



Kids Golf Foundation of Illinois

TRADITIONAL PROGRAM GAMES

By U.S. Kids Golf

LAST ONE STANDING

OVERVIEW

This elimination game works best with four or more players. It is designed to teach:

- Distance control
- Ability to focus amid time constraints and distractions
- Ability to remember and follow directions

HOW TO PLAY

- Arrange competitors in a row between the cones, set to putt toward the center string/tape line. If you have enough players, you can create two teams by creating another row of competitors on the other side, equidistant from the center line on the opposite side.
- The instructor will announce “1-2-3...Putt!”, and all players will putt toward the string at the same time. Anyone putting early or late (per instructor’s judgment) is eliminated from the round.
- The player whose ball ends up farthest from the line is out, and that player is eliminated (more than one player may be eliminated per round to speed play if necessary). Crossing the line is okay.
- When using two teams, the teams should alternate starting sides.
- Players must not leave their putting spot until it has been determined who will be eliminated.
- The winner is the last player standing: the player whose ball stops closest to the line on the final putt.

Variation: In team play, rather than eliminating a player, the player with the ball closest to the string wins a point for the team. The winner is the first team to reach 10 points.

Variation: The player closest to the line may choose a player from the other team to be eliminated. A team wins when it has eliminated all players on the opposing side.

EQUIPMENT REQUIRED

- 2-5 cones
- 25 feet of colored string or surveyor’s tape and 2 golf tees
- 1 ball per player, marked for identification
- Scoring pad (optional for a scored variation)

SET UP

Refer to the instructions and image below:

- Stretch string/tape across one side of the putting green. Place two cones approximately 25 feet away from the string to create a parallel “teeing ground”.
- If space permits, another set of cones may be placed equidistant from the string on the opposite side of the string for a second team (as shown in the drawing).



CLIMB THE LADDER

OVERVIEW

This game for two or more players is designed to develop:

- Putting distance control

HOW TO PLAY

- Determine the order of play. This game can be played as individuals or with two teams.
- On a player's turn, the object is to putt past the first "rung" in the "ladder" but leave the ball short of the second "rung". If that player is successful, then they will putt again, this time trying to leave the ball past the second "rung" and short of the third. A player will continue in this manner until they fail to leave the ball within the targeted area.
- For a putt to count, it must come to rest between the 3-foot boundaries marked by the tees on each side of the "ladder". Putts that end up to the left and right of the "ladder" will count as missed.
- The winner is the first player to "climb the ladder" in one turn by hitting five successive putts in a row. If two or more players "climb the ladder" in the same number of attempts, the winner is the player whose final ball is closest to the 15-foot "rung".

Team Variation: During setup, make the "ladder" wider (6-8 feet). Members of each team should rotate within the team. Each turn is one putt. On a turn, one member of each team will putt up the "ladder" simultaneously. The ball that is closest to the targeted "rung" scores a point for that team. The first team to 10 points wins.

EQUIPMENT REQUIRED

- 14 golf tees
- 18 feet of surveyors tape or string (optional)
- 1 ball per player

SET UP

Refer to the instructions and image below:

- Using two golf tees spaced 3 feet apart, create a "teeing ground" on a putting green where there is at least 25 feet of green to work with (a flat surface is highly recommended).
- Build "rungs" on your "ladder" by placing two more golf tees at 3, 6, 9, 12, 15, and 18 feet away from the "teeing ground". These tees should also be 3 feet apart and run parallel to the "teeing ground".
- Optionally, surveyor's tape or string can be laid down between each set of "rungs" to make them more visible.
- If the putting surface has any significant break, we suggest you create a curved "ladder" to compensate for this.



THREE STRIKES

OVERVIEW

This game of elimination for 2-6 is designed to develop:

- Chipping accuracy and distance control
- Consistency

HOW TO PLAY

- Players go to their chipping stations and prepare to chip their own white ball (ensure balls are marked for identification).
- The instructor will announce “1-2-3...Chip!”, and all players will chip at the same time.
- The player whose white ball is the farthest from the hole gets a strike (colored balls do not count for strikes). Any player who chips into the target area or hole subtracts one strike from their total (the minimum strike count is zero).
- If the farthest white ball from the hole is within the target area, no player receives a strike.
- When a player gets three strikes, they are “out” and must change to their colored ball. That player changes back to a white ball with two strikes and continues competing in subsequent rounds.
- A winner is declared when only one player is using a white ball at the start of the next chip.

