

GUNNAR GOLF!

Leader's Process

- Explain the Rules
 - Each player will get a chance to shake the “randomizer” – on your iPhone
 - The number they get will be written on their hand
 - Once everyone has a number, each challenge will be read out by the leader
 - Holes involving pre-putting games or one person completing a hole will be done first
 - Others will then take their turns.
 - Closest to the hole goes first after first putt
 - If a first stroke goes entirely off the course, the putter is allowed one additional turn at no penalty
 - **IMPORTANT:** Leaders will be assessing bonuses (- strokes) for good sportsmanship, fair play, and good behavior. Penalties (+ strokes) will be assessed for bad and disruptive behavior.
 - The top 5 players will play a playoff for the grand prize, BUT the top TEAM will also be awarded a prize, so rooting against the other people you are playing with will only hurt your team's chances of winning the team prize.
- Keep track of the score for each hole. Go back to previous holes if needed to make the scores work if score goes into negatives (ex: player gets a 2 on hole #3, but then gets a -3 bonus, so a total of -1. Go back to hole #2 and take 1 from their score on that hole.
- Use towel and hand cleaner to wipe off challenge # from kids' hands before going to the next hole.
- With the exception of challenges requiring that player to go first, order for the next hole is determined by score (lowest goes first).
- Have the kids shake the randomizer, write the numbers down, and do it all again!

CHALLENGES!

1. **Speed Ball:** *This player should go first and complete the hole before others go.* You have 30 seconds to complete the hole. The ball must stop before you hit it again. If you are able to complete the hole in 6 strokes or less in 30 seconds, you will get a -4 off your score.
2. **Kick Ball:** Instead of the club, use your foot. If you are able to complete the hole in less than 6 strokes, you will get a -3 off your score.
3. **Stomp Ball:** After your first stroke, a grown-up will place her/his foot over the hole, lift it up for two seconds, then put it down for two seconds. If you are able to complete the hole in less than 6 strokes, you will get a -2 off your score. If you are able to par or birdie the hole, you get an additional -1.

4. **Crazy Ball!:** Use the special crazy ball to try and complete the hole. If you are able to complete the hole in less than 6 strokes, take a -3 off your score. If you are able to par or birdie the hole, you get an additional -1.
5. **Half Ball:** Provided you finish the hole in 6 strokes or less, cut your score in half (round down for odd numbers). If you get a hole in 1, your score for the hole will be 0.
6. **Blast Ball:** Use a blastball bat instead of a club on this hole. If you are able to complete the hole in less than 6 strokes, take a -2 off your score. If you are able to par or birdie the hole, take off an additional -2.
7. **Blindfold Ball:** Wearing a blindfold and with help from a grown up, attempt to complete the hole. You may remove your blindfold **ONLY** when not on the green. If you complete the hole in 6 strokes or less, you will get -4 off your score.
8. **Spin Ball:** Before every shot, you must put your head on the top of your club and spin around 8 times. If you are able to complete the hole in 6 strokes or less, you will get -2 off your score. If you are able to par or birdie the hole, take an additional -2
9. **Backwards Ball:** If you are left handed, putt right handed (or vice-versa). If you are able to complete the hole in 5 strokes or less, take -2 off your score. If you are able to par or birdie the hole, take off an additional -1.
10. **Pool Ball:** Use your club like a pool cue to complete the hole. If you are able to complete the hole in 6 strokes or less, take -3 off your score. If you are able to par or birdie the hole, take off an additional -1.
11. **Statue Ball:** *This player should go first and complete the hole before others go.* All other players will go onto the green and, in a standing position, place themselves on the green. The players may not touch each other and must be at least 1 foot from the hole. The putter will then attempt to complete the hole. If you are able to complete the hole in 5 strokes or less, take -2 off your score. If any player moves while the ball is moving, they will add +1 to their score.
12. **Goof Ball:** *This player should go first and complete the hole before others go.* All the other players are allowed to make crazy and goofy noises while the player goes. The non-putting players are **NOT** allowed on the green (nor are their clubs). If you are able to complete this hole in 6 strokes or less, you will take -3 off your score.
13. **Roller Ball:** At any time in during the hole, the player may pick her/his ball up and roll it rather than stroking it with the club. If the player actually makes a putt with a roller, you will receive -1 off your score.
14. **Super Ball:** Attempt to complete the hole with a Super Ball rather than a regular golf ball. If you are able to complete the hole in 5 strokes or less, take -2 off your score.
15. **Ring-A-Round-The-Rosie Ball:** *This player should go first and complete the hole before others go.* All other players should hold hands and **SLOWLY** do a ring around the rosie around the hole. The players should be looking at each other, and not the putter. If the grown-up feels a player intentionally got in the way of the ball, a +1 will be added to that player's score. If the putter can complete the hole in less than 6 strokes, a -3 will be taken from the score.

