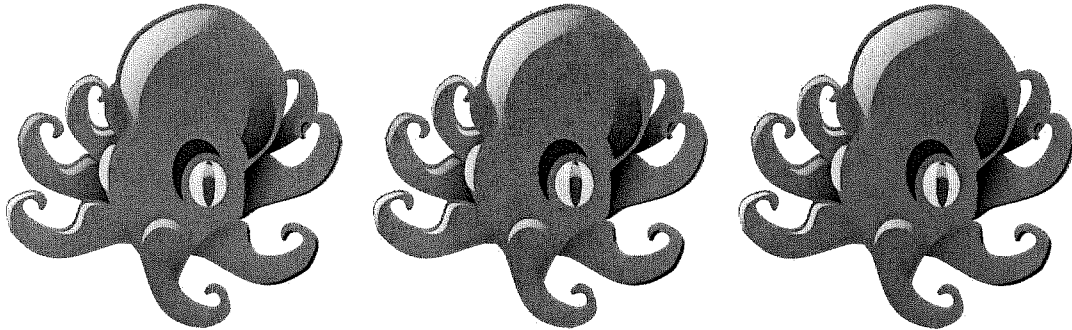
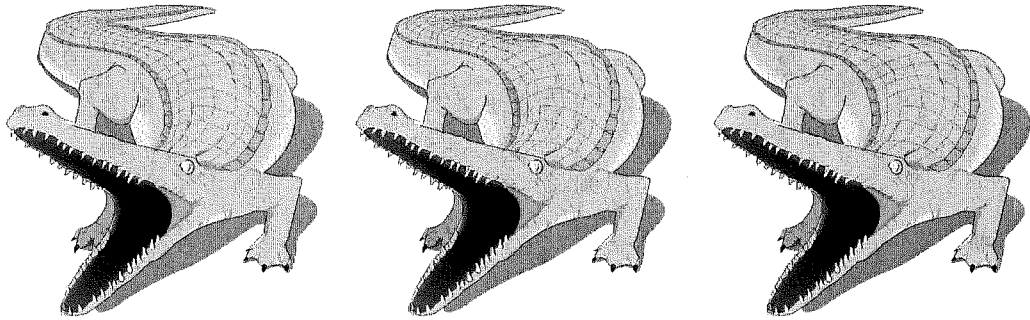
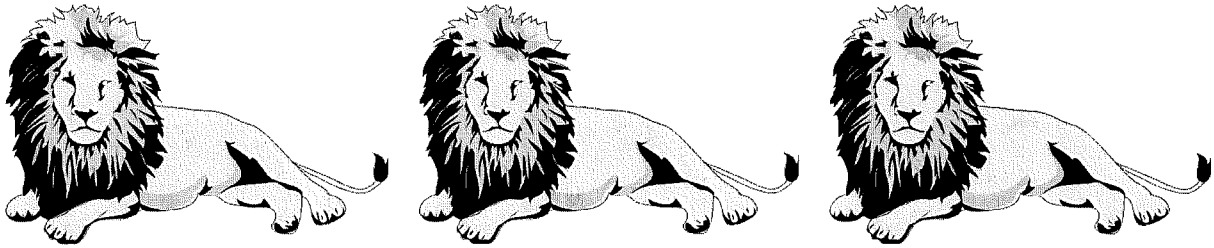
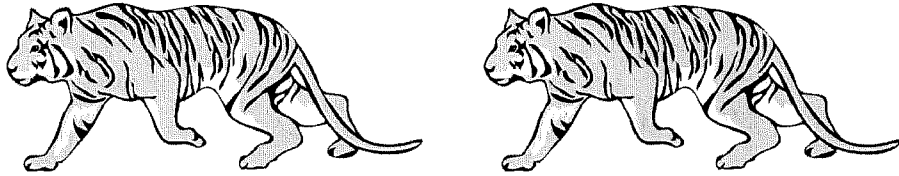
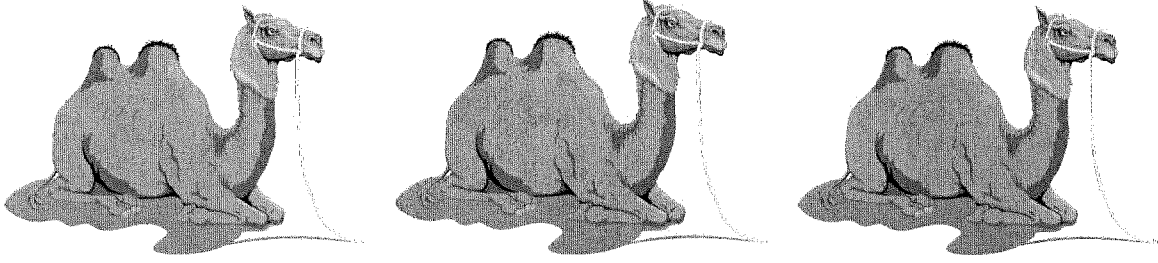
- 1 - Steal an animal from another player
- 2 - Do nothing
- 3 - Put an animal back in the center
- 4 - Add an animal from the center
- 5 - Put 2 animals back in the center
- 6 - Add an animal from the center
- 7 - Add 2 animals from the center
- 8 - Put an animal back in the center
- 9 - Steal 2 animals from another player
- 0 - Do nothing

