BOLF!

Your name: _____

Hole	Score (A+B)	Most Fun	Most Creative
1	_____	☐	☐
2	_____	☐	☐
3	_____	☐	☐
4	_____	☐	☐
5	_____	☐	☐
6	_____	☐	☐
7	_____	☐	☐
8	_____	☐	☐
9	_____	☐	☐
10	_____	☐	☐
11	_____	☐	☐
12	_____	☐	☐
13	_____	☐	☐
14	_____	☐	☐
15	_____	☐	☐
16	_____	☐	☐
Avg.	_____		

Basic Rules

Stand on starting X and toss bean bag.

Stand where it landed and toss again.

Finish hole when bean bag touches ground inside hole.

Score is number of tosses.

Design a Hole

Make it a unique experience (you can add stroke penalties and special rules).

Design 2 holes:
- an easier tutorial hole "A"
- an advanced hole "B"

The stroke par for both holes must add to 7.

Create clear, self-explanatory instruction signs. (You will not be around when your hole is played!)

Tournament

Play as many holes as possible.

Fill out a scorecard for each hole you play by adding up your total score for A+B.

Max score for a hole is 14 (double par).

Vote for the most fun and most creative holes that you played.

Winning

Individual:
- the lowest average score

Teams:
- the hole with closest average to par 7, plus awards for most fun and creative

VOLF!

The Turnaround

Tutorial Hole

SETUP
- Place your cup.
- Take 1 step away from the cup and put the ball on the floor between your legs.

SPECIAL RULES
- You must face away from the cup and flick the ball between your legs.
- If you miss, return the ball to the setup position.

Advanced Hole

SETUP
- Place your cup.
- Take 3 steps away from the cup and put the ball on the floor between your legs.
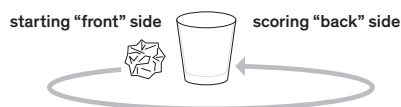
SPECIAL RULES
- Same as the tutorial hole

Looper

Tutorial Hole

SETUP
- Place your cup and start with the ball touching the "front" of the cup.

SPECIAL RULES
- The ball must touch the "back" side (the opposite side of the cup from the starting location) to score.

starting "front" side   scoring "back" side

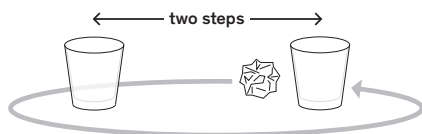### Advanced Hole

SETUP
- Place two cups at a distance of 2 steps from each other.
- Place the ball on the "front" side of one cup facing the second cup.

SPECIAL RULES
- The ball must travel around the second cup and touch the "back" of the first cup to score.

two steps

Materials

- One letter-size piece of paper, wadded into a ball
- A drinking cup (about 3½-inch diameter)

Basic Rules

Your goal: flick the paper ball to touch the side of the cup in as few moves as possible.

Set up the cup and yourself according to the rules of the hole.

Flick the paper ball with your index finger toward the cup—your next flick takes place from that new location.

Count your flicks—when the ball hits the cup, that is your score (it does NOT have to go in the cup—just touch the side).

Hole instructions can add special rules.

Design a Hole

Make it a unique experience.

Define where the cup starts relative to the player.

You can include simple objects and elements that are likely to be in the spaces of other players (a chair, a second cup, a pencil, etc.).

You can add special rules and golf-style penalties involving the space, the way that the player has to flick the ball, etc.

Design 2 holes using the same gameplay mechanic
- an easier Tutorial hole that teaches the mechanic
- an Advanced hole that adds more challenge

The number of flicks for both holes should add to par 7 on average.

Create instructions for your hole and put them in the group folder—these will be the ONLY explanation, so make them clear!

Tournament

We will create a spreadsheet for everyone's holes—add your hole to the spreadsheet.

Start playing other designers' holes (if you don't have the space or equipment, that's OK—just try a different hole).

When you finish a hole, put your flick count into the spreadsheet for the tutorial and the advanced hole.

After we are all finished, vote for the most fun and most creative hole (you can't vote for your own).

Final Tally

The winning player is the one with the lowest average score.

The winning designers are the ones whose hole has an average score closest to 7, plus the holes with most votes get the awards for most fun and most creative.