Variation: Balls made into the hole may count as eliminating all strikes. If a colored ball is made, that player may change back to a white ball with one strike.

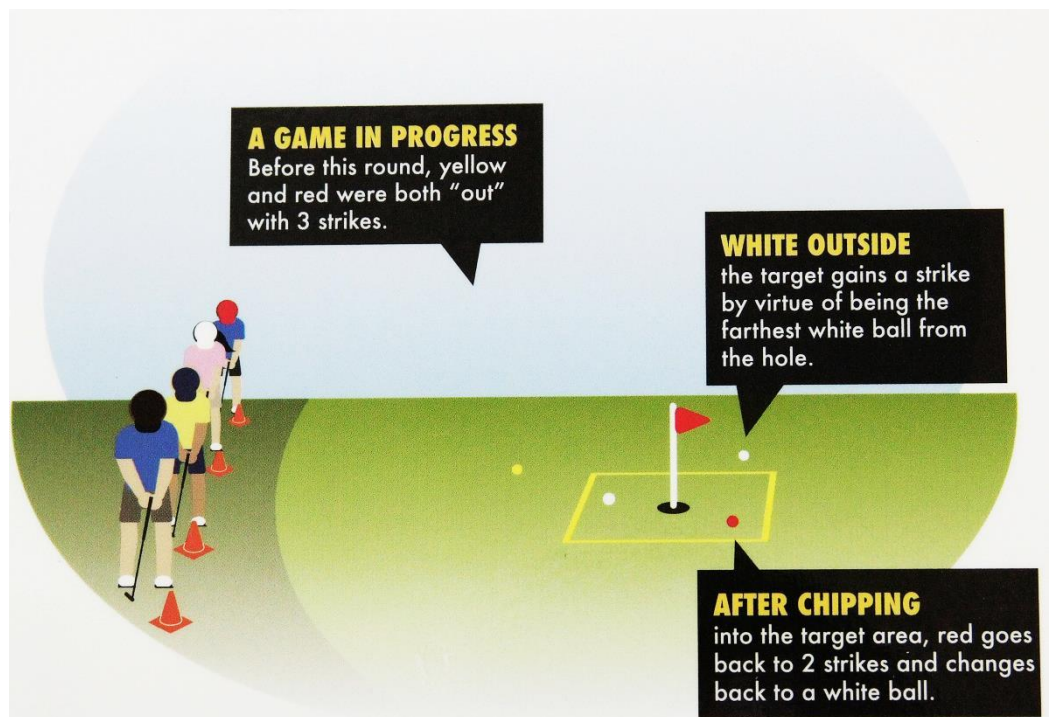
EQUIPMENT REQUIRED

- 1 cone per player (up to 6)
- 1 colored golf ball per player
- 1 white golf ball per player
- 8 feet of surveyor’s tape or string (to create the target area)

SET UP

Refer to the instructions and image below:

- Create a square target area around a hole on the putting or chipping green approx. 2’ x 2’. The instructor may use a larger area, depending on the skill level of the players.
- Create a chipping station for each player by placing one cone in a flat area appropriate for chipping up to 20 yards away from the hole. Each player should have a similar lie.
- Each player will use their own white ball, plus a different colored ball.



OVERVIEW

This bunker game for two or more players is designed to develop:

- Consistent bunker forms and technique
- Performance under pressure
- The ability to get out of the bunker on the first attempt

HOW TO PLAY

- Determine the order of play. Players wait behind the “on-deck” cone until it is their turn.
- Define the “goal” for the players. For beginners, the goal is simply getting a ball out of the bunker. For more advanced players, the goal may be defined as stopping a ball within a specific square target area. Following the order of play, each player will take a ball from the basket and “drop” it into the bunker and continue to hit shots until they fail to score (thus ruining their “non-stop” run).
- A player may drop the ball anywhere reasonably within the starting area between the two cones.
- Each consecutively scored “goal” adds one point to the player’s total. The player’s turn ends when they fail to score. (e.g. A player who scores on the first two shots and misses the third gets 2 points; a player who scores on their first five shots and misses the sixth gets 5 points).
- The winner is the player who scores the most points after five rounds.

Variation: The number of rounds may be increased or reduced, along with the size and distance of the optional target area.

