

This fun putting game introduces the importance of alignment and distance control.

What you need

- Finders keepers can be played on any suitable indoor or outdoor flat surface
- Tri-Golf or Golf Xtreme putter and ball (or alternatives)
- Cones or marker discs; specifically, seven green cones, seven blue cones, four yellow cones
- White and red cones can be used to define the start point (tee area) the safety zone (see diagram). Note: the diagram shows two starting points for two players or two teams

How to play

- Players can begin by rolling the ball towards the target to gain an understanding of the game concept
- The object of the game is to putt the ball and hit the cones; points are scored for any cones that are hit
- Players can collect the cones that they hit; alternatively, just record the score. Decide whether points are scored if the ball hits more than one cone

Scoring

- Award bonus points for being honest in this game. Only pick up the cones you actually hit
- Yellow cone(s) = 10 points; Blue cones = 5 points; Green cones = 1 point

Ways of playing

- Players can play as an individual and try and to beat their personal score or challenge an opponent
- Set a target, for example, 30 points; how many putts does it take reach this total?



Think about

- How players need to turn their body to line up for the shot? Note that seated players may have to align their chair to enable a unobstructed putting action
- Players should be honest about which cones they have hit?

Use the STEP model to modify this game

Space

- Increase or decrease the distance to the target cones; note that moving closer makes a target bigger
- Make the gaps between each line of cones wider or narrower, or reduce or increase the number of cones

Task

- Introduce rule changes to provide new challenges; for example, impose a time limit
- As an additional challenge, players must nominate the cone they are targeting; hitting any other cone loses points
- Challenging: only the furthest cones count; the other lines of cones act as obstacles

Equipment

- Use larger or smaller targets; for example, large cones or small marker discs
- Some players may prefer 'clubs' with larger striking surfaces (such as plastic hockey sticks)
- Players using one-hand may prefer to use a shorter-handled club
- Larger balls can be used initially – easier to see and hit

People

- Players can work in pairs with one partner providing guidance from behind the targets
- Play as a team; each player's score adds to the team total
- Players in each team can aim at different targets depending on ability

Extension game

Golf cone snooker

- Use different coloured cones scattered around the playing area; players must hit the cones in a specific order, collecting points as they go
- Try providing a target order; or players can nominate their own targets until they have hit one of each colour. Or an opponent can nominate the order
- Players win by hitting all the colours in the right order the quickest – or in the least number of attempts (strokes)

Safety

- Make sure that players do not stand too close to each other when they are swinging the club

How to improve

- Try to swing the club in a smooth rhythm; practise just hitting balls before focusing on the target

Integrity

Whatever modifications are used, maintain the integrity of the game. Avoid modifying a game to the point where it no longer resembles the original.

Links

For more information about golf go to www.golf-foundation.org