



PUTT N PLAY
SCHOOL - USER GUIDE

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Please Note: Play N Putt is suitable for children aged 5 and up. Putt N Play contains small components that could be a choke hazard. Adult supervision is required.

2. WHAT IS PUTT N PLAY?

Putt N Play is an interactive Golf Putting Game designed and created in Australia. The game is a Mini Golf Course just waiting to be built. Putt N Play includes several targets, flags, soft golf balls, game plays, scorecards and can also include soft headed putters.

3. PUTT N PLAY FOR SCHOOL CHILDREN AGED BETWEEN 5-12

Putt N Play for Schools is a great interactive fun, easy to use activity that can be played both indoors and outdoors. **Putt N Play** is tailored to Infant and Primary School aged students. You will be able to cater to small or large numbers of children. There are a variety of game plays to choose from. The scores can be kept on scorecards provided and even recorded onto a spreadsheet for further use in other classroom curriculum-based activities. You can even have a competition each day or week.

4. WHY DOES PUTT N PLAY WORK SO WELL?

Putt N Play works well because school age children have more refined gross motor skills and the cognitive skills to follow the logic of a game with rules. Sportsmanship and teamwork are explored through active play. As children learn to play team games, educators play a role in mentoring, role-playing and intentionally teaching the concept of sportsmanship, and how to deal with the difficulty of losing. **Putt N Play** promotes cooperation, respect, consideration for the safety and wellbeing of others and encouragement to achieve both individual and team goals. **Putt N Play** also encourages team play and fun, but also to practice the skills of turn-taking, how to enter and exit play, as well as how to control impulses and manage feelings around winning and losing that are acceptable to the group. School students enjoy social engagement with an easy to play sport. School Teachers like it because it promotes cooperation, respect of others and encouragement to achieve both individual and team goals. **Putt N Play** also has a STEM's element to the scoring.

5. CHILDREN WITH SPECIAL NEEDS

Putt N Play can be used to compliment students with special needs. We have created a range of modified putters and putter sleeves for those students in wheelchairs. For special needs students we can incorporate large coloured balls, larger putters for indoor and outdoor use. We can modify putters for individual students. This depends largely on the size of the chair, their physical strength and any movement limitations of the person. Please ask for our fitting template should this be of interest. It's been our experience that either using the putter from the side of the chair, from between their legs or from above the knees has the greatest success. This also depends on arm/shoulder movement and strength.

6. WHAT'S INCLUDED - SINGLE KIT

Each Kit Contains the Following:

- 6 x Flags with Bases - (Coloured Flags may not match bases)
- 6 x Numbered Stickers
- 6 x Target Cones with Interchangeable Inserts
- 6 x Soft Yellow (Putt18) Balls
- 6 x Starting Discs
- 4 x Soft Headed Putters plus Putt18 Carry Bag
- 1 x Draw String Carry Bag
- User Guide

7. SETTING UP PUTT N PLAY

1. Select an area that is appropriate in size
2. Remove the Putting Cones from the bag. (If the Interchangeable Inserts have come loose simply press back into place)
3. Remove the Putters if they are included
4. Remove the Flags and attached the stickers to the Flags
5. Distribute the Target Cones in the chosen area
6. Insert the Flags into the Target Cones and attached the plastic securing base
7. Distribute the Starting Points
8. Place the Soft Golf balls at the Starting Disc's
9. Use the Scorecards to score

8. BEFORE COMMENCING

1. Please read the Risk Management Plan.
2. Each student will need to understand that putting does not require strength or power before putting. To do this, a visual explanation and verbal teacher instruction should be delivered, prior to commencement of the game, to all students. Please outline the importance of safeplay. Adult supervision is required at all times.

9. PLAYING PUTT N PLAY

1. You will have three sets of 6 Target Cones to design an 18 hole mini putt putt course.
2. Each set of 6 holes will have 6 individual Starting Disc's.
3. Arrange the Target Cones and the Starting Disc's in the selected area.
4. Assemble the students into groups of 3 or 4 behind each of the (3) 1st hole Starting Disc's. Depending on the number of students, there may be several groups behind each of the Starting Disc's. **You may choose to start some students on Holes 3 if you have large groups.**
5. Ensure that each of the groups have two putters per group.
6. Each student will have one soft golf ball.
7. Two students can share a putter and play to one hole at the same time. Once all students in the group have completed the hole the group moves onto the next hole.
8. Group scores are recorded by a student in that group.
9. All groups start at the same time and then rotate through to the next set of 6 holes until they have completed all the holes for the event.

