

GOLF – DRIVE FOR SHOW, PUTT FOR DOUGH



CHALLENGE

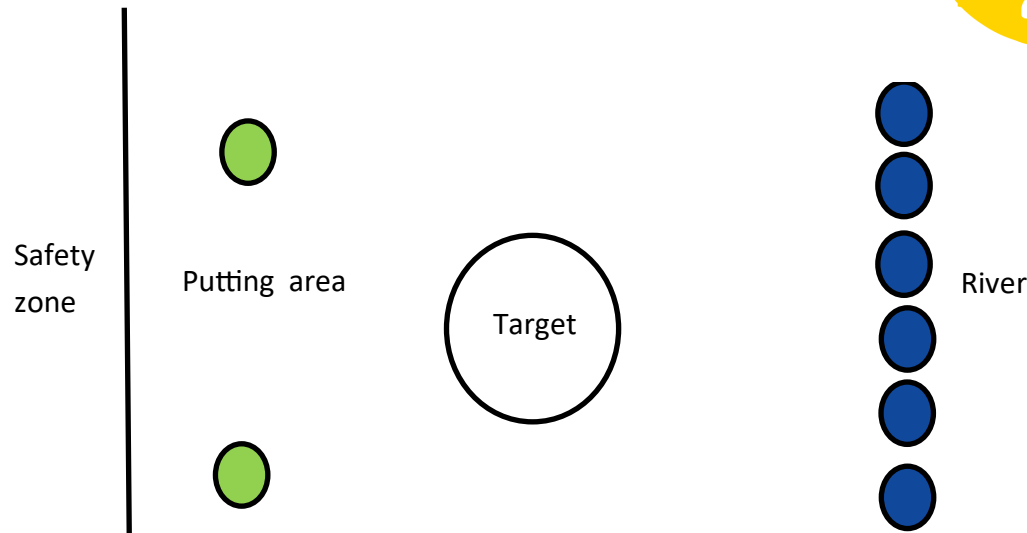
Each player aims to chip the ball in the air over the river (blue line of cones). If they are successful, they then earn a chance to putt the ball into the target (hoop).

On the putt, the ball must stay in the hoop to score.

5 minutes play.

If playing indoors—please reduce the size of the area played and use soft balls!

(Safety note, please make sure that there is a safety zone behind the player so that no one standing behind will get hit).



EQUIPMENT

- Putters—Plastic golf clubs / cricket bats / rounders bat / cricket stumps / cardboard rolls / umbrella / tennis racket / newspaper rolled up lengthways.
- River—Cones / empty yogurt pots / plant pots / plastic beakers / cushions / pillows.
- Target—Hoop / skipping rope laid out in a circle / small cones or pots set in a circle / chalk drawn onto the ground.
- Ball—Plastic golf ball / tennis ball / ping pong balls / sponge balls / paper rolled up into a ball / tin foil into a ball / sock rolled into a ball.

HOW TO PLAY

This is a chipping and putting challenge for any age group.

Chip the ball over the river for the chance to putt the ball into the hoop.

If the player hits the ball over the river (blue cones), they attempt to putt into the hoop.

Each successful drive = 5 points

Each successful putt = 5 points

Add up your score as you go along. At the end of the five minutes, record your score.

INCLUSIVE

Adjust the distance to the 'river' or to the hoop.

Change the size of the ball, make it larger to make it easier to hit. Or change the colour of the ball if a certain colour is easier to see.

Try rolling the ball instead of using a putter.

For the secondary age, to make it more challenging, try putting the ball into a pot / bucket – change the size to make it easier or harder.

SPIRIT OF THE GAMES VALUES

SELF BELIEF

In your own ability, challenge yourself and others!



HONESTY

With your scoring.

