



Foot Golf

8 players, plus an accompanying adult

Game Variations

Safety Note:



Place footballs next to the numbered blue tee markers in the grass. Avoid stepping on the markers when kicking as they can be slippery.

When taking turns, footballs furthest from the hole are played first to avoid injury.

Stroke Play Competition

- 1) Players compete against each other.
- 2) Players take it in turns to kick off from the blue marker.
- 3) On the scorecard record the number of kicks it takes each player to get their football into the hole.
- 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 kicks their own football.
- 2) The team with the player that has the lowest number of kicks wins the hole. 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 kick their own football and then select the best shot of the team and mark it.
- 3) The team then kicks the next shot from this point. Repeat with each kick until one player from each team lands a football in the hole.
- 4) You can choose to play Texas Scramble as a **stroke** or a **match play competition** and keep score accordingly.



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Bloodsome Scramble

Best suited for groups of capable players & will take longer to complete

1) As per **Texas Scramble** but the worst shot is selected, and every player must land their football in the hole for the hole to be completed.

2) Players compete in teams of three or four.

3) All players kick their own football and then select the worst shot and mark it.

4) Everyone then kicks off from this point. Repeat this procedure with each kick until all of the player's footballs have landed in the hole.

5) You can choose to play Bloodsome Scramble as a stroke or a match play competition and keep score accordingly.

Guess Your Kicks

1) Players compete against each other.

2) At the start of each hole each player must guess how many kicks they will take to get their football in the hole. Their guess is noted on the back of the score sheet.

3) Players take it in turns to kick their football to the hole.

4) If a player guessed the number of kicks correctly you simply record this number on the scorecard. If a player guessed incorrectly an additional two points are added to their number of kicks.

5) At the end of the competition the player with the lowest total score wins.



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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 kick off on a hole.
- 3) As the other players take their first shot 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 hole (lowest number of kicks wins). If the 'Lone Wolf' wins the hole, 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 hole, the non-Wolf players get two points each. If any of the non-Wolf players wins the hole, the 'Wolf team' gets three points each.
- 6) If a 'Lone Wolf'/'Wolf team' and the other players draw no player receives points.

Fast Dribble

- 1) Players compete against each other.
- 2) At the start of a hole players line up next to the tee. On signal, each player must dribble their ball as fast as possible to the hole.
- 3) The first player to get their ball in the hole wins one point, the second player that reaches the hole wins two points, etc.
- 4) At the end of the competition the player with the lowest total score wins.

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Keepie Uppie & Dribble Competition

- 1) Players compete against each other.
- 2) At the start of a hole players line up next to the tee. On signal, each player must juggle their ball using either feet, lower legs, knees, chest, or shoulders towards the hole. If a player drops their ball, they must continue to dribble it towards the hole.
- 3) The first player to get their ball in the hole wins one point, the second player that reaches the hole wins two points, etc. The number of Keepie Uppies each player juggled at the start then gets deducted from their total points which they received for the hole.
- 4) At the end of the competition the player with the lowest total score wins.