10. COMPANY INFORMATION

Company Name: Putting Professional Pty Ltd

ACN: 47 110 417 902

Incorporated August 2004

Located: Long Jetty, NSW 2261

Managing Director: Glenn Palmer

Mobile: 0429 100 106

Email: glenn@putt18.com.au

Website: www.putt18.com.au

11. RISK MANAGEMENT

Name of workplace:		Name of workplace manager:			
Risk assessment focus: To ensure the safety of children and staff when playing Putt N Play. Putt N Play is the activity mentioned within the Risk Management Plan 2021.					
Location / Activity	Hazard Identification Type / Cause	Risk matrix score	Elimination or Control Measures	Who	When
Inside or Outside a School Building / Putt N Play	Physical injury/ trip hazard. People or staff may trip on Target Cones. The Target Cones may be positioned so that people could trip over them.	Possible/ Minor/ Medium	Ensure the area is free from elements that could cause the Target Cones to be not be easily seen. Visually check that the Target Cones are safety positioned before and during the activity.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Putt N Play	Physical Injury/ A person may swing the Golf Putter and hit someone or something. There are also small items that may be a choke hazard.	Possible/ Minor/ Medium	Addressing users before commencing the activity to not swing the putter like a golf club. To demonstrate the correct technique with putting a golf ball To ensure people are always supervised during the activity. To ensure students are at least 1 metre gap between the person putting and the next person to play the activity.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Putt N Play	Physical Injury/ trip hazard. Child or staff may trip over a Golf Putter or Golf Ball laying in the surrounding area.	Possible/ Minor/Medium	Ensure the area is free from putters and golf balls laying on the ground. Visually check the Putting surface area and surrounds are free from putters and golf balls at all times.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Putt N Play	Physical Injury/ A child may throw a rubber golf ball or putter at someone or something.	Unlikely/ Minor/Low	Addressing people before the activity commences instructing them not to throw the golf balls or putters.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Putt N Play	Physical Injury/ Incorrectly removing and inserting the equipment from the bag.	Unlikely/ Minor/Low	Ensure that the bag is laying down when removing the equipment.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Putt N Play	Physical Injury/ A person may accidently collide into another person whilst playing the activity.	Unlikely/ Minor/Low	Ensure the activity is supervised when people are playing the game.	School staff	Before commencing and during the activity.

Name of workplace:		Name of workplace manager:			
Risk assessment focus: To ensure the safety of children and staff when playing Putt N Play. Putt N Play is the activity mentioned within the Risk Management Plan 2021.					
Location / Activity	Hazard Identification Type / Cause	Risk matrix score	Elimination or Control Measures	Who	When
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ People may be exposed to the sun if playing the activity in sunlight.	Unlikely/ Minor/Low	Ensure that people have the appropriate sun protection if playing the activity outside with access to sunlight. Limit time in the sun.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ Centre staff may injure themselves if they drop the Putt N Play equipment on their toes.	Unlikely/ Minor/ Low	Ensure that when carrying the Putters that there are appropriate staff available. Ensure the Putt N Play Putting Kits are stored where they cannot injure anyone.	School staff	Before commencing and during the activity.
Relevant additional information reviewed and attached:			Yes	No	
Plan prepared by: Glenn Palmer			Position: Managing Director		Date:
Prepared in consultation with:			Communicated to:		

RISK MANAGEMENT MATRIX (Legend is only a guide)

*Please Note: Assessments of risk vary with the particular circumstances (eg nature of the workplace, student group)

	INSIGNIFICANT	MINOR	MODERATE	MAJOR	SEVERE
Almost Certain	Medium	Medium	High	High	Extreme
Likely	Medium	Medium	Medium	High	Extreme
Possible	Low	Medium	Medium	High	High
Unlikely	Low	Low	Medium	Medium	High
Rare	Low	Low	Low	Medium	High

12. PUTT N PLAY GAME PLAY

Putt N Play is great activity for schools and school aged children. Putt N Play is easy to set up and put away. Putt N Play enables schools to design their very own 18 hole Mini Putt Putt Course. Each Putt N Play Kit contains 6 holes which make a total of 18 holes.

