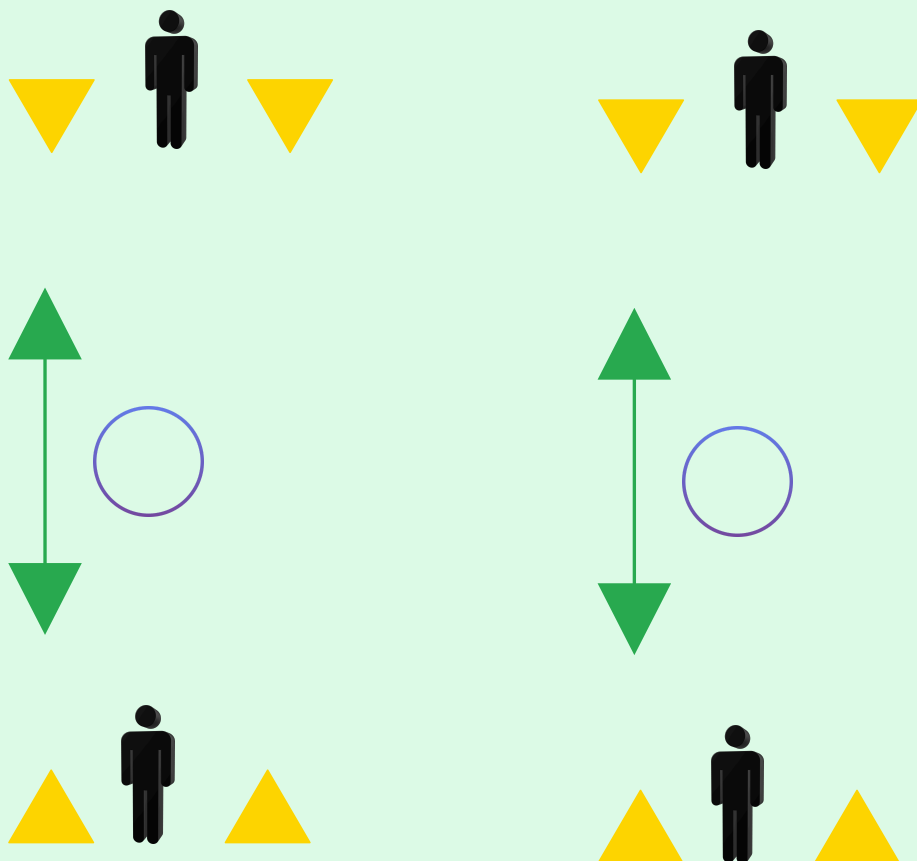


# Tug-o-War Putting



## Activity Set-up and Description

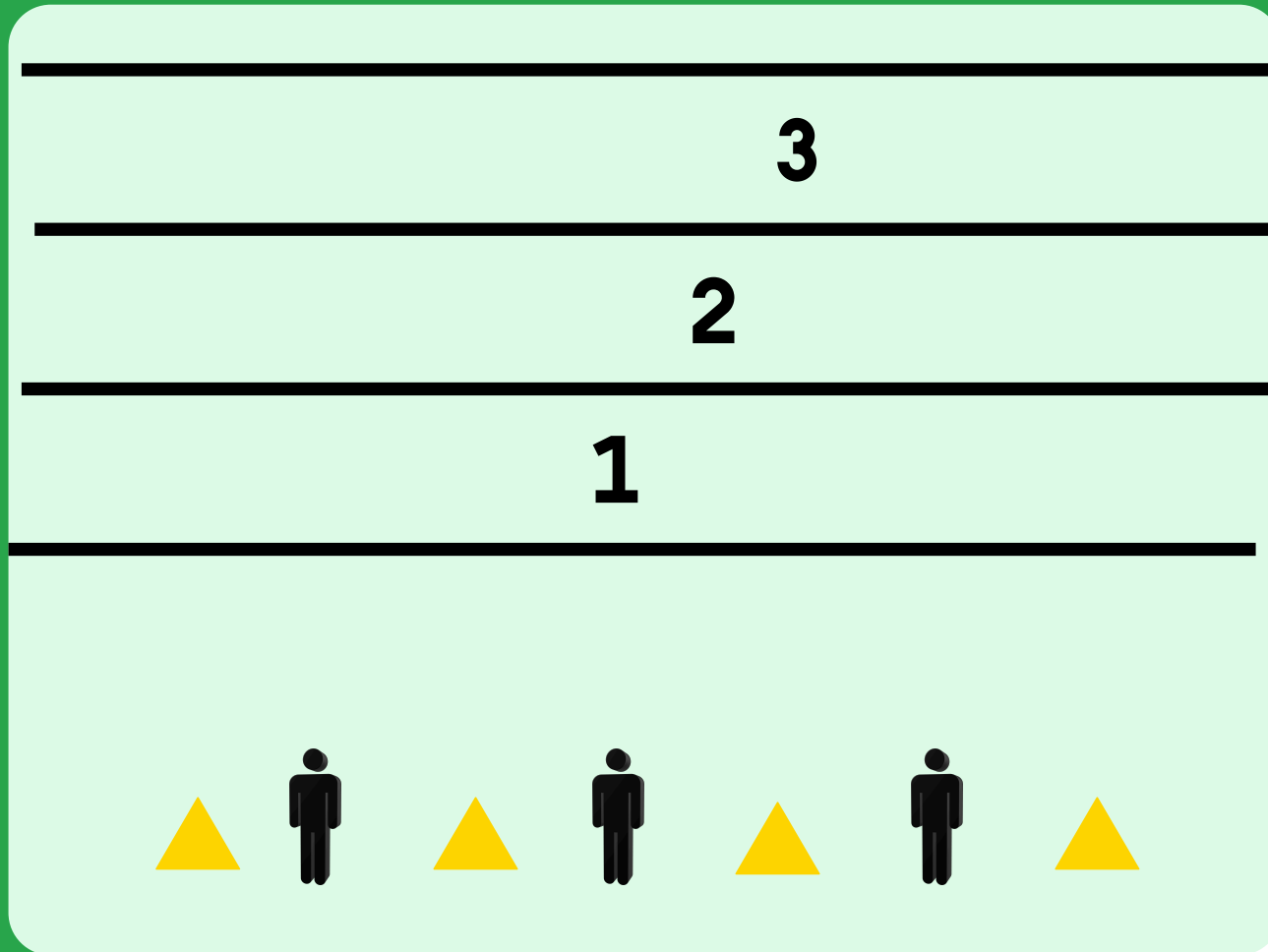
Players and/or teams compete by attempting to putt a ball into a flat hoop. Each time a putt is made they move it one level closer to them. This continues until one side pulls the hoop all the way to the closest level and makes the putt. Use tees to mark the different levels. The distances and size of hoops can be modified to fit different age and skill levels.

## Materials

- Cones
- Golf balls
- Tees

Hula hoops (or flagging tape for circles)

# Carry and Roll Chipping



## Activity Set-up and Description

Participants are introduced to the concept of carry vs roll when chipping. The idea is to carry the ball past a line on the green and stopping the ball short of another line. Other targets, such as hoops, cones, etc can be placed as additional targets. Coaches can set a number to successfully carry & roll within the zone created. The first team who gets to that number wins, or they can compete against each other individually.