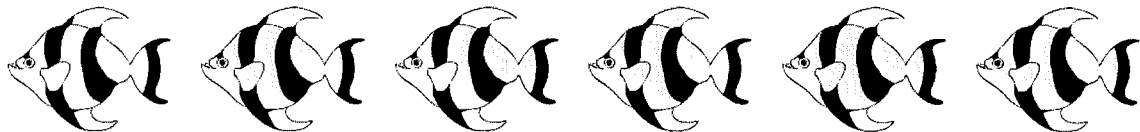
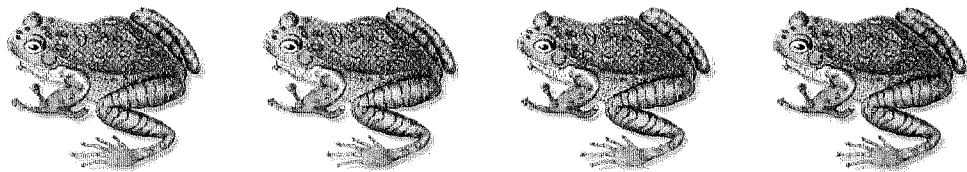
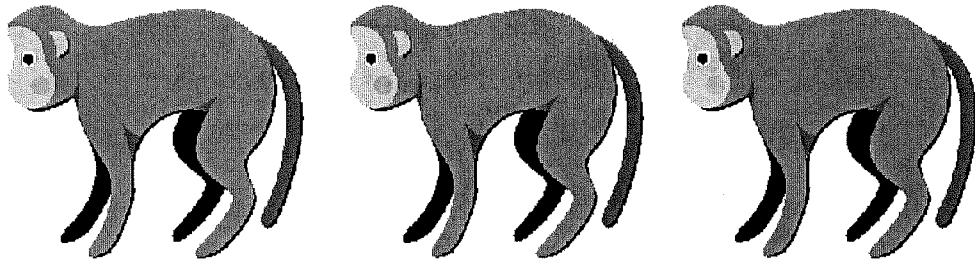
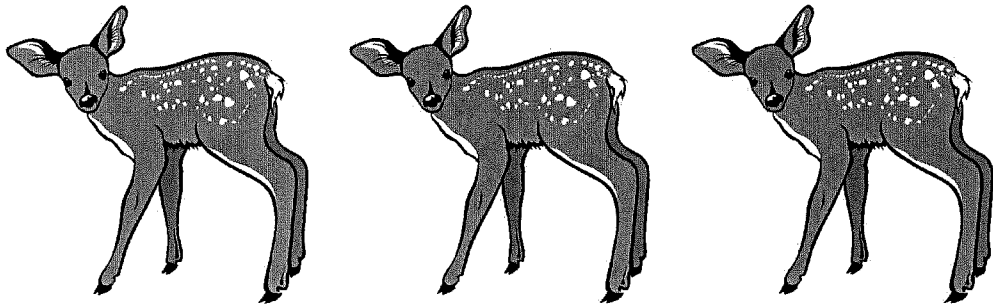
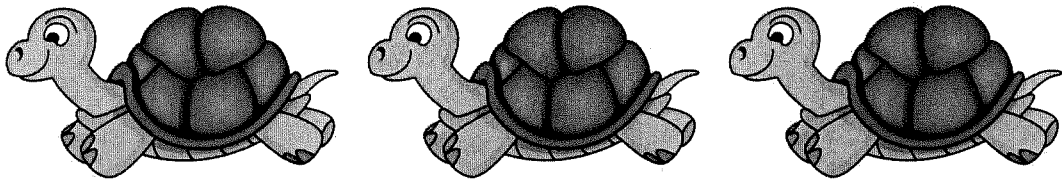
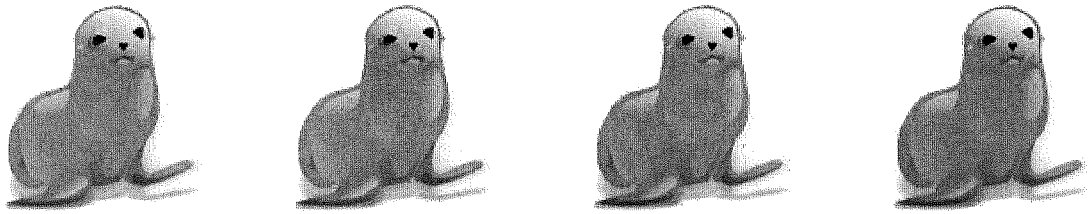




# Zoo Animals









# Directions

## You Will Need:

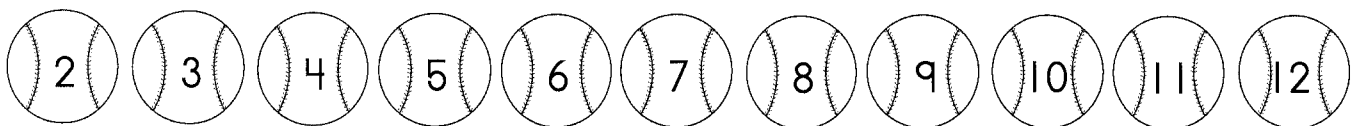
- 2 dice

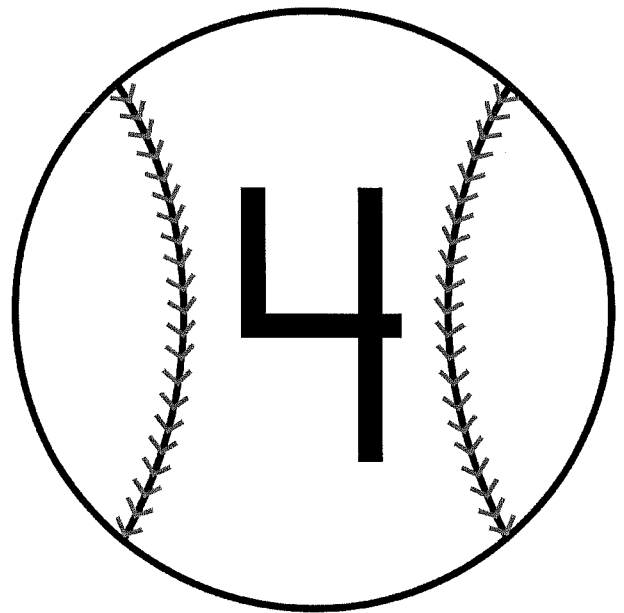
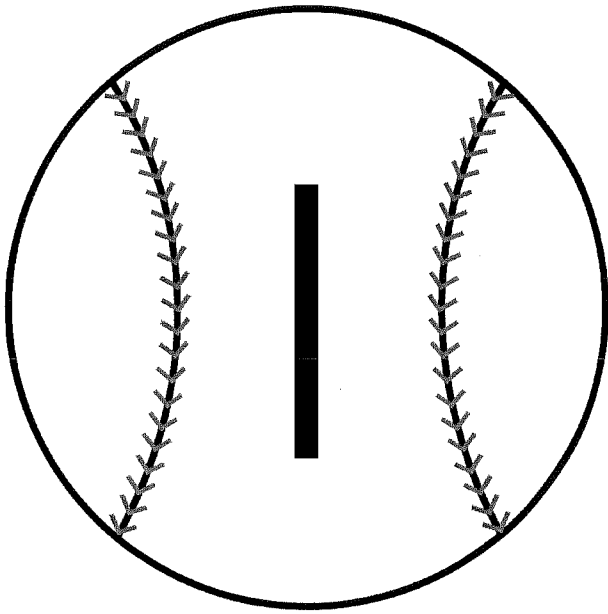
## To Assemble Your Activity:

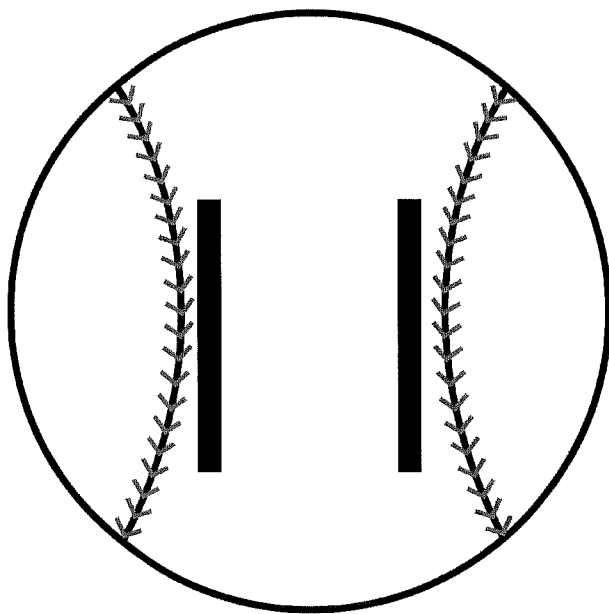
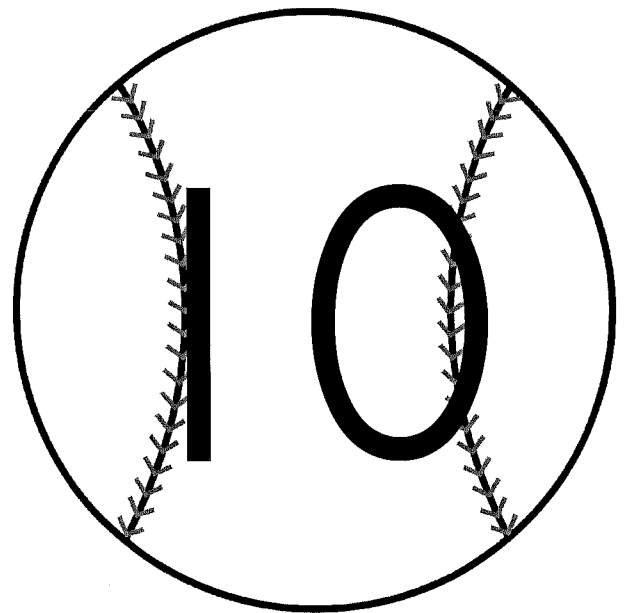
- To make one game, print 2 copies of the baseballs on cardstock
- Laminate if desired
- Cut out the baseballs

## To Play The Game:

Provide each player with a set of baseballs. Have the players line up the baseballs in order in front of them on the table. If playing the game while working on subtraction, use the numbers 1-11. If playing the game while working on addition, use the numbers 2-12. Each player takes turns rolling the dice and either adding or subtracting the numbers. The player then removes the ball with the answer. For example, if playing the game with addition and the player rolled a 4 and 5, he/she would remove the ball with the number 9. If a player rolls a number of a ball that has already been removed, he/she loses the turn. The first player who has removed all the baseballs wins the game.







# monkey

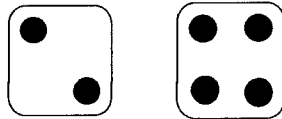
practice adding, subtracting and recognizing odd and even numbers

## materials:

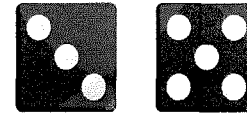
2 colored dice  
2 white dice  
game board  
counters

round one example:

player one rolls



player two rolls



**Player two** rolled an 8 which is even, so **player one** will move ahead 6 spaces.

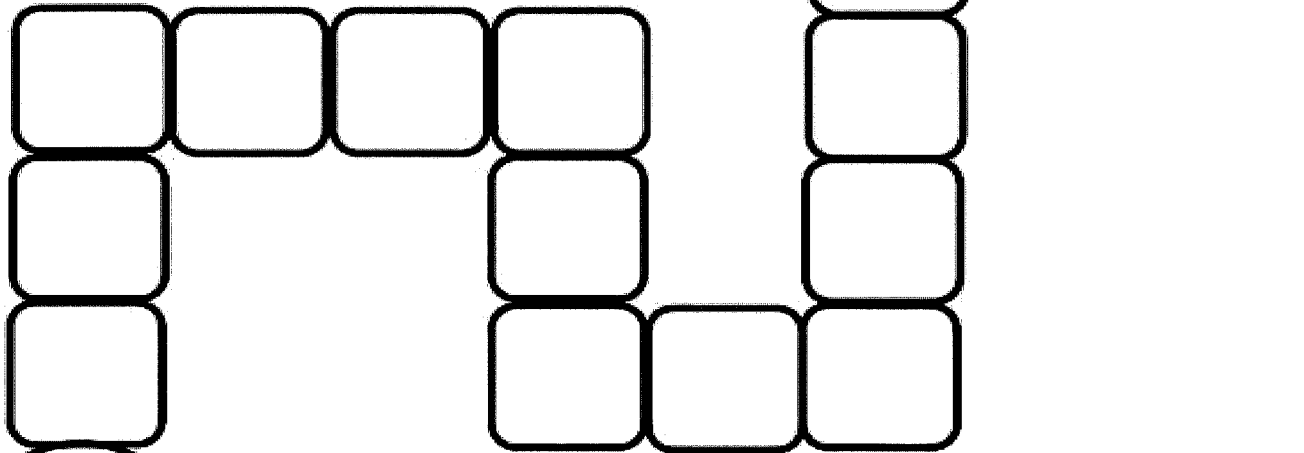
**Now** it is **player two's** turn to roll the white dice, and **player one** will roll the colored dice.