- 1 Set Up The Course
- 2 Decide on the Par for the Course - Write the Par for each hole on the Scorecards
- 3 Arrange Students into teams
- 4 Distribute the Putters, Balls and Scorecards to the students
- 5 Putt N Play



When 18 holes have been completed, add up the scores and the student with the lowest score is the individual winner. If playing in pairs or in teams the pair or team winner will be determined by their average score divided by the number of players within the group. The lowest average score is then calculated.

There are unlimited ways to use the scores with Putt N Play. Teachers have the ability to use the scores as a separate maths exercise in future classes.

13. PUTT N PLAY PUTT OFFS:

Should there be a tied game a Putt Off will determine the winner. The Teacher will determine who should putt first. Each Student putts to the Target Cones commencing at Hole 1. The student that has the lowest score after 3 holes is the winner. If the scores are still tied then the students continue to play until one student's score is lower than the other.

14. GAME FORMATS

- **GAME 1 - 6 HOLE CHALLENGE**
- **GAME 2 - 12 HOLE CHALLENGE**
- **GAME 3 - 18 HOLE CHALLENGE**
- **GAME 4 - Training Drill (1)**
- **GAME 5 - Training Drill (2)**
- **GAME 6 - Training Drill (3)**
- **GAME 7 - Training Drill (4)**

GAME 1 - 6 HOLE CHALLENGE

SUMMARY - Speed Ranking = Fast Game Difficulty = Easy

Arrange 6 Target Cones in an area and determine (Par for Each Hole) or how many shots it would take to get the ball into each or the Target Cones. Players take turns in groups of up to 4 to accumulate the lowest score. The player/team with the lowest total after everyone has played 6 holes is deemed to be the winner.

GAME 2 - 12 HOLE CHALLENGE

SUMMARY - Speed Ranking = Fast/Medium Game Difficulty = Easy

Arrange 12 Target Cones in an area and determine (Par for Each Hole) how many shots it would take to get the ball into each or the Target Cones. Players take turns in groups of up to 4 to accumulate the lowest score. The player/team with the lowest total after everyone has played 12 holes is deemed to be the winner.

GAME 3 - 18 HOLE CHALLENGE

SUMMARY - Speed Ranking = Slow Game Difficulty = Easy

Arrange 18 Target Cones in an area and determine (Par for Each Hole) how many shots it would take to get the ball into each or the Target Cones. Players take turns in groups of up to 4 to accumulate the lowest score. The player/team with the lowest total after everyone has played 18 holes is deemed to be the winner.

Game 4 - Training Drill (1)

SUMMARY - Speed Ranking = Fast Game Difficulty = Moderate

Arrange the Target Cones in order (Holes 1 to 6) directly in front of you so that the Target Cones are at the same distance away from you at a length that you are comfortable with making the putt. Ensure that they are about 20-30cm apart. Decide who goes first. Starting from Hole 1, Player One putts one ball into the first Target Cone. Each time the ball enters the open area of the Target Cone you can move to the next Target Cone. You can only move to the next Target Cone if you hole the putt.

If your putt misses a Target Cone you must return to the previous hole and sink that putt again on your next turn.

Every time you miss a Target Cone you must go back to the previous Target Cone. Whoever completes all 6 Target Cones is declared the winner. If this becomes too easy you can reposition the Target Cones further away to increase the level of difficulty. Remember you only get one putt per Target Cone.

TARGET CONES



STARTING POINTS

Game 5 - Training Drill (2)

SUMMARY Speed Ranking = Fast Game Difficulty = Hard

Arrange the Target Cones in order (Holes 1 to 6) directly in front of you so that the Target Cones are at the same distance away from you at a length that you are comfortable with making the putt. Ensure that they are about 20-30cm apart. Decide who goes first. Starting from Hole 1, Player one putts one ball into the first Target Cone. Each time the ball enters the open area of the Target Cone you can move to the next Target Cone. You can only move to the next Target Cone if you hole the putt.

If your putt misses a Target Cone, then you must start again from the start back at Hole 1.

Every time you miss a Target Cone you must go back to at Hole 1. Whoever completes all 6 Target Cones from 6 putts in a row is declared the winner. If this becomes too easy you can reposition the Target Cones further away to increase the level of difficulty. Remember you only get one putt per Target Cone.

Game 6 - Training Drill (3)

SUMMARY Speed Ranking = Fast Game Difficulty = Hard

Arrange the Target Cones in order (Holes 1 to 6) directly in front of you in left to right order about 20-30cm apart. Position each of the Target Cones slightly further back than the previous Target. Starting from Hole 1, Player One putts one ball into the first Target Cone. Each time you do this you move to the next Target Cone.

