

# HOW TO PLAY FRISBEE GOLF

It's like golf, but with a frisbee! **Your goal** is to hit a target with **as few throws as possible**.

**Use the enclosed signs to set up a course** at your house (or through your neighbourhood, nearby park, or at a cottage). **Remember when placing targets** that you'll be throwing frisbees at them (we typically put the signs on trees at camp).

Starting with hole #1, **players take turns throwing** their frisbees. A second, third, (or more) throws are then taken from wherever the frisbee comes to rest.

You can **keep score using the scorecard** included.

Each player will need **their own frisbee**.

## The finer points:

- The player with the fewest throws for the previous hole starts.
- You must throw with 1 foot on the spot your previous shot landed (but can stretch with your other leg).
- After the "tee off" the player whose frisbee is furthest from the hole throws next.
- You don't have to hit the sign to complete the hole. If you're placing the hole markers on trees, hitting any part of the tree counts (including roots!)
- There is no dress code, but style points always count! For extra fun, dress up like a golfer (and send us a photo).

**SEND US PHOTOS OF YOUR COURSE!!**  
**SHARE ON SOCIAL MEDIA #PioneerCamp**

# HOW TO PLAY FRISBEE GOLF

It's like golf, but with a frisbee! **Your goal** is to hit a target with **as few throws as possible**.

**Use the enclosed signs to set up a course** at your house (or through your neighbourhood, nearby park, or at a cottage). **Remember when placing targets** that you'll be throwing frisbees at them (we typically put the signs on trees at camp).

Starting with hole #1, **players take turns throwing** their frisbees. A second, third, (or more) throws are then taken from wherever the frisbee comes to rest.

You can **keep score using the scorecard** included.

Each player will need **their own frisbee**.

## The finer points:

- The player with the fewest throws for the previous hole starts.
- You must throw with 1 foot on the spot your previous shot landed (but can stretch with your other leg).
- After the "tee off" the player whose frisbee is furthest from the hole throws next.
- You don't have to hit the sign to complete the hole. If you're placing the hole markers on trees, hitting any part of the tree counts (including roots!)
- There is no dress code, but style points always count! For extra fun, dress up like a golfer (and send us a photo).

**SEND US PHOTOS OF YOUR COURSE!!**  
**SHARE ON SOCIAL MEDIA #PioneerCamp**

# HOW TO PLAY FRISBEE GOLF

It's like golf, but with a frisbee! **Your goal** is to hit a target with **as few throws as possible**.

**Use the enclosed signs to set up a course** at your house (or through your neighbourhood, nearby park, or at a cottage). **Remember when placing targets** that you'll be throwing frisbees at them (we typically put the signs on trees at camp).

Starting with hole #1, **players take turns throwing** their frisbees. A second, third, (or more) throws are then taken from wherever the frisbee comes to rest.

You can **keep score using the scorecard** included.

Each player will need **their own frisbee**.

## The finer points:

- The player with the fewest throws for the previous hole starts.
- You must throw with 1 foot on the spot your previous shot landed (but can stretch with your other leg).
- After the "tee off" the player whose frisbee is furthest from the hole throws next.
- You don't have to hit the sign to complete the hole. If you're placing the hole markers on trees, hitting any part of the tree counts (including roots!)
- There is no dress code, but style points always count! For extra fun, dress up like a golfer (and send us a photo).

**SEND US PHOTOS OF YOUR COURSE!!**  
**SHARE ON SOCIAL MEDIA #PioneerCamp**

# HOW TO PLAY FRISBEE GOLF

It's like golf, but with a frisbee! **Your goal** is to hit a target with **as few throws as possible**.

**Use the enclosed signs to set up a course** at your house (or through your neighbourhood, nearby park, or at a cottage). **Remember when placing targets** that you'll be throwing frisbees at them (we typically put the signs on trees at camp).

Starting with hole #1, **players take turns throwing** their frisbees. A second, third, (or more) throws are then taken from wherever the frisbee comes to rest.

You can **keep score using the scorecard** included.

Each player will need **their own frisbee**.

## The finer points:

- The player with the fewest throws for the previous hole starts.
- You must throw with 1 foot on the spot your previous shot landed (but can stretch with your other leg).
- After the "tee off" the player whose frisbee is furthest from the hole throws next.
- You don't have to hit the sign to complete the hole. If you're placing the hole markers on trees, hitting any part of the tree counts (including roots!)
- There is no dress code, but style points always count! For extra fun, dress up like a golfer (and send us a photo).

**SEND US PHOTOS OF YOUR COURSE!!**  
**SHARE ON SOCIAL MEDIA #PioneerCamp**