## rules:

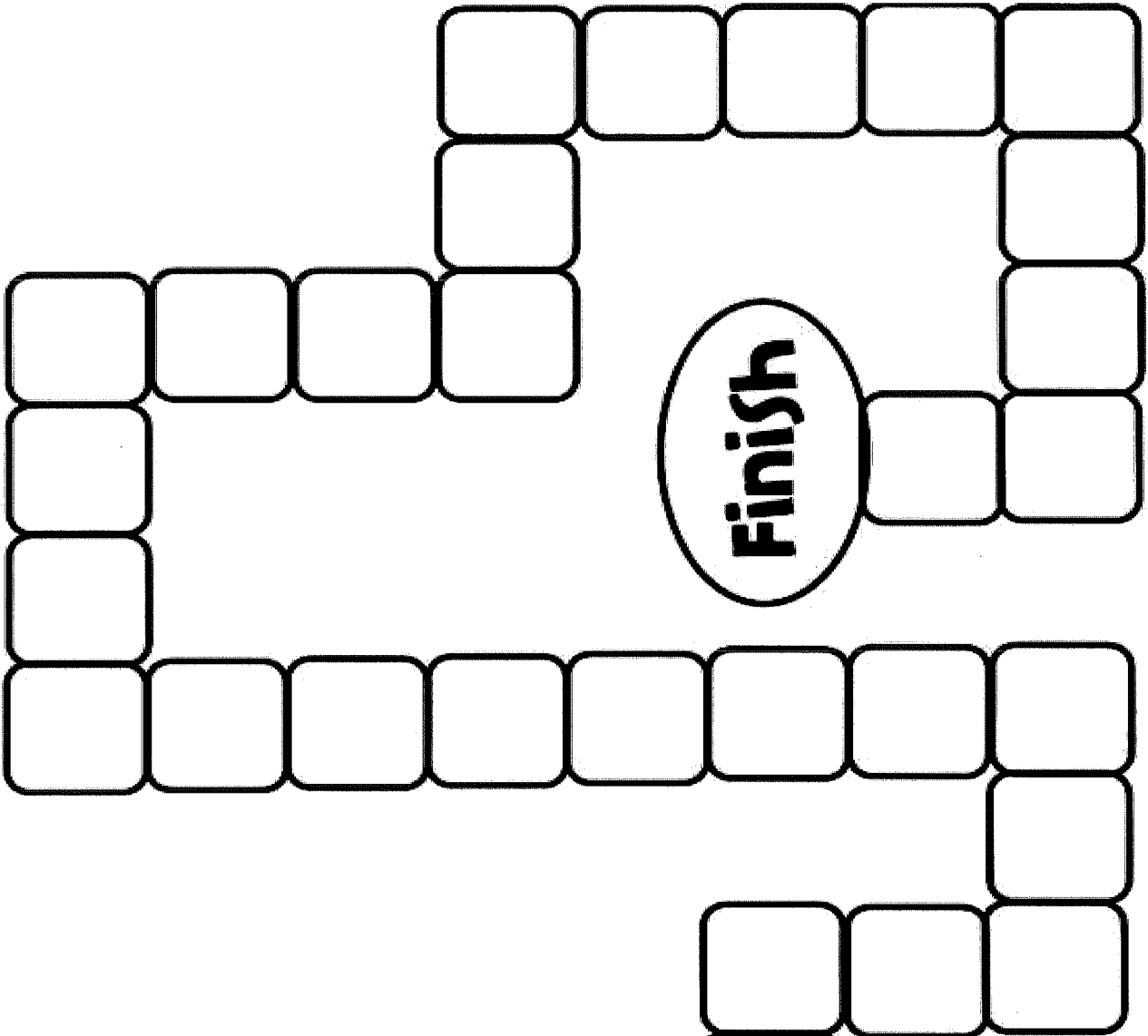
1. Each player rolls a die to see how goes first. Player that rolls the highest number goes first.
2. Place your counter pieces on start.
3. Both players roll at the same time. For the first round Player One rolls the white dice and Player Two rolled the colored dice.
4. Player Two adds together the colored dice. If it is an EVEN number then Player One will add his/her dice together and move that many spaces FORWARD on the game board that many spaces. If the colored dice make an Odd number then player One will subtract the dice he/she rolled and move BACKWARDS on the game board that many spaces.
5. Now Player Two will roll the white dice and Player One will roll the colored dice to see how Player Two will move.
6. Players take turns moving; first one to the end wins.

# Monkey

Start



Finish







## Subtraction Dice (one-digit)

Roll the dice. Put the greatest number in the box. Roll the dice again. Put this number in the circle. Solve the problem.

$$\begin{array}{r} \square \\ - \bigcirc \\ \hline \end{array}$$

$$\begin{array}{r} \square \\ - \bigcirc \\ \hline \end{array}$$

$$\begin{array}{r} \square \\ - \bigcirc \\ \hline \end{array}$$

$$\begin{array}{r} \square \\ - \bigcirc \\ \hline \end{array}$$

## Rolling to 120!

**What you need:** a dice, the Rolling to 120! game board, and a game piece for each player.

### **How to play:**

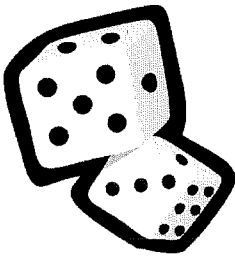
Each player begins on the square marked, "Start."

Players take turns rolling the dice.

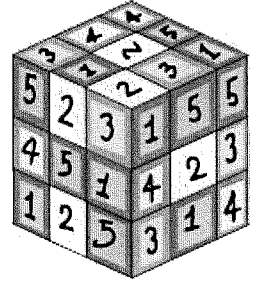
First roll: players move the number shown on the dice.

Following rolls: players roll the dice and add that number to the number on the square that they are on. Then they move to the square that has the sum of those two numbers.

