

**Safety Note:**



Take care on wet, wooden bridges and tree roots in the forest as they can be very slippery.

When taking turns, the discs furthest away from the basket are played first, with everyone standing behind the person throwing their disc.

## Stroke Play Competition

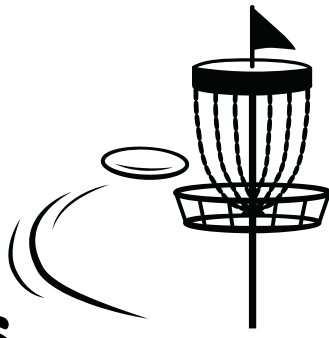
- 1) Players compete against each other.
- 2) Players take it in turns to throw their disc to the basket.
- 3) Record the number of throws it takes each player to get their disc into the basket on the scorecard.
- 4) At the end of the competition the player with the lowest total score wins.

## Match Play Competition

- 1) Players compete in teams, but each player throws their own disc.
- 2) The team with the player that has the lowest number of throws wins the basket. This is recorded in the scorecard e.g., if 4 teams are playing, the winning team gets 1 point, 2nd team gets 2 points etc.
- 3) The Team with the lowest total score at the end of the competition wins.

## Texas Scramble

- 1) Players compete in teams of three or four.
- 2) All players throw their own disc and then select the best throw of the team and mark it.
- 3) Everyone then throws from this point. Repeat this procedure with each throw until one of the player's disc from each team lands inside the basket.
- 4) You can choose to play Texas Scramble as a **stroke** or a **match play competition** and keep score accordingly.



**Safety Note:**



Take care on wet, wooden bridges and tree roots in the forest as they can be very slippery.

When taking turns, the discs furthest away from the basket are played first, with everyone standing behind the person throwing their disc.

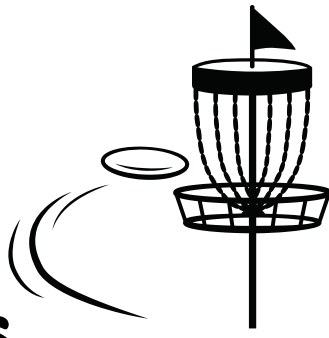
## Bloodsome Scramble

- 1) As per **Texas Scramble** but the worst throw is selected, and every player must get their disc inside basket for the basket to be completed.
- 2) Players compete in teams of three or four.
- 3) All players throw their own disc and then select the worst throw and mark it.
- 4) Everyone then throws from this point. Repeat this procedure with each throw until one of the player's disc lands inside the basket.
- 5) You can choose to play Bloodsome Scramble as a stroke or a match play competition and keep score accordingly.

## Guess Your Throws

- 1) Players compete against each other.
- 2) At the start of each basket each player must guess how many throws they will take to get their disc into the basket. Their guess is noted on the back of the score sheet.
- 3) Players take it in turns to throw their disc to the basket.
- 4) If a player guessed the number of throws correctly you simply record this number on the scorecard. If a player guessed incorrectly an additional two points are added to their number of throws.
- 5) At the end of the competition the player with the lowest total score wins.

## Game Variations



# Disc Golf

8 players, plus an accompanying adult

**Safety Note:**



Take care on wet, wooden bridges and tree roots in the forest as they can be very slippery.

When taking turns, the discs furthest away from the basket are played first, with everyone standing behind the person throwing their disc.

## Wolf

- 1) This game requires 4 players. The aim of the game is to have the lowest score at the end of the game.
- 2) Each player takes it in turn to be the 'Wolf' which is the last player to throw their disc.
- 3) As the other players take their first throw the 'Wolf' needs to decide whether to join one of the players and play as a two-some or to play as a 'Lone Wolf'.
- 4) A 'Lone Wolf' needs to beat the three other players' score on the basket (lowest number of throws wins). If the 'Lone Wolf' wins the basket, the other three players receive 4 points each.
- 5) If the 'Wolf' decides to join a player and the 'Wolf' or their team partner wins the basket, the non-Wolf players get two points each. If any of the non-Wolf players wins the basket, the 'Wolf team' gets three points each.
- 6) If a 'Lone Wolf' / 'Wolf team' and the other players draw no player receives points.