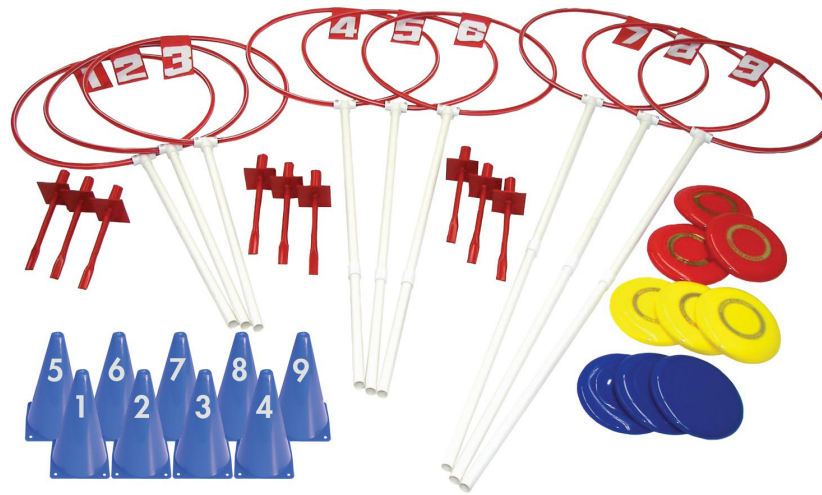


WOLVERINE SPORTS

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Disc Golf Game

Directions

1. Set up all 9 targets in a straight line from shortest to tallest, each about 10 feet apart.
2. Mark off three point value lines for each successful throw at each target as follows: 1 point at 10 feet, 2 points at 15 feet, and 3 points at 20 feet.
3. Each student must have 3 discs (also try with footballs, foam javelins, etc.).

Rules

1. Each student receives 3 throws at each target.
2. Students must decide from which line they will attempt their first throw from (10', 15', or 20').
3. At the start of the throw both feet must be on the line.
4. If students throw through the target successfully, they can move to the next target. If unsuccessful, they may move closer to the target and try again.
5. If unsuccessful after 3 attempts, the student moves to the next target.
6. After all students have attempted each target, the student with the least number of throws wins.
7. Teacher should signal the start of all throws.

Options

1. Start each student with 30 points and have them subtract the amount they score.
2. Give each student a variety of items to throw, such as a tennis ball, foam javelin, or football.
3. Do the rotation again and challenge students to improve their score.
4. Time them and see how quickly they can be successful at 10 feet, at 15 feet, and at 20 feet.
5. Use a softer ball and have partners attempt to throw and catch through the hoop. Try this at each target value. Have the partners rotate after 3 successful catches so they can work at all 9 hoops.

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