

Putting Groups

A & B to start on the green. 20 mins

Instructions:

Maximum of three teams. 2 – 3 players per team

3 holes per team.

On putting green, select 3 holes and place hoops behind them. Use same colours for each team / holes.

One putter per team. Take turns in trying to aim at the first hole or within hooped area.

Once mastered first distance, take 1st hoop away & try 2nd distance. Repeat until get to 3rd hoop.

2 – 3 mins to try this and then develop into game

Equipment;

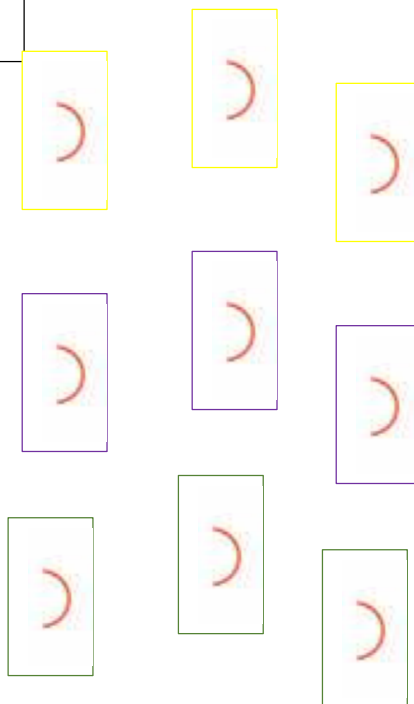
Half hoops x 3 per team

One putter per team

6 – 10 balls per team

Area; Practice Green

2 sets of coloured cones



Game 1. In teams of two/ three. Take turns to get the ball into hole 1. Once complete remove hoop and aim for hole 2. Repeat until third hole is achieved. 1st team to do this wins. Can play best of 3 if this happens really quickly or reduce to one game if taking time. (up to 5 mins)

Game 2. Remove hoops except behind hole 3. Teams of 2 / 3, take turns in putting. Hole 1 is worth 2 points, hole 2 – 5 points and hole 3 - 10 points. In teams they can decide which holes they go for, but have 2 minutes to get as many points as possible. Duration 2 – 6 mins depending on number of games

Game 4. Match play putting

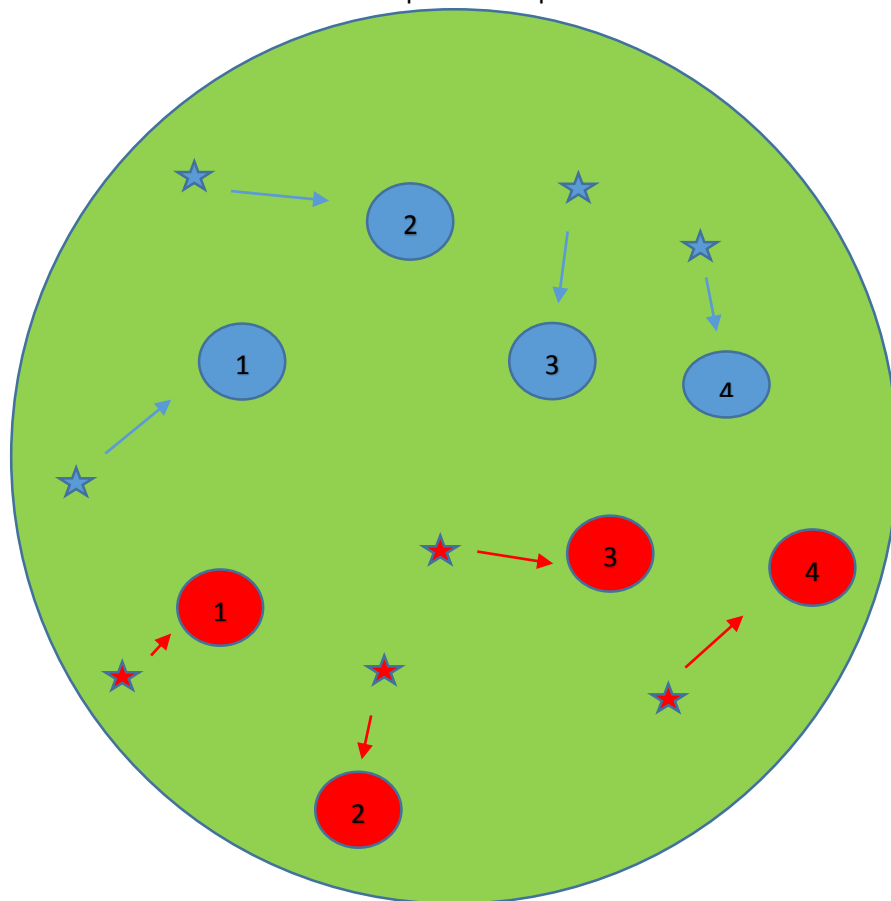
Set up two putting courses on the green. Use blue★ coloured cones to identify one course and red coloured cones to identify second course. Example below

Teams of two. One team per course. More teams per course can play if the numbers are large, start at different holes.

Identify 3 – 4 holes on the green and mark out starting points with cones. In twos (foursomes) take turns and play the course. Try to get down in as least shots as possible.

5 – 10 mins

Example of set up



Group C – Practice Range. 10 mins

Instructions;

Set out cones to identify safe hitting area (example R & W below). From safe areas mark out lines of coloured cones, example green blue yellow at 10 yards intervals.

Players in teams of 2 / 3 take turns to try and hit the ball into areas.

Encourage lofting the ball and using a tee if helps.

Do not collect balls until each group has finished hitting.

Game / progression.

1st coned area = 5 points

2nd cones area = 10 points

Beyond area = 5 points

Give each group 10 balls and see how many points they can score.

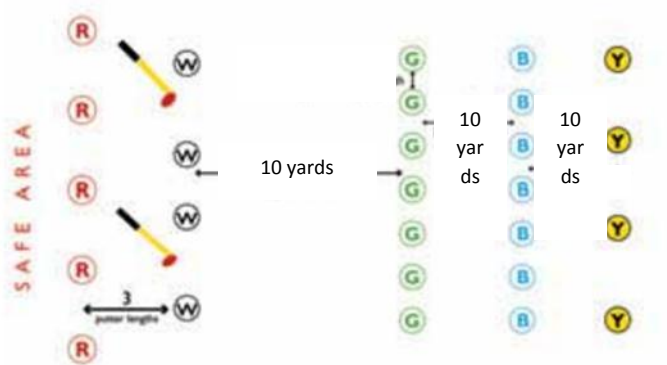
Equipment;

Coloured cones

Wedges, 1 between 2 people

Tees

Balls x 30



Group D – Inflatable. 10 mins

Instructions;

Game / progression.

Set out cones to identify safe hitting area (example R & W below) approx. 10 yards from inflatable.

Take turns in pairs at hitting towards the inflatable.

Encourage lofting the ball and using a tee if helps.

Do not collect balls until each group has finished hitting.

Game / progression.

Lower targets = 5 points

Higher targets = 10 points

Give each group 10 balls and see how many points they can score.

Equipment;

Coloured cones

Wedges, 1 between 2 people

Tees

Balls x 30