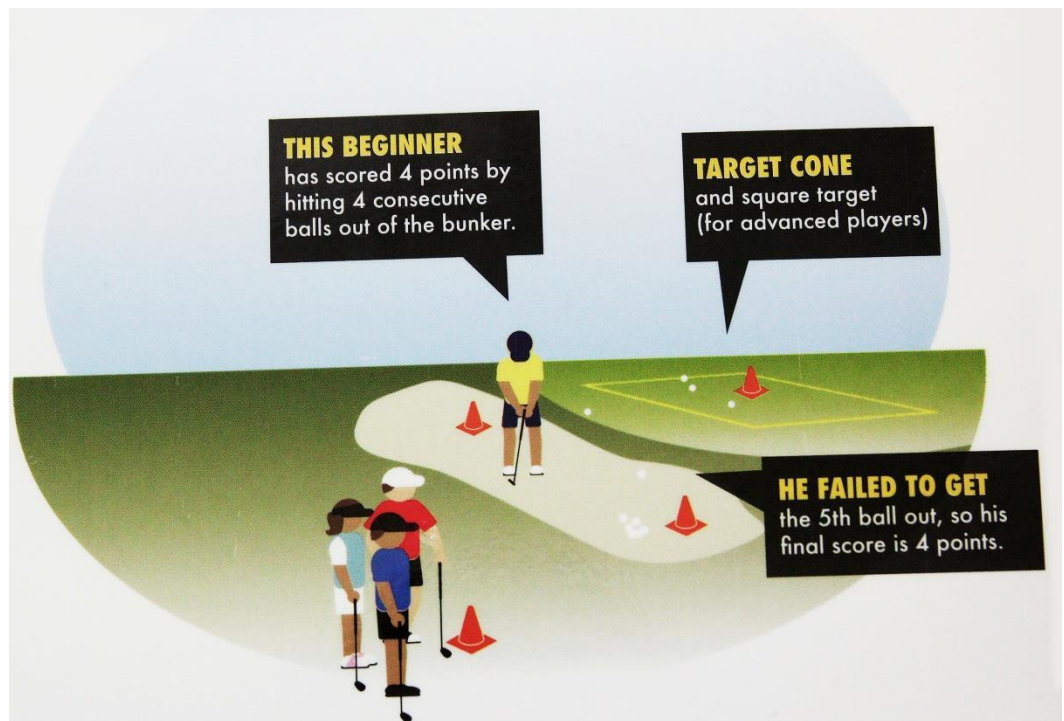
EQUIPMENT REQUIRED

- 4 cones
- 40 feet of surveyor’s tape or string to create a target (optional)
- Scoring pad (optional)

SET UP

Refer to the instructions and image below:

- Make a bunker station by placing two cones about 6 feet apart in the bunker. Keep a supply of golf balls in a basket near the hitting area.
- Place one cone behind the bunker where players can safely await their turn.
- Place the final cone on the green as a target for the players. Optionally, create a square target around the cone for advanced players.



OVERVIEW

This game for two or more players is designed to develop:

- Consistent full swing and shot-making technique
- Performance under pressure

HOW TO PLAY

- Determine the order of play among the players. Players not actively hitting a shot must wait their turn in the “on-deck” area, safely behind the action.
- The object is for players to hit a ball so that it stays in the area defined by the four cones. For longer shots (such as driver shots), the instructor may want to only require that a shot land within the specified area. Following the order of play, each player will take a turn hitting shots toward the target area. If the player’s ball lands within the target area, they score one point and hit again until they strike a ball that does not land (and stay) within the target area.
- The player’s turn ends when they fail to score.
- The winner is the player who scores the most points after everyone has had an equal number of turns.

Variation (Advanced): To make the shots harder without physically changing the size of the landing area, require that shots land short of it and come to rest inside the target area.