16. **Trade-A-Ball:** After the initial putt, trade your ball location with any of the other players (including if the other player made a hole-in-1). IF you trade your ball for the one *farthest* from the hole, AND you complete the hole in 5 strokes or less, you will take a -3 off your score. You do not have the “farthest choice” opportunity if your ball is the one that starts farthest from the hole.
17. **Money Ball:** 20 coins will be laid out randomly on the course. For every coin your ball touches, you will get -1 off your score, but ONLY if you complete the hole in 6 strokes or less. If your ball actually stops while touching a coin, you receive an additional -1 off your score.
18. **Catch-a-Ball:** Place a baseball glove to bracket the hole when you are putting.
19. **Blurry Ball:** Play the hole wearing a pair of someone else’s glasses. If you can finish the hole in under 4 strokes, you will get a -2 off your score.
20. **Eye Ball:** Complete the hole with a patch over one eye. If you can finish the hole in less than 5 strokes, take -2 off your score.
21. **Mulligan Ball:** You may retake any ONE stroke on the hole.
22. **Sphinx Ball:** *This player should go first and complete the hole before others go.* All other players go onto the green and get on their hands and knees. They may be over the hole but cannot have any part of their body ON the hole. Players may not be touching each other. Players may not move once the ball is put into play. If you complete the hole in 5 strokes or less, take -3 off your score.
23. **Reverse-A-Ball:** Hold the club upside-down (club face in your hand) and try to complete the hole. If you complete the hole in 6 strokes or less, take -4 off your score.
24. **Between-the-Legs Ball:** Attempt to complete the hole swinging the club between your legs ONLY. If you are able to complete the hole in 6 strokes or less, take -2 off your score.
25. **Crazy Ball!:** Use the special crazy ball to try and complete the hole. If you are able to complete the hole in less than 6 strokes, take a -3 off your score. If you are able to par or birdie the hole, you get an additional -1.
26. **Bop-A-Ball:** *This player must putt last with the exception of any players who should complete the entire hole before others go.* Take -1 off your score for every opponent’s balls you hit, but ONLY if you complete the hole in 5 strokes or less.
27. **Beach Ball:** For your first stroke, use a beach ball rather than a regular ball. Replace the beach ball with your regular golf ball only AFTER all other players have made their first stroke.
28. **Team Ball:** *Players who need to go first to complete the hole are excluded from this.* Putter chooses a teammate and they take turns trying to putt in one ball using whatever kind of challenge the teammate has. If the team ends up with the lowest score on that hole, both players get an additional -2 off their score.
29. **Smash Ball!:** Use a Hulk Hand in any way you choose (on your hand, over your club, etc) to complete the hole. The Hulk Hand should be the only thing

to touch your ball. If you are able to complete the hole in 5 strokes or less, take an additional -3 off your score.

