



TOPRELAY

 **GROUP SIZE:** 12-204 people

 **GREAT FOR:** Competitive groups

 **LESSONS ON:** Culture and change

GAME MODE

TopPractice

TOