

This game helps players to develop their chipping technique. This requires alignment, distance control, accuracy and good concentration.

What you need

- Bullseye can be played on an indoor or outdoor surface or against a wall
- Tri-Golf chipper and Velcro® balls - or alternatives (see 'Equipment')
- Velcro® bullseye target - or hoops, or targets marked with chalk or tape
- White cones for the start point (tee) and red cones for the safety zone

How to play

- Players can start by using an underarm or an over-arm throw towards the target to get an idea of the game concept before using a club
- The aim to chip or throw the ball onto the Velcro target
- The target can be laid flat on the ground or attached to the wall. The higher it is positioned the higher the skill level needed to be successful

Scoring

- The closer players get their ball to the bullseye, the more points are awarded
- Yellow inner = 10 points; Inside green = 5 points; Blue circle = 4 points; Middle green = 3 points; Red circle = 2 points; Outer green = 1 point
- **Note: score is taken from where the ball hits the target not where it stops**

Ways to play

- Players can try to beat their own score or play against opponents.
- Other options:
 - 1 v 1 closest to the middle
 - How many points did from 10 balls?
 - 'Pontoon' - nearest to 21 with however many shots it takes. Players can 'twist' (take another shot) or 'stick' (stay on their score)?
 - How many points in 5 minutes?



Think about

- Players should try to control the power they use to hit the ball; too hard, and it might go too high for this game

Use the STEP model to modify this game

Space

- Increase or decrease the distance to the target (note that closer may be more difficult)
- Use a very large target initially; for example, large circle of cones; progress towards using a bullseye-type target

Task

- Some players can throw or drop the ball onto the target as an alternative
- Playing close to a wall-mounted target may provide more initial success than aiming at the flat bullseye

Equipment

- Alternative targets can be used; for example, targets marked out with chalk or tape
- If Tri-Golf or Golf Xtreme equipment is not available, plastic hockey sticks can be used – however, these are not designed for ‘chipping’
- Lightweight balls, such as large airflow or tennis sponge balls, can be used

People

- Some players may benefit from verbal or sound guidance given by a partner positioned beyond the target
- Play ‘archery’ rules – players alternate with their opponents, chipping (or throwing) a set number of balls

Extension game

Far and Near

- In this game, players can use a Velcro® Bullseye target or a substitute (hoops, tape or chalk circles); decide on a start point
- If a player lands their ball in the target, they score a point but move a club length further away before they take their next shot; if they miss, they move a club length closer until they score
- The aim is give players the opportunity to be successful, but also provide challenge

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