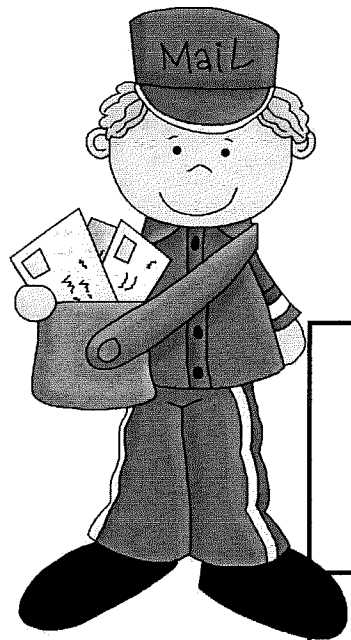
**How to win:** The first player to make it to 120 wins.



# Rolling to 120!

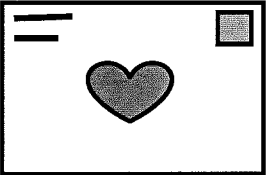
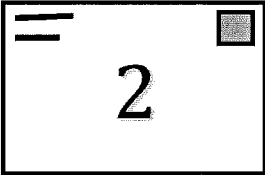
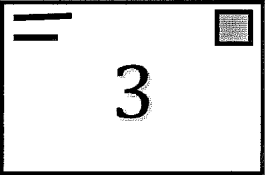
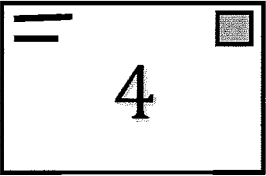
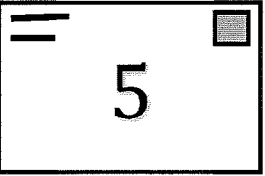
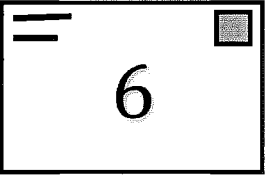
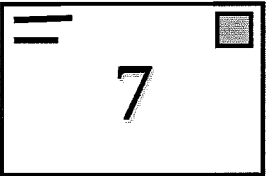
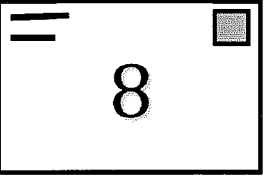
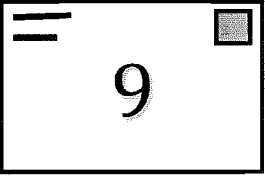
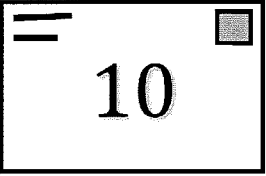
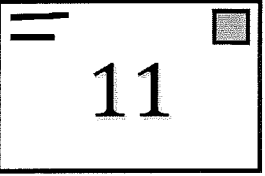
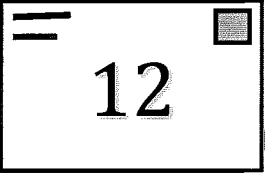


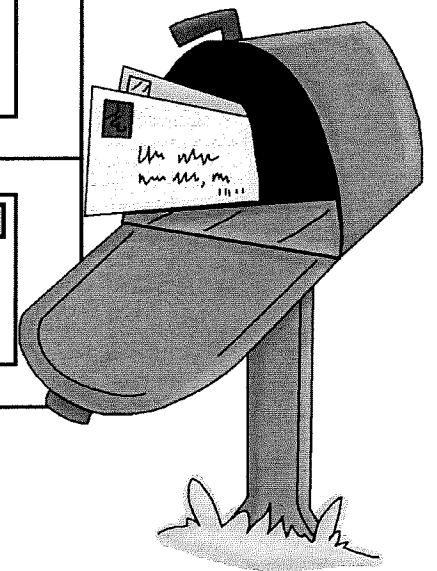
|       |     |     |     |     |     |     |     |     |     |
|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| START |     |     |     |     |     |     |     |     |     |
| 1     | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  |
| 11    | 12  | 13  | 14  | 15  | 16  | 17  | 18  | 19  | 20  |
| 21    | 22  | 23  | 24  | 25  | 26  | 27  | 28  | 29  | 30  |
| 31    | 32  | 33  | 34  | 35  | 36  | 37  | 38  | 39  | 40  |
| 41    | 42  | 43  | 44  | 45  | 46  | 47  | 48  | 49  | 50  |
| 51    | 52  | 53  | 54  | 55  | 56  | 57  | 58  | 59  | 60  |
| 61    | 62  | 63  | 64  | 65  | 66  | 67  | 68  | 69  | 70  |
| 71    | 72  | 73  | 74  | 75  | 76  | 77  | 78  | 79  | 80  |
| 81    | 82  | 83  | 84  | 85  | 86  | 87  | 88  | 89  | 90  |
| 91    | 92  | 93  | 94  | 95  | 96  | 97  | 98  | 99  | 100 |
| 101   | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 |
| 111   | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 |



# Help the Mailman!

Help the mailman deliver his letters. You and a partner take turns rolling two dice. Put a marker on the number that you roll. The first person to deliver all of their mail first is the winner!

|   |  |   |
|---|--|---|
|    |    |    |
|    |    |    |
|   |   |   |
|  |  |  |



# Stuck In The Mud

**Ages:** 5+

**Skills:** Addition (mental) Addition (scoring)

**What You Need:** 5 dice, paper and pencil

**How to play:**

The aim of the game is to achieve the highest score. You can only score on a roll which does not include the numbers 2 and 5. Any dice which show a 2 or a 5 become “stuck in the mud”.

Choose a player to start. Roll all 5 dice. If you have rolled any 2s or 5s, you do not score any points for this throw. If you have not rolled any 2s or 5s, add up the total of the dice and remember it.

Set aside any 2s and 5s, and throw the remaining dice. Again, if you have rolled any 2s or 5s you fail to score this turn. Throws without 2s and 5s are added to your previous total.

Continue in this way until all your dice are “stuck”. Write down your score, and pass the dice to the next player.

Agree a number of rounds (five works well) and total up the score. You can use the score charts we have provided.

## **Two-Dice Sums** (Grades 1–8)

**Math concepts:** Students of all ages can play this game, as long as they're able to add the numbers that come up on two dice. While younger children benefit from the practice of adding, older students have the opportunity to think about the probability of the sums from rolling two dice.