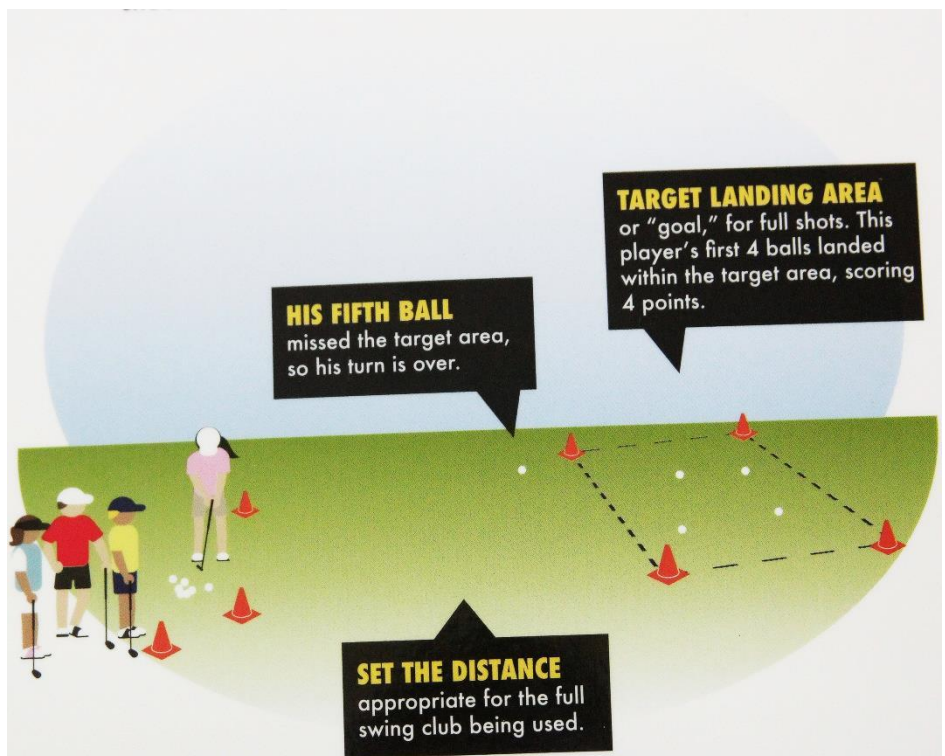
EQUIPMENT REQUIRED

- 7 cones
- 1 basket of golf balls
- Scoring pad (optional)

SET UP

Refer to the instructions and image below:

- Make a full-swing teeing ground by placing two cones about 6 feet apart on a practice tee suitable for full shots. Supply the station with golf balls.
- Create an “on-deck” area for each team by placing one cone behind the each teeing ground where players may safely await their turn.
- Place four cones in a rectangular shape on the range or hitting area a suitable distance from the hitting station, depending upon the club to be used for full shots and the skill level of the players. The area encompassed by the cones should be large enough to represent a fairway or green.



OVERVIEW

This game is a putting version of table billiards and may be played by two or more players as individuals or in teams. Cow Pasture Pool is designed to develop:

- Overall putting skills
- Strategy and risk-reward thinking in planning the next shot
- Teamwork

HOW TO PLAY

- Create 2-4 teams (need not be of equal size), or play individually. Each player or team is assigned a ball color and a waiting area, where they must stand until it is their turn (the regions at the corners work well).
- Select a player or team to go first. Play then rotates clockwise between the teams with one player from each team putting per round. Players should rotate within their teams until everyone goes.
- Players attempt to hole one of their assigned colored balls. If the putt is made, the player continues putting. If not, the player returns to their assigned waiting area outside the boundaries. When all of a team's colored balls are holed, they may putt the 8-Ball.
- A player may also choose to knock another team's ball either toward or away from the hole via ricochet. If the ball is holed, the player may continue putting. If the other team's ball is knocked outside the boundaries, the ball is considered to be holed for the other team and the player loses their turn.
- A player may only putt a ball of their assigned color.
- While a player is putting, any other player not standing at their assigned cone and outside the boundaries loses their next turn.
- The winner is the first team to hole all of its balls and the 8-Ball.

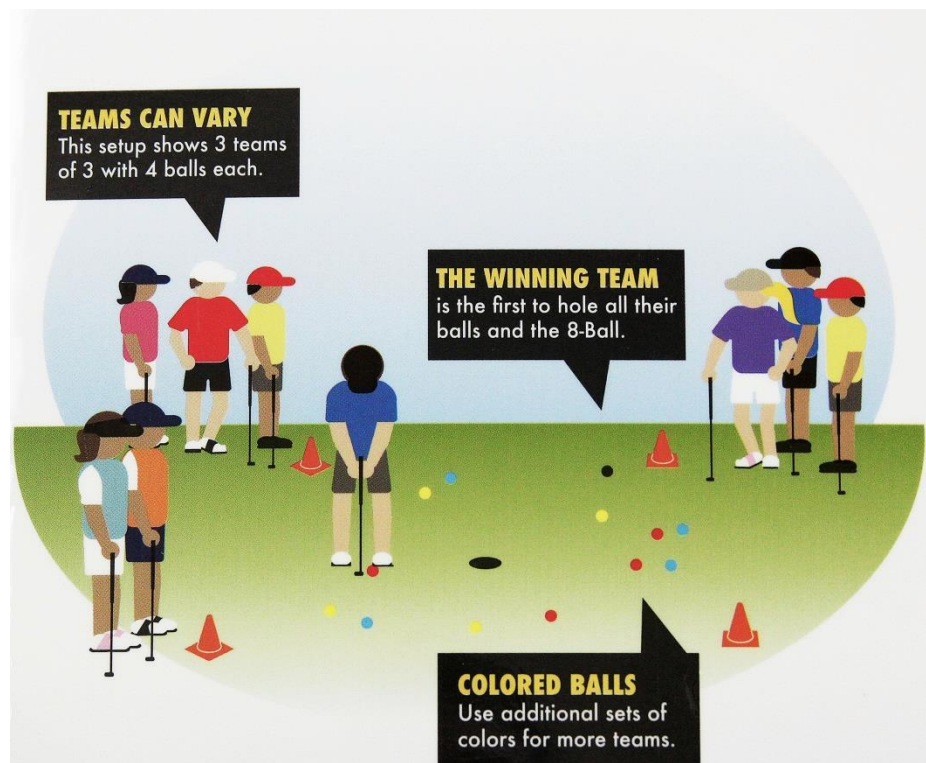
EQUIPMENT REQUIRED

- 4 cones (or colored string or surveyor's tape and 4 tees)
- Colored golf balls (4 of each color; 1 color per team)
- 1 black "8-ball"

SET UP

Refer to the instructions and image below:

- Make a square boundary (Approx. 15' x 15') around the hole using four cones, colored string or tape. Make the area bigger for more advanced players, or use the whole green.
- Distribute all of the balls randomly within the boundaries. The '8-Ball' should be placed farthest from the hole.



OVERVIEW

This game may be played by one or more players or teams. It is designed to develop:

- Chipping distance control

HOW TO PLAY

- Determine the order of play among the players. Players wait behind the “on-deck” cone until it is their turn.
- The goal is to chip as many balls in a row as possible, where each ball travels farther than the previous ball (“target ball”) without going beyond the “out-of-bounds” limit. Each ball must “catch up” to the target ball.
- Each player begins by chipping a ball a short distance, scoring one point. That ball becomes the target ball for the next chip. The player then chips a second ball from the same starting point. If that ball catches or passes that target ball, score another point and that ball becomes the new target ball for the next chip.
- If the chipped ball strikes the target ball, the chip scores a point and the new target ball is whichever ball comes to rest farthest from the player.
- Continue chipping until a ball either fails to catch the target ball or the ball goes too far (out-of-bounds). Score a point each time the ball catches or passes the target ball.
- The winner is the player with the most points, once all players have had an equal number of turns, as per instructor discretion.

Variation: Two players may chip against each other, alternating shots. The winner is the last player to successfully surpass the other player’s target ball with an in-bounds chip.

Putting Variation: This game can also work as a distance-control game for putting if the starting point is placed on the green.

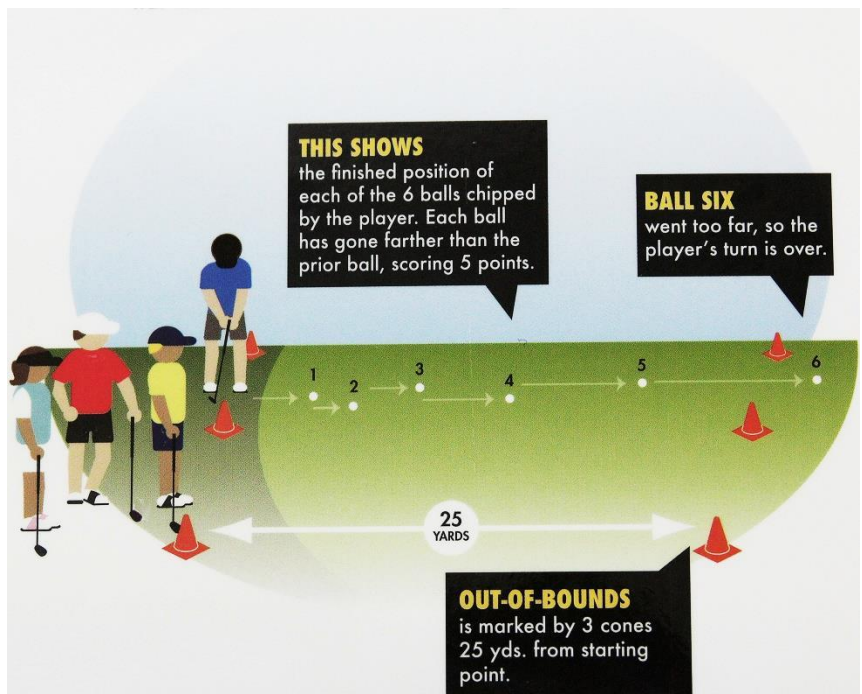
EQUIPMENT REQUIRED

- 6 cones (or 3 cones and 25 feet of surveyor’s tape or sting)
- Scoring pad (optional)
- 10 golf balls per player

SET UP

Refer to the instructions and image below:

- Create a chipping teeing ground by placing three cones 6 feet apart in a flat area appropriate for chipping up to 30 yards. The area between two of them is the “chipping area,” while the other cone marks the “on-deck” area.
- Create an out-of-bounds limit about 25 yards away from the starting point by placing three cones in line as shown (a flat line of surveyor’s tape or sting also works well).



OVERVIEW

This game for two or more players may be played individually or in teams. It is designed to develop:

- Pitching accuracy and distance control

HOW TO PLAY

- Play individually with two players, or create two teams (need not be of equal size). Give each team (or individual player) five colored golf balls. Determine which team plays first with a closest-to-the-center pitch-off between one member of each team.
- The game is played like classic tic-tac-toe: Taking turns, each side attempts to pitch a ball into an empty square on the tic-tac-pitch grid. The first side to pitch into a square claims that square for the side.
- Once a square is claimed, it belongs to that team for the duration of the game. Balls may not be knocked out of a claimed square. A ball should be left in each claimed square as a marker.
- Retrieve and re-use balls as needed to maintain a supply of balls for each team.
- The winner is the first team/individual to claim three squares in a row, column, or diagonal (as with tic-tac-toe).

Variation: Make the grid larger or smaller as per the skill level of competitors. We do not suggest going any smaller than 6' x 6' or any larger than 15' x 15' (total grid size).

Variation: Make a grid with four squares on each side and play 4-in-a-row (this variation also minimizes the chance of a tie).

EQUIPMENT REQUIRED

- 4 cones
- 10 colored golf balls (or 5 colored balls and 5 white balls)
- 72 feet of surveyors tape or colored string (to create the grid)

SET UP

Refer to the instructions and image below:

- Create a pitching “teeing ground” by placing two cones 6 feet apart in a flat area appropriate for pitching up to 20 yards.
- Place cones on either side of the teeing ground where players can await their turn.
- Create a tic-tac-toe grid by marking 3' x 3' squares (9' x 9' total grid) with string or surveyor's tape.



OVERVIEW

This pitching game for 2-6 players is designed to develop:

- Pitching distance control
- Flop shot technique

HOW TO PLAY

- The object of the game is to pitch or flop a ball over the cone/tape barrier and make the ball stop as quickly as possible, scoring the most points.
- Decide on the order of play. Each player will line up behind the “on-deck” cone until it is their turn to pitch.
- Taking turns, each player will pitch three balls. The ball must fly over the cone/tape barrier. The player scores points according to where the ball comes to rest, using the point values for each space within the lines.
- The winner is the player with the most points after three rounds (the instructor may change the number of rounds).
- The instructor may change the spacing of the lines to make the point scoring areas larger or smaller as needed, depending on the skill level of the players.
- This game is easily adapted into a multi-team competition by dividing players into groups.

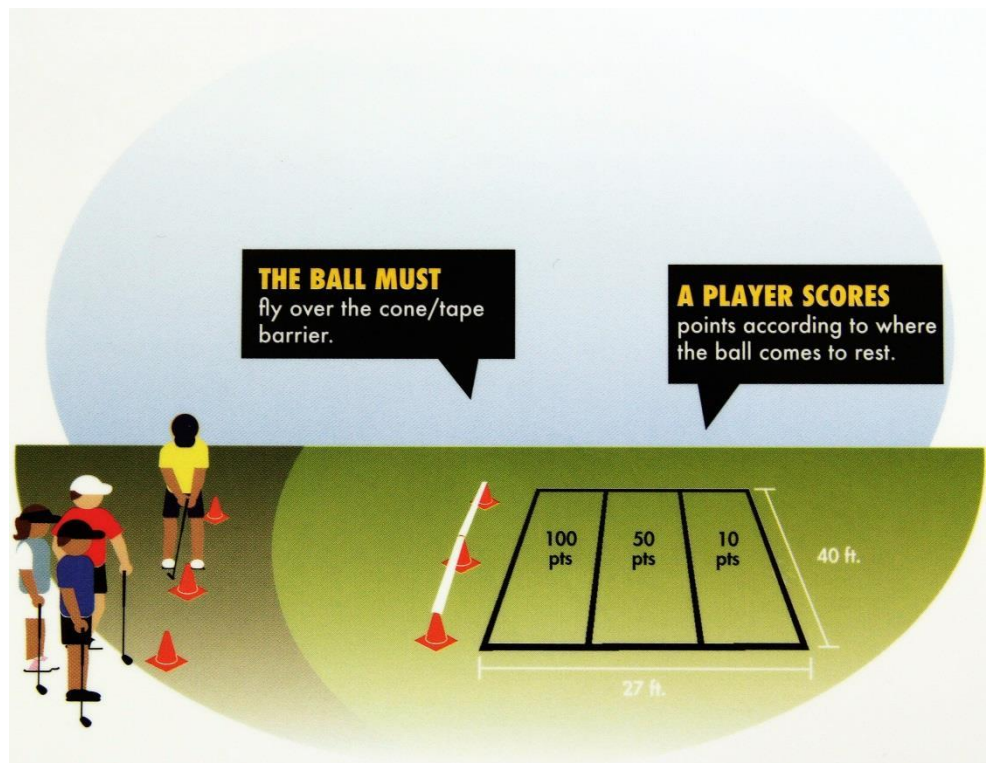
EQUIPMENT REQUIRED

- 6 cones
- 3 golf balls per player
- 154 feet of surveyor’s tape or colored sting and 8 tees
- Scoring pad (optional)

SET UP

Refer to the instructions and image below:

- Create a teeing ground by placing two cones 6 feet apart in a flat area appropriate for pitching up to 40 yards long.
- Place one cone a safe distance away from the teeing ground where players will await their turn (“on-deck” area).
- Place three cones in a line approximately 20 feet away from the pitching station, the ends of which should be 20 feet apart.
- Lay string or tape across the tops of the three cones to create a height barrier that must be vertically cleared by all shots.
- Use the tape or string to create a 3-section scoring grid, each section of which is 9 feet long. The first area is worth 100 points; the second area is 50 points; the third area is 10 points.



HOME RUN DERBY

OVERVIEW

This game for 2 or more players is designed to develop:

- Consistency in hitting full shots off the ground and straight
- Performance under pressure

HOW TO PLAY

- Create two teams (they need not be of equal size). Determine which team is to play first. Each team will determine its own “batting order.” Players will wait behind their “on-deck” cone until it is their turn.
- Decide in advance how many “innings” will be played. An inning is comprised of six outs (three outs per team).
- Only one team is “at bat” at a time. That team will rotate according to its “batting order” Each player attempts to hit a ball over the “fence” in the air. If successful, one “run” is scored.
- If the ball does not clear the “fence” or is a “foul ball” (the ball does not fly directly over the 20-yard wide cone fence), the team gets an “out” and the batters rotate. After three outs, the inning is over and the other team is at bat.
- The winning team is the team with the most runs at the conclusion of the final inning.
- While using teams is recommended, this game is easily adaptable to individual play.

Variation (“Grand Slam Derby”): Create a “grand slam fence” beyond the home run fence. Make that fence 25 yards farther and only 10 yards wide.

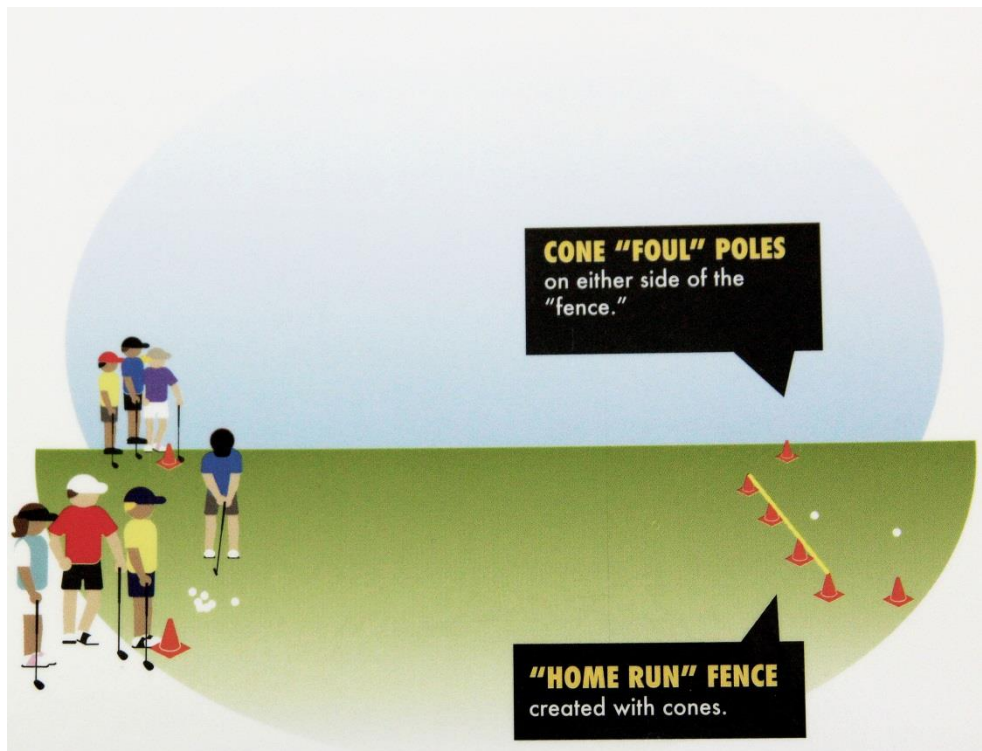
EQUIPMENT REQUIRED

- 6 cones
- 1 basket of golf balls
- Scoring pad (optional)

SET UP

Refer to the instructions and image below:

- Make a full swing station by aligning two aiming sticks about 6 feet apart on the practice tee suitable for full driver shots. Place a supply of golf balls in the station. Two full-swing teeing grounds may be marked-off beside each other, if space permits).
- Create an “on-deck” area for each team by placing one cone behind the each teeing ground where players may safely await their turn.
- Create a “home run fence” by arranging four cones in a line, 20 yards end-to-end, to represent the outfield fence. The instructor should determine how far away the “fence” should be based on the skill level of the players.



OVERVIEW

This game for 2 or more players is designed to develop:

- Advanced full swing shot shaping and ball control

HOW TO PLAY

- Determine the order of play among the players. Players not actively hitting a shot must wait their turn in the “on-deck” area.
- Following the order of play, players will take turns following the directions of the instructor.
- The instructor will dictate a shot to the player by requesting a particular club (8-iron, PW, Driver. Etc.), trajectory (high, low, medium), and spin (hook, slice, straight).
- If the player does not successfully execute the required shot, they get the next letter of the word “G-O-L-F,” and the instructor selects the shot for the next player in line.
- If the player successfully executes the required shot (to the satisfaction of the instructor), that player then selects the type of shot to the next player in line must attempt.
- If that next player does not successfully execute the shot, they get a letter. If they do, they then select the shot for the player after them.
- When a player accumulates all of the letters G-O-L-F, they are out of the game and must wait behind a cone in a designated area.
- Optionally, the instructor may choose to involve eliminated players by letting them come up with suggestions for shots to attempt.
- The winner is the last player remaining.

Variation: The instructor dictates a shot and each player in the line must attempt that same shot before the instructor dictates a different shot at the start of the second round.

EQUIPMENT REQUIRED

- 4 cones
- 1 basket of golf balls
- Scoring pad (optional)

SET UP

Refer to the instructions and image below:

- Make a full swing station by placing two cones about 6 feet apart on a practice tee suitable for full driver shots. Supply the station with golf balls.
- Create an “on-deck” area for each team by placing one cone behind the each teeing ground where players may safely await their turn.

