

MEASURE 10

Score Card

3 Measures in 3/4 Time	
3 Measures in 4/4 Time	
1 Measure in 3/4 Time, 2 Measures in 4/4 Time	
2 Measures in 3/4 Time, 1 Measure in 4/4 Time	
TOTAL	
BONUS (+10 points if Total equals 42)	
MEASURE 10 TOTAL	
3 Measures in 3/4 Time(using at least 5 different notes between the 3 measures)	
3 Measures in 4/4 Time(using at least 6 different notes between the 3 measures)	
3 Measures in 3/4 Time using at least 2 rests	
2 Syncopated Measures in 4/4 Time	
Use all 10 Dice to Make Equal Measures in one Time Signature	
TOTAL	
FIRST MEASURE 10 TOTAL	
GRAND TOTAL	

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Game Directions

Number of Players: 1 or more

Equipment: 10 Dice labeled with whole note, half note, Dotted half note, 2 eighth notes, quarter note, Quarter rest, **Measure 10** Score cards

Play: Roll a die to see who goes first based on the highest number of beats. Beginning at the top of the Score card try to complete the first challenge by rolling all ten dice. The first player begins to build measures by setting aside the dice that work. The player may have a second roll with the remaining dice. Each player then has a turn before proceeding to the next challenge. Continue to complete each challenge on the scorecard.

Scoring: One point is given per beat for all completed measures within the 2 rolls of a turn. If a player does not complete all measures, they are given points for the measures they are able to build. Bonus points are awarded halfway through the game if a player achieves at least 42 points. Bonus points are also awarded (5 points per turn) if a player can beat the rhythm they have created during each turn on the first attempt.

Have Fun!!