

'5-LINES' DISC GOLF PUTTING GAME

A HORSESHOES-STYLE PUTTING CHALLENGE FOR THE MASSES

INSTRUCTIONS FOR PLAY



ABOUT

Now in season 5, this variation on standard Horseshoes has been developed by Al Herring, Scott Beuker and Kelly Sereda with a lot of community input. It allows skilled disc golfers to be challenged while at the same time providing an inclusive, self-balancing game experience for all skill levels to enjoy together.

Teams of two players are randomly generated, assigned a lane and matched against another team in a 10 turn putting duel.

Once all lanes have completed 10 turns, scores are tallied, teams and match-ups are re-shuffled and additional rounds begun as time permits - typically, 4-5 rounds are played in an evening.

1. SET-UP

One basket is used per lane (as made available via generous player loans). One scoreboard (as provided by the Horseshoe Club) per lane. Lines are marked with tape at 1m intervals from 10-5m distance to the basket.

2. OBJECTIVE

Score the most points by making putts as a combined team of two players against another team of two players during a round of 10 turns. Point totals from each round accumulate toward your nightly total. At the end of the evening, individual players with the highest nightly totals win.

3. COURSE OF PLAY

Teams per lane are designated Team A (throwing first) and Team B. Each Player from Team A begins by throwing two shots in a row starting from 10m distance. Team B follows suit.

Once both teams have finished throwing, scores are tallied on the lane scoreboard and the order of play switches for the next turn, thus on the second turn Team B will then throw first, followed by Team A. 10 turns played makes 1 round.

4. 5-LINES

If a player scores no points on their turn, they will take their next turns throws one line (approx.. 1m) closer to the basket. Scoring no points in subsequent turns, that player continues to move forward until the closest line of 5m is reached where they may proceed no closer.

The Horseshoe club can accommodate up to 10 lanes (40 players), baskets depending.



(cont'd) Scoring any points during a turn, a player returns back 2-lines on the following turn, no farther back than the initial 10m line.

Contingency is made for junior players to begin a round at a closer line conducive to their ability.

5. SCORING

One putt made in a turn equals 1 point.

Both (2) putts made in a turn equals 3 points.

The total scores of both players per team are combined on the scoreboard.

New for 2019/20: 50 bonus points are up for grabs per game, winner takes all, tie equals a split (25 points each team). The losing team keeps their actual point total.

Strategy note: Even if your team can't secure a win, each extra point can make a difference toward your nightly total – focus on every putt!

6. VARIATIONS OF PLAY

'Cali' (3 player) Occurs when 3 extra players are present. Team A will have two players will play normally against one player playing as his or her own partner forming 'team' B.

This is a good way to get some extra 'reps' in.

'Head to Head' Occurs when 2 extra players are present. One player each from team A and team B. If 4 putters are available, players may each take 4 shots per turn, or simply take 20 turns of 2 shots in order to achieve balanced scores with full lanes.

Note: in the event of one extra player, 1 lane will play 'Cali' and another 'Head to Head'.

'Speed Round' Occurs if time for a full round is limited. Total number of turns may be set to a lowered amount.

'Obstacles' Use of the short fences provided by the Horseshoe club to act as a barrier to a direct shot to the basket may be employed.

'Ript Revenge' Custom Ript Revenge style cards (suitable for putting) are employed to bring humor and entertainment.

'21' Be the first team after a balanced number of turns to score 21 points. Due to uneven game times between lanes, this original game mode was phased out.

SPONSORS



SPECIAL THANKS to the **players** that bring their own baskets down on loan – your generosity in providing your hardware for everyone to use makes it all possible.