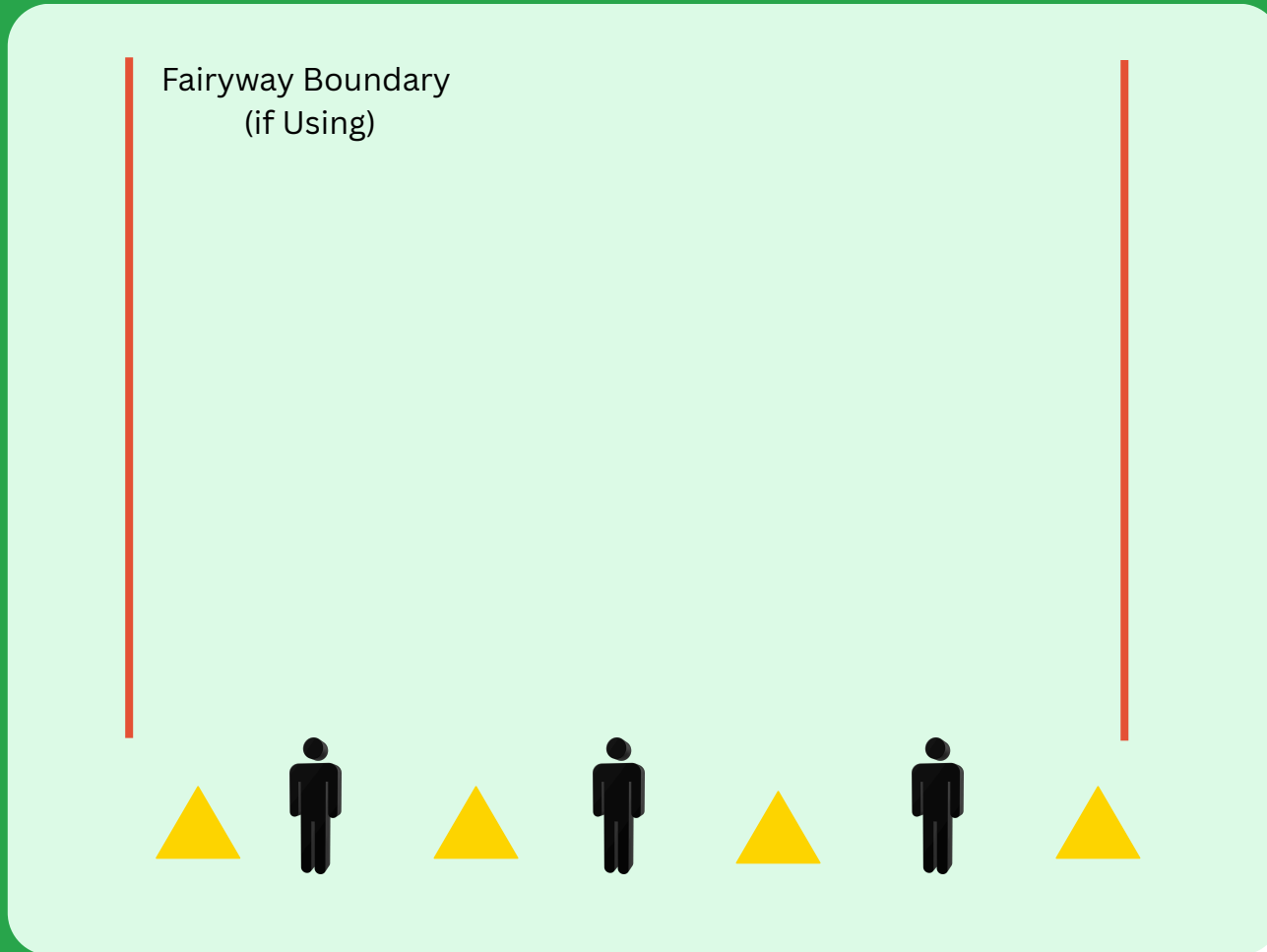
## Materials

- Cones
- Colored Golf balls
- Tees
- Flagging Tape

# Leap Frog Full Swing

## Activity Set-up and Description

Participants attempt to hit each shot past their previous one. The intention is to see how many shots you can hit by leapfrogging each of your shots. This can be done by exploring different clubs and swing lengths at their discretion. They can start with as short a shot as they like! No additional set up is needed beyond hitting stations, but a fairway boundary could also be used for an additional challenge.



## Materials

Cones  
Range Balls  
Tees