If your putt misses a Target Cone, then you must start back at Hole 1.

Every time you miss a Target Cone you must go back to Hole 1. Whoever completes all 6 Target Cones from 6 putts is declared the winner. If this becomes too easy you can reposition the Target Cones further away to increase the level of difficulty. Remember you only get one putt per Target Cone.

TARGET CONES

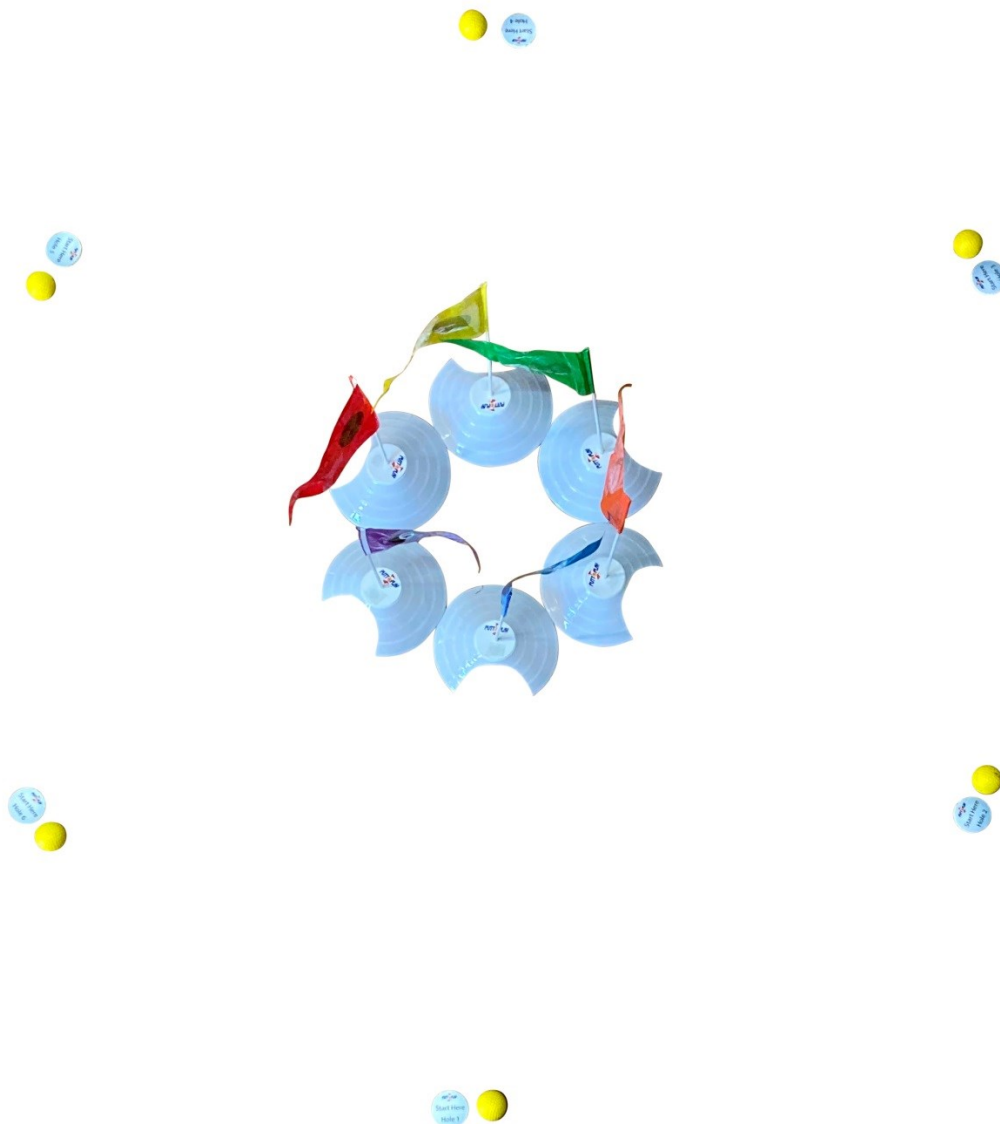


STARTING POINTS

Game 7 - Training Drill (4)

SUMMARY Speed Ranking = Fast Game Difficulty = Hard

ROUND THE CLOCK: This is a well-known popular putting drill to practice improving your putting skills. Position all the Target Cones in a circle so that you are able to putt a ball to each of the Target Cones. Now position the Starting Discs and Soft Golf balls directly opposite each of the Target Cones. The length of each putt can be determined by you. Start from Hole 1 and then continue in a circular direction to the next Target Cone. Again, you can only move to the next Target Cone once you have holed the previous putt. If you do not make the putt then you must go back to the previous hole and start again. The first person to complete the circle will be deemed the winner.



GAME MODIFICATION 1:

You can modify this drill by calling out random hole numbers then have each player putt to that hole. The first player to successfully putt to every hole would be declared the winner.

GAME MODIFICATION 2:

You can modify this drill by rearranging the Target Cones so that the hole numbers are not in a circular order. The first player to successfully putt to every hole would be declared the winner.

15. PUTT N PLAY SCORECARDS

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
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Total		

Player Name

Hole	Par	Score
1		
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4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
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9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
Total		

Player Name

Hole	Par	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
Total		

17. WHEELCHAIR AND SPECIAL NEEDS – REMOTE FITTING TEMPLATE

Remote Fitting: Please provide any relevant information regarding each person.

Person/ Child's Reference Details Only:

Measurements: Please enter the dimensions below in CM's



Red: Ground to the Shoulder - _____

Green: Ground to the top of the Chair side handle - _____

Purple: Stomach to the front of the knee - _____

Blue: Ground to the top of the knee - _____

Notes: Please include any information that you think may be relevant. Attached a separate page if Necessary. _____

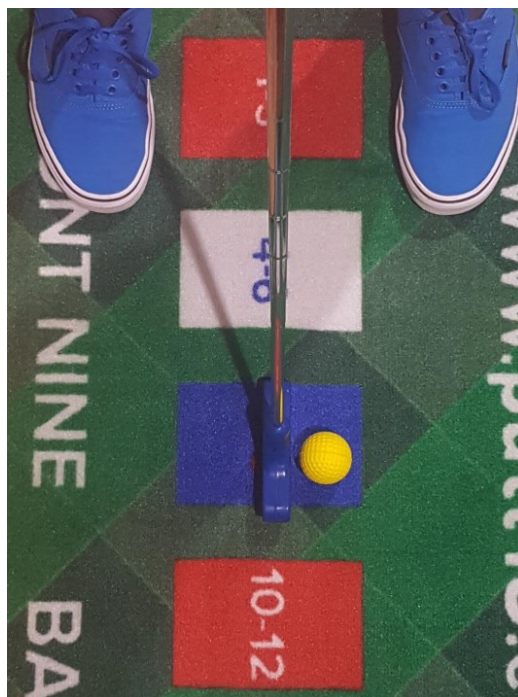
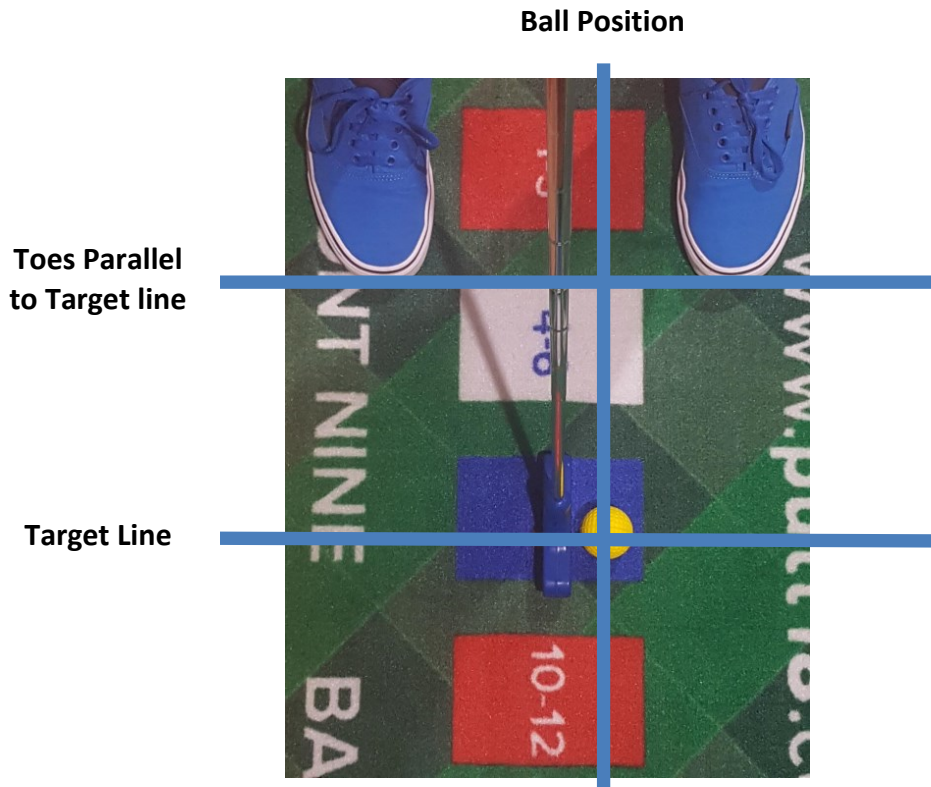
Fitting: We need to determine the type of putter to suit each person/child. This depends largely on the size of the chair, their physical strength and any movement limitations of the person. It's been our experience that either using the putter from the side of the chair, from between their legs or from above the knees has the greatest success. This also depends on arm/shoulder movement and strength. We also use a Putter Sleeve to help increase grip strength.

Return by email to: glenn@putt18.com.au Ph: 0429 100 106

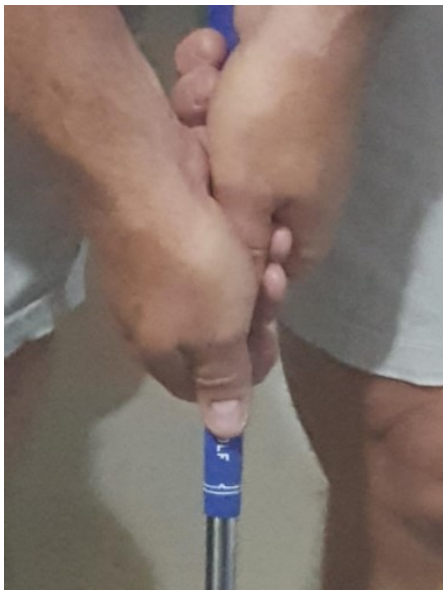
18. PUTTING STANCE

Basic Putting Stance:

Generally your feet should be positioned parallel to the target line. The Ball position should be slightly forward of the centre of your stance.



19. DIFFERENT PUTTING GRIPS



Standard Grip



Standard Grip - Extended Finger



10 Finger (Baseball Grip)



The Claw



Cross Handed



Cross Handed – Extended Finger

Different Putter Grips:

When it comes to putter grips there really is no right or wrong way. The goal is to find a grip that you feel comfortable with that will help keep the Putter Face square to the target during impact. Becoming a good putter is having an awareness of how hard you need to hit the ball before you actually hit the ball. This becomes easier with practice. The key to making the ball travel a certain distance is, understanding the relationship between your putter stroke length and the putter stroke speed or tempo.

Grip pressure is also important. The grip pressure is one key in providing great feedback. Experiment with grip pressure to find what works best for you. Soft hands are generally better than strong.

Putt18 Putter Selection Guide

HEIGHT - CM	PUTTER LENGTH - CM	RED PUTTER	RED PUTTER	GREEN PUTTER	GREEN PUTTER	BLACK PUTTER	BLACK PUTTER	BLUE PUTTER	BLUE PUTTER
91	52.07								
93.98	54.61								
96.52	54.61								
99.06	55.88								
101.6	55.88								
104.14	58.42								
106.68	59.69								
109.22	59.69								
111.76	62.23	111.76	62.23						
114.3	62.23	114.3	62.23						
116.84	64.77	116.84	64.77						
119.38	64.77	119.38	64.77						
121.92	68.58	121.92	68.58						
124.46	68.58	124.46	68.58	124.46	68.58				
127	71.12	127	71.12	127	71.12				
129.54	71.12	129.54	71.12	129.54	71.12				
132.08	71.12	132.08	71.12	132.08	71.12				
134.62	73.66			134.62	73.66	134.62	73.66		
137.16	73.66			137.16	73.66	137.16	73.66		
139.7	76.2			139.7	76.2	139.7	76.2		
142.24	78.74					142.24	78.74	142.24	78.74
144.78	78.74					144.78	78.74	144.78	78.74
147.32	78.74					147.32	78.74	147.32	78.74
149.86	78.74					149.86	78.74	149.86	78.74
152.4	81.28					152.4	81.28	152.4	81.28
154.94	83.82							154.94	83.82
157.48	83.82							157.48	83.82
160.02	86.36							160.02	86.36
162.56	86.36							162.56	86.36

