

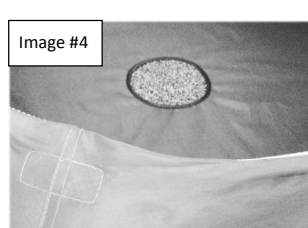
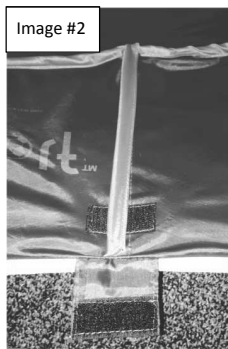
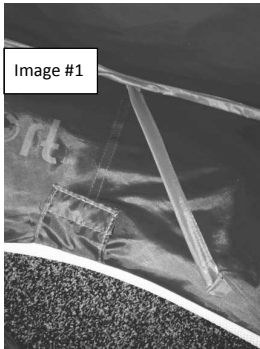
Kick Golf Instructions

W11901 Kick Golf Targets

W11923 Kick Golf Kids Easy Pack

W11924 Kick Golf Pro Pack

W11901 Kick Golf Targets – Includes 3 targets and 9 ground stakes. The targets ship flat and are simple to assemble. There are 4 fiberglass rods that are sewn inside a fabric sheath and spaced equally between the large fabric base and the top fabric top. Lift the inner rim of the fabric top (yellow) and located a rod (image #1). Separate the corresponding Velcro flap at the top of the target and center the rod within the Velcro flag (image #2), then close the flap around the rod (image #3). Repeat for the other 3 rods in the target. Repeat for the other 2 targets. For added stability, 3 metal ground stakes can be used with each target to keep it in place. To make it easier for the balls to get into the target, roll the yellow binding material around the top edge of the hole inward (images 4 and 5). This will eliminate the lip on the target. While rolling the yellow binding on the target inward, makes it easier for the ball to roll in, it will also make it easier for the ball to come out. To use the target, place it on the ground and kick a ball toward the target. A ball kicked at the correct speed will force the edge of the target down and allow the ball to enter the “cup”. The opposite side of the cup will stop and capture the balls. The closer the ball is kicked to center of the cup, the more likely the ball is to be captured.



W11923 Kick Golf Kids Easy Pack – Contents:

- 12 Spectrum 7” diameter playground balls (with either 3 balls each in 4 different colors, or 2 each in 6 colors)
- 6 - Half Cones
- 6 – 6” High Cones
- 3 - Kick Golf Targets
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W11924 Kick Golf Kids Easy Pack – Contents:

- 12 Spectrum Size 4 Lite 80 Soccer Balls (2 each in 6 colors)
- 6 - Half Cones
- 6 – 6” High Cones
- 3 - Kick Golf Targets

Optional Equipment: 1 set of 4 Soccer Corner Flags (W5926) or 4 Golf Cup Flags (W10726)

Playing Kick Golf:

The rules of kick golf are about the same as the rules for golf. Instead of swinging a club to hit a ball, a player kicks their ball. The goal is to kick your ball from the tee into the target or cup in as few kicks as possible.

Course Layout: Each easy pack includes enough equipment to lay out a 3-hole kick golf course. A hole will normally include two half cones to mark the Tee Box, two 6" cones to mark the path of the hole and a target or cup. Depending on the size of the grassy field available, you can design your course any way desired. To make it more like real golf you may want to make one easy hole (Par 3), one medium hole (Par 4) and one challenging hole (Par 5). The Par number indicates the expected number of shots that it should take a player to kick their ball from the Tee box into the cup. A possible lay-out on a rectangular field is shown on the 3rd page of these instructions. If you've got an area with trees, fences, pond, puddles, or other natural or man-made obstacles, use them to add interest and variety to the course. Just be sure create the rules and requirements to deal with each obstacle and that everyone knows them before play starts. For instance if you have a large tarp, you could lay it in the middle of a fairway and have it designated as a "pond". Any ball that is kicked onto and stays on the pond, would be considered out of play. The player would then have to take a penalty stroke (add one to their score) and drop their ball at a point behind the pond when it is their turn take their next shot. A pond area could also be defined with field marking chalk (like W11867) or field marking paint (like W10851007). If available, add a flag like a soccer corner post (W5926), a golf cup flag (W10726) or any other flag that you might have in the center of each target and push firmly into the ground. The flag will make it easier to the target and also help make sure balls that are kicked toward the center of the cup, stay in the cup.

Play:

Set-Up - Divide the players into groups of up to 4 players. Players within a group should have different colored balls. On the first hole, the youngest player should go first. A player places their ball between and behind the two half cones designating the 1st tee. They then kick their ball toward the 1st cup. On subsequent holes, the player that had the lowest score on the previous hole goes 1st. If players had the same score, then the order from the previous hole is maintained.

Ball Path - If there are 6" cones on a hole, a player's ball must travel between those two cones before it can be kicked into the hole. If there ball passes beyond one of the 6" cones, but not between them, then that player must kick their ball backward until it can be kicked forward between the two cones. As an example, on the lay out page if a player were to kick the ball from the 1st tee to the left of the left cone that marks the fairway, they would then have to kick the ball backward until they can kick the ball forward between the cones. Thus you can't cut the corner and go directly for the hole. If a player's ball hits a cone it is considered to have passed between them. The cone is returned to its original position and the play continues.

Blocking – If a player's ball is blocking the path of another player's ball to the hole, then the player about to kick their ball can request that another player or player(s) mark the position of their ball. Those players would then mark the position of their ball with a coin or similar, small flat object. Balls are marked and or returned to position as required before each shot.

Scoring – Each time a player kicks their ball it counts as a "stroke" or point for the hole they are playing. The goal is to get in a hole with as few kicks as possible. In order to complete a hole, a ball must stay in the target or hole. A ball that goes into in and out of a hole on the same kick, does not count as being in the hole. For younger players, you may want to consider modifying this rule in some manner. One option might be that if a ball rolls in and out on consecutive kicks to count that as completing the hole. Someone in each group should keep track of each player's score on each hole. The player with the lowest total number of kicks for all the holes wins.

Par 3 / Par 4 / Par 5

**Sample Course
Lay-Out on
Rectangular Field**

Par 3 / Par 4 / Par 5

**Sample Course
Lay-Out on
Rectangular Field**