**The object:** to remove all the counters in the fewest rolls possible.

**How to play:** Two or more players can play. Each player needs 11 counters, a game strip that lists the numbers from 2 to 12 spaced far enough apart so the counters can fit on top of each number, and a recording sheet. Here are the rules for playing:

1. Each player arranges 11 counters on the game strip and records the arrangement.
2. Once the counters are arranged, players take turns rolling the dice.
3. For each roll, all players can remove one counter if it is on the sum rolled. Players keep track of the number of rolls of the dice it takes to clear their game board.

## **The Game of Pig (Grades 3–8)**

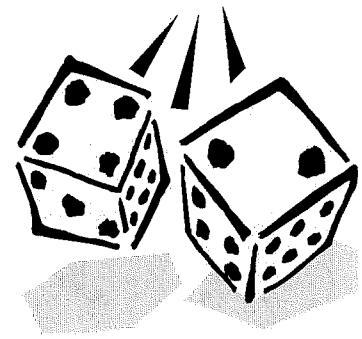
**Math concepts:** This game for two or more players and gives children practice with mental addition and experience with thinking strategically.

**The object:** to be the first to score 100 points or more.

**How to play:** Players take turns rolling two dice and following these rules:

1. On a turn, a player may roll the dice as many times as he or she wants, mentally keeping a running total of the sums that come up. When the player stops rolling, he or she records the total and adds it to the scores from previous rounds.
2. But, if a 1 comes up on one of the dice before the player decides to stop rolling, the player scores 0 for that round and it's the next player's turn.
3. Even worse, if a 1 comes up on both dice, not only does the turn end, but the player's entire score returns to 0.

# GOING TO BOSTON



*How to Play:*

*Materials: Three Dice  
Recording Sheet*

*Number of Players: 3 or more*

*Skill: Addition or Multiplication*

*How To Play:*

- 1. Have each player roll one die, the highest number goes first.*
- 2. Each players takes a turn rolling all three dice. After the first throw, the player will remove the die with the highest number and puts it aside.*

*Example: Dice 1: 4*

*Dice 2: 2*

*Dice 3: 6*

*The player would take out dice 3 that had a 6.*

- 3. Roll the remaining two dice and again take out the highest number and set aside.*
- 4. Roll the last dice and add up the numbers on all three dice to get the player's score for that round.*
- 5. Record the total of the three dice on the recording sheet.*
- 6. Continue to take turns, each group member going once. The highest score for the round wins!*

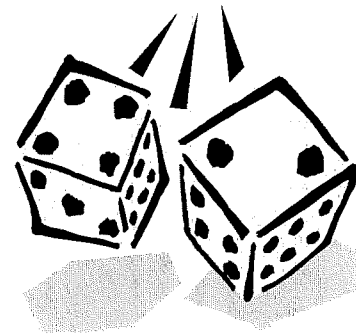
*Students can play for a set number of rounds and add up the combined totals to find an all time champion.*

*Variations:*

- \*\* Play with two dice for younger students*
- \*\* Keep the lowest numbered die instead of the highest.*
- \*\* Increase the number of dice to four for more complicated addition skills*
- \*\* Use multiplication by taking the sum of the first two dice and multiplying it by the third.*



# GOING TO BOSTON

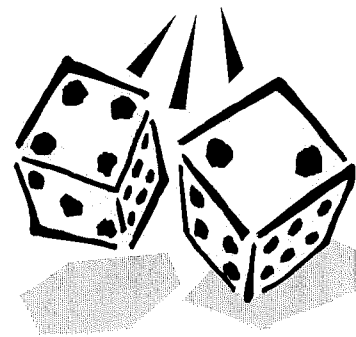


*3 Dice Addition Version*

*Player Name:* \_\_\_\_\_

|                    | <i>Dice 1</i> | <i>Dice 2</i> | <i>Dice 3</i> | <i>Total</i> |
|--------------------|---------------|---------------|---------------|--------------|
| <i>Round<br/>1</i> |               |               |               |              |
| <i>Round<br/>2</i> |               |               |               |              |
| <i>Round<br/>3</i> |               |               |               |              |
|                    |               |               | <i>Total:</i> |              |

# GOING TO BOSTON

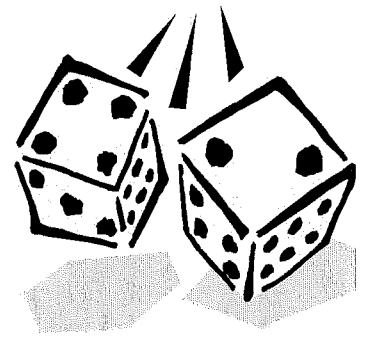


*Multiplication Version*

*Player Name:* \_\_\_\_\_

|                | <i>Dice 1</i> | <i>Dice 2</i> | <i>Dice 3</i> | <i>Total</i> |
|----------------|---------------|---------------|---------------|--------------|
| <i>Round 1</i> |               | +             | x             |              |
| <i>Round 2</i> |               | +             | x             |              |
| <i>Round 3</i> |               | +             | x             |              |
|                |               |               | <i>Total:</i> |              |

# GOING TO BOSTON

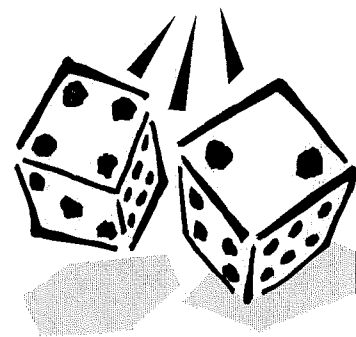


4 Dice Addition Version

Player Name: \_\_\_\_\_

|                | <i>Dice 1</i> | <i>Dice 2</i> | <i>Dice 3</i> | <i>Dice 4</i> | <i>Total</i> |
|----------------|---------------|---------------|---------------|---------------|--------------|
| <i>Round 1</i> |               |               |               |               |              |
| <i>Round 2</i> |               |               |               |               |              |
| <i>Round 3</i> |               |               |               |               |              |
|                |               |               |               | <i>Total:</i> |              |