30. **Sling-A-Ball:** Use a slingshot and special smiley-ball rather than your club to complete the hole. You may pick up your ball from the ground to slingshot the ball from in the air, or if you choose to use it from the ground, you are allowed to pull the ball back wards. If you are able to complete the hole in 6 strokes or less, take -4 off your score.
31. **Bounce-A-Ball:** Play the hole normally, except for the putt you are hoping will go in the hole. At that time, trade in your ball for a Superball. With your hand, attempt to put the ball in the hole by bouncing it once before it goes in the hole. If you are able to make the bounce putt, take -3 off your score. If you miss, replace the Superball with your normal ball and complete the hole.
32. **Rock-Paper-Scissors Ball:** Before you start the hole play a round of Rock-Paper-Scissors with every other player. Take off -1 for every round you win, and -1 for the other player if they win. If you will every round, you receive an additional -1 off your score.
33. **Math Ball:** Play round normally. After all scores for the round are competed you get 30 seconds to add all scores (inclusive of bonuses) together and then subtract 4. If you get the right answer, you receive an additional -3 off your score.
34. **Crazy Ball!:** Use the special crazy ball to try and complete the hole. If you are able to complete the hole in less than 6 strokes, take a -3 off your score. If you are able to par or birdie the hole, you get an additional -1.
35. **Simon Says Ball:** *This player should go first and complete the hole before others go.* You must complete the hole doing everything that Simon (your scorekeeper) says, but ONLY if your scorekeeper says “Simon Says.” If the scorekeeper tells you to do something without saying “Simon Says” simply putt normally. If you are able to complete the hole in 6 strokes or less, take an additional -3 off your score. For every time you do something when asked without the “Simon Says” add +1 to your score.
36. **Popcorn Ball:** You must put while moving your legs up and down fast (either quick feet or quick jump). If you are able to complete the hole in 6 strokes or less, take -2 off your score. If you are able to par or birdie the hole, take off an additional -1.
37. **Hunch-Back Ball:** Pull your shirt over the top of your head to make yourself look like a hunchback while putting. If you are able to par or birdie the hole, take an additional -2 off your score.
38. **Tunnel-Ball:** *This player must take the first stroke.* All non-putting players get side by side on their hands and knees close (but not too close—safety first) to the beginning of the hole. The player must make his first put through the tunnel. All non-putting players get up after the first stroke. If the player makes it through the tunnel in one stroke, take a -1 off your score. If you par or birdie the hole, take off an additional -1.
39. **Math Ball #2:** In 20 seconds, multiply the hole you are on by 2, then subtract 3. If you are able to answer correctly, take -2 off your score.

40. **Math Ball #3:** In 30 seconds, subtract your current score from the year Gunnar was born (2004). If you get the answer correct, take -2 off your score.
41. **Bowl-A-Ball:** Instead of hitting from the tee, act like your ball is a bowling ball and roll it toward the hole. If you are able to make a hole-in-one, take -3 off your score. If you are able to par or birdie the hole, take -2 off your score.
42. **Bird Ball:** Use an Angry Bird Flinger for your first stroke. Replace the flinger with a ball once it has stopped. If you are able to par or birdie the hole, take an additional -2 off your score.
43. **Tiny Ball:** Play the hole with a baby-sized club. If you par or birdie the hole, take an additional -2 off your score.
44. **Math Ball #4:** Once you are done with the hole, you have 30 seconds to multiply your score on the hole by the number of players in your group, then add the number hole you are on. If you are correct, take an additional -2 off your score.
45. **Gunnar Ball:** Take -1 off your score for every one of Gunnar's favorite Baseball, Basketball, and Football teams. If you get all 3, you get a whopping -4 off your score!
46. **Hammer Ball:** Use inflatable hammer to complete the hole. If you are able to par or birdie the hole, take an additional -2 off your score
47. **Baby Hockey Ball:** Use a little hockey stick to complete the hole. If you are able to par or birdie the hole, take an additional -2 off your score.