

# Bringing Maths to Life - Nearest the Pin

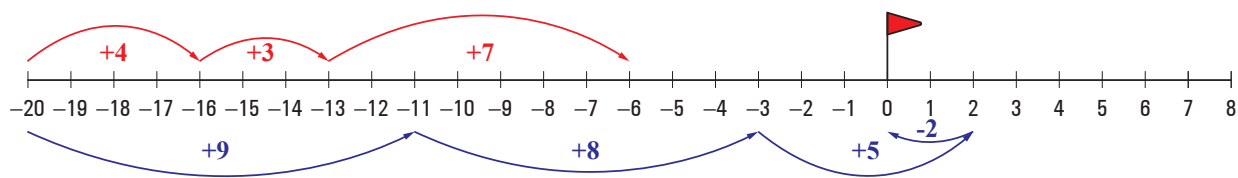
*Nearest the Pin* is a two player *matchplay* game. The aim is to be the first player to hit their ball in the hole or be the closest to the hole after 5 shots. Players take turns to choose from the numbers 1-10. The number chosen represents the distance the ball is hit. One player can draw their shots below the number line, and the other can draw their shots above the number line, or simply use different coloured pencils.

## Rules:

- Each player starts at  $-20$
- Players hit the ball either forwards or backwards on the number line to try to get it in the hole at 0
- The hole is won immediately if someone reaches 0. Otherwise, the hole is won by the player closest to 0 after the tenth shot has been played.
- If players are an equal distance from the hole, the player who uses the 10 loses the hole.
- The first player to win 3 holes, wins the match.

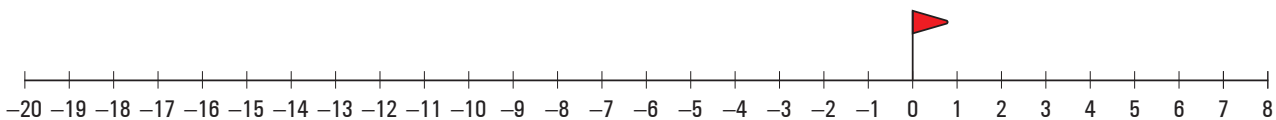
Player 1	+9		+8		+5		-2
Player 2		+4		+3		+7	

*Player 1 wins. (In matchplay golf, all that matters is who wins the hole. There is no bonus for winning in 3 shots instead of 5.)*

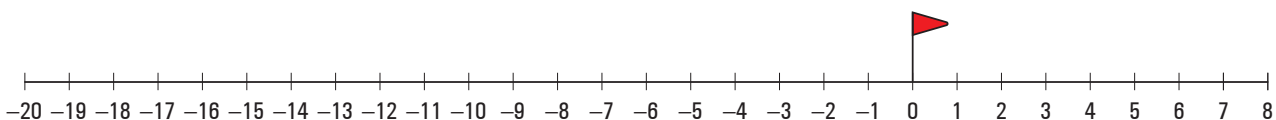


1	6
<del>2</del>	<del>7</del>
<del>3</del>	<del>8</del>
<del>4</del>	<del>9</del>
5	10

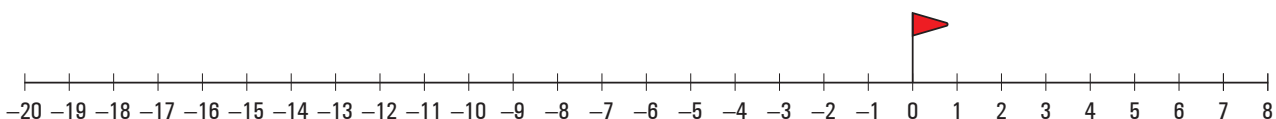
## Practice holes



1	6
2	7
3	8
4	9
5	10

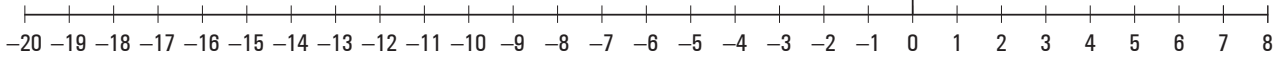


1	6
2	7
3	8
4	9
5	10

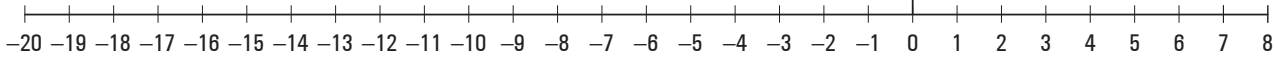


1	6
2	7
3	8
4	9
5	10

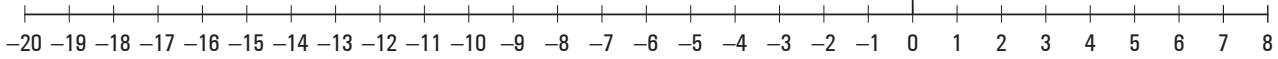
# Nearest the Pin (best of 5 holes)



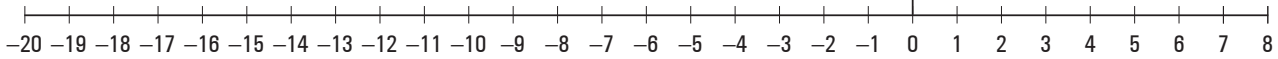
- 1 6
- 2 7
- 3 8
- 4 9
- 5 10



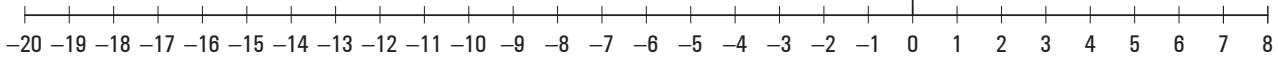
- 1 6
- 2 7
- 3 8
- 4 9
- 5 10



- 1 6
- 2 7
- 3 8
- 4 9
- 5 10



- 1 6
- 2 7
- 3 8
- 4 9
- 5 10



- 1 6
- 2 7
- 3 8
- 4 9
- 5 10



*Enjoyed this game?*  
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