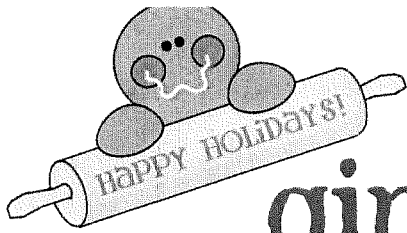
# GOING TO BOSTON



*2 Dice Addition Version*

*Player Name:* \_\_\_\_\_

|                    | <i>Dice 1</i> | <i>Dice 2</i> | <i>Total</i> |
|--------------------|---------------|---------------|--------------|
| <i>Round<br/>1</i> |               | +             |              |
| <i>Round<br/>2</i> |               | +             |              |
| <i>Round<br/>3</i> |               | +             |              |
|                    |               | <i>Total:</i> |              |



# gingerbread bump!

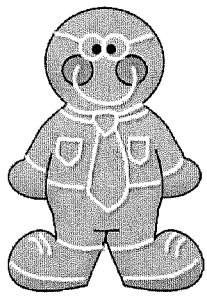
Bump is a fast paced math game for two players. Each pair will need three dice and a set of 10 markers of one type or color. I use Unifix pop cubes, but yellow/red counters and see-through colored disks work great too. To boost up the holiday fun factor, let students play with two different holiday candies, like kisses, M&M's or marshmallows.

An abbreviated version of the student directions are on the game board and a more detailed version is below. File includes two versions, one without a background to be a bit more printer friendly, but one with a background because it's so darn cute!

Enjoy!

Denise

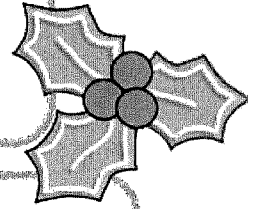
How to play: Roll three number cubes and add those numbers. Cover that space with your marker. If your partner is already on that number, you can bump your partner's color and take their space! If you bump your partner, they take back their marker and have a chance to use it again. If you roll a number that you have already covered, you can stack another marker on top of it! Any space with two markers stacked on top of each other, is locked and that space can't be bumped. The player to use all of their markers first is the winner!



12

10

7

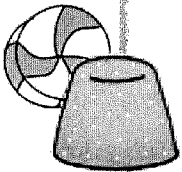


4

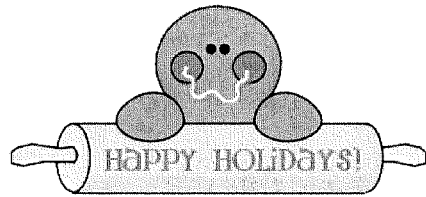
3

16

18



11



6

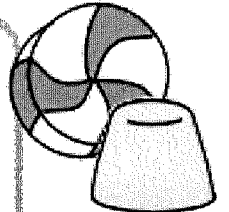
14

addition

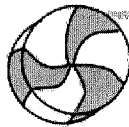
gingerbread  
bump!

12

3



9



7

15

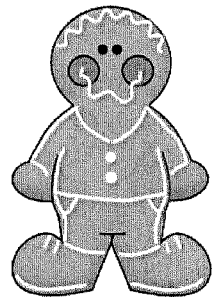
8

5

17

13

18

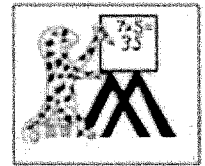


How to play: Roll three number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and it can't be bumped.

The player to use all ten of their markers first is the winner!

Name \_\_\_\_\_

Date \_\_\_\_\_



# SPOT THE CALCULATION DICE GAME

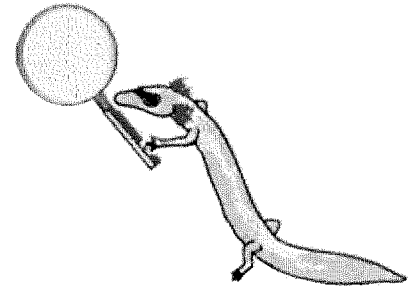
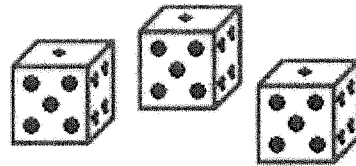
**Age range:** 2<sup>nd</sup> Grade +

**Number of players:** 2

**Learning:** Add, subtract, multiply and divide numbers 1 to 6

**You will need**

- 3 dice
- Some pieces of paper



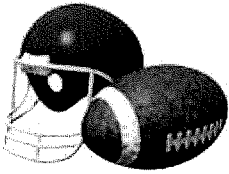
**Instructions**

- Player 1 throws all three dice in front of Player 2.
- Player 1 then uses the numbers on the dice and the operations  $+$ ,  $-$ ,  $\times$  and  $\div$  skills to make any number they wish. Player 1 must record their calculations secretly on a piece of paper. Player 1 then tells their number to Player 2.
- Player 2 has to work out the correct calculations that Player 1 used to get their number. Player 2 records their calculations on a piece of paper.
- Both players then compare their calculations.
- How to score:
  - o If Player 2 has used the same calculations as Player 1 then they score 10 points.
  - o If Player 2 used the same operations but with the numbers in a different order, they also score 10 points.
  - o If Player 2 managed to make the same answer as Player 1 but with different operations, then they score 5 points.
  - o If Player 2 got the wrong answer they score nothing.
  - o If Player 1 got the wrong answer, then Player 2 automatically scores 10 points.
- Now Player 2 rolls the dice and uses the numbers and 4 operations to make any number they wish, and it is Player 1's turn to guess.
- The winner is the first player to reach 100 points.

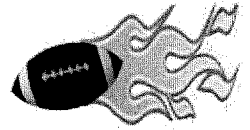


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# The Big Game Game Board



**Directions:** Cut out the game cards on the following page and turn them upside down by the game board. You will need one die (dice) and some game pieces to play. Decide who goes first and play the game. When you land on a "pick card" circle, read the card and record your points. You will need a score card (scratch piece of paper) to keep track of points. If you roll a 6, add six points to your score, if you roll a 5- add 5 points and so forth... Enjoy the game!

**The Big Game begins!**



**=Land here and add 7 points!**

**Pick Card**

**You are aggressive on defense. Add 5 points!**



**Go back 1**

**Penalty! Lose a turn!**

**Go back 4**

**Pick Card**



**Shake to go back**

**Shake to go back**

**Pick Card**



**Go back 4**

**Pick Card**

**Go back 11**

**Roll Again!**

**Pick Card**

**You Fumbled! Lose a turn!**

**Interception! Lose turn!**



**Pick Card**

**Go ahead 1**

**Pick Card**

**Congratulations! You have reached the end of the game! Now add up your points!**

**Pick Card**

**Fumble! Go back 6!**



**Roll Again!**



### **The Big Game**

Roll die. If you get a 1, 2, or 3 then you can add 3 points to your score. If you roll a 4, 5, or 6 then you turned the ball over and your opponent should add 6 points.

