

## Putt-Putt Golf

**Objective:** To develop the ability to putt a ball accurately by playing a round of simulated golf

**Facility:** Open area (gymnasium or multi-purpose room) with carpet, if possible

**Level:** Ages 10 and up

**Time:** 15-30 minutes

**Equipment:** One putter and one golf ball for every player

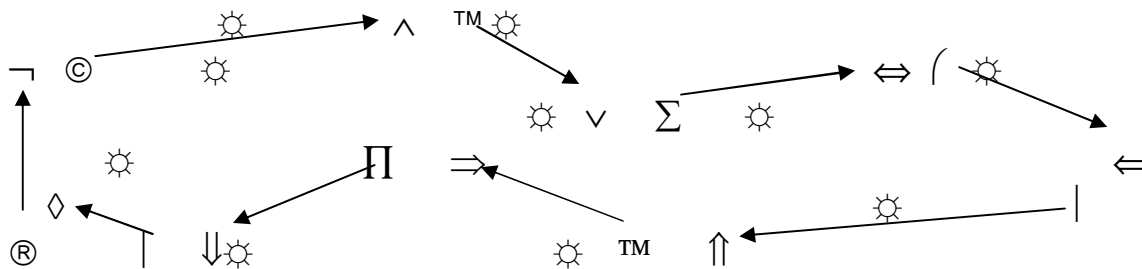
9-18 putting cups or targets such as cones, paper cups, or poly spots (⊖)

9-18 poly spots (tees) numbered to correspond to the putting cups (⊙)

Assorted obstacles such as hoops, beanbags, cones, etc (⊗)

Score card with 9-18 spaces and a pencil for each player

**Organization:** Place the putting cups around the area, numbering them 1-9 or 1-18. Place a numbered poly spot (tee) adjacent to each cup, approximately 15-30 feet away. Scatter the other assorted equipment (⊗ hoops, beanbags, etc.) randomly around the area to create obstacles. The players form groups of 2, 3, or 4, depending on how many players and putting cups are used. Each group stands at one of the numbered poly spots.



### **Directions:**

1. The object of the game is to hit the golf ball into the putting cup in as few strokes as possible. If cones or paper cups are used instead of putting cups, the ball needs only to strike the object.
2. Each player in each group starts from the poly spot (tee) and takes a turn putting the ball toward the corresponding numbered cup (just like in miniature golf).
3. Each player then moves to the ball and putts again. The player farthest from the hole always putts first.
4. For each player record on the score card the number of strokes it takes to put the ball in the cup at each hole.
5. After all the players in a group have successfully putted their ball into the cup, the group moves on to the next numbered tee and the play continues.
6. After all groups have completed the holes, players total the number of strokes on their score cards. Scores may be ranked from low to high to determine places of each player.