### **The Big Game**

Roll die. If you get a 1, 2, or 3 then you can add 3 points to your score. If you roll a 4, 5, or 6 then you turned the ball over and your opponent should add 6 points.

### **The Big Game**

Roll die. If you get a 1, 2, or 3 then you can add 3 points to your score. If you roll a 4, 5, or 6 then you turned the ball over and your opponent should add 6 points.

### **The Big Game**

Roll die. If you get a 1, 3, or 6 then you can add 3 points to your score. If you roll a 2, 4, or 5 then you turned the ball over and your opponent should add 3 points.

### **The Big Game**

Roll die. If you get a 1, 3, or 6 then you can add 3 points to your score. If you roll a 2, 4, or 5 then you turned the ball over and your opponent should add 3 points.

### **The Big Game**

Roll die. If you get a 1, 3, or 6 then you can add 3 points to your score. If you roll a 2, 4, or 5 then you turned the ball over and your opponent should add 3 points.

### **The Big Game**

Roll die. If you get a 1, 3, or 5 then you can add 8 points to your score. If you roll a 2, 4, or 6 then you have trouble playing defense and your opponent should add 6 points.

### **The Big Game**

Roll die. If you get a 1 or 5 then you can add 10 points to your score. If you roll a 2, 3, 4, or 6 then your team made some bad shots and your opponent should add 8 points.

### **The Big Game**

Roll die. If you get a 1, 3, or 5 then you can add 8 points to your score. If you roll a 2, 4, or 6 then you have trouble playing defense and your opponent should add 6 points.

### **The Big Game**

Roll die. If you get a 2, 4, or 6 then you can add 3 points to your score. If you roll a 1, 3, or 5 then you turned the ball over and your opponent should add 3 points.

### **The Big Game**

Roll die. If you get a 1 or 5 then you can add 10 points to your score. If you roll a 2, 3, 4, or 6 then your team made some bad plays and your opponent should add 7 points.

### **The Big Game**

Roll die. If you get a 1 or 5 then you can add 10 points to your score. If you roll a 2, 3, 4, or 6 then your team made some bad plays and your opponent should add 7 points.

### **The Big Game**


Roll die. If you get a 2, 4, or 6 then you can add 3 points to your score. If you roll a 1, 3, or 5 then you turned the ball over and your opponent should add 3 points.

### **The Big Game**

Roll die. If you get a 5 or 6 then you can add 7 points to your score. If you roll a 1, 2, 3, or 4 then you were too busy watching "mom" in the stands and your opponent should add 3 points.

### **The Big Game**


Roll die. If you get a 2, 4, or 6 then you can add 3 points to your score. If you roll a 1, 3, or 5 then you turned the ball over and your opponent should add 3 points.


|  | Player 1 | Player 2 | Player 3 | Player 4 |
|---|----------|----------|----------|----------|
| Round 1   |          |          |          |          |
| Round 2   |          |          |          |          |
| Round 3   |          |          |          |          |
| Round 4   |          |          |          |          |
| Round 5   |          |          |          |          |
| Round 6   |          |          |          |          |
| Round 7   |          |          |          |          |
| Round 8   |          |          |          |          |
| Round 9   |          |          |          |          |
| Round 10  |          |          |          |          |
| <b>Total</b>  |          |          |          |          |
| <b>Winner</b>   |          |          |          |          |


## Score Chart - 10 rounds

Here is a simple 10-round score chart which you can use for many dice games. A colour version follows.

|  | Player 1 | Player 2 | Player 3 | Player 4 |
|---|----------|----------|----------|----------|
| Round 1   |          |          |          |          |
| Round 2   |          |          |          |          |
| Round 3   |          |          |          |          |
| Round 4   |          |          |          |          |
| Round 5   |          |          |          |          |
| Round 6   |          |          |          |          |
| Round 7   |          |          |          |          |
| Round 8   |          |          |          |          |
| Round 9   |          |          |          |          |
| Round 10  |          |          |          |          |
| <b>Total</b>  |          |          |          |          |
| <b>Winner</b>   |          |          |          |          |

|  | Player 1 | Player 2 | Player 3 | Player 4 |
|---|----------|----------|----------|----------|
| Round 1   |          |          |          |          |
| Round 2   |          |          |          |          |
| Round 3   |          |          |          |          |
| Round 4   |          |          |          |          |
| Round 5   |          |          |          |          |
| Round 6   |          |          |          |          |
| Round 7   |          |          |          |          |
| Round 8   |          |          |          |          |
| Round 9   |          |          |          |          |
| Round 10  |          |          |          |          |
| <b>Total</b>  |          |          |          |          |
| <b>Winner</b>   |          |          |          |          |

|  | Player 1 | Player 2 | Player 3 | Player 4 |
|---|----------|----------|----------|----------|
| Round 1   |          |          |          |          |
| Round 2   |          |          |          |          |
| Round 3   |          |          |          |          |
| Round 4   |          |          |          |          |
| Round 5   |          |          |          |          |
| Round 6   |          |          |          |          |
| Round 7   |          |          |          |          |
| Round 8   |          |          |          |          |
| Round 9   |          |          |          |          |
| Round 10  |          |          |          |          |
| <b>Total</b>  |          |          |          |          |
| <b>Winner</b>   |          |          |          |          |

|  | Player 1 | Player 2 | Player 3 | Player 4 |
|---|----------|----------|----------|----------|
| Round 1   |          |          |          |          |
| Round 2   |          |          |          |          |
| Round 3   |          |          |          |          |
| Round 4   |          |          |          |          |
| Round 5   |          |          |          |          |
| Round 6   |          |          |          |          |
| Round 7   |          |          |          |          |
| Round 8   |          |          |          |          |
| Round 9   |          |          |          |          |
| Round 10  |          |          |          |          |
| <b>Total</b>  |          |          |          |          |
| <b>Winner</b>   |          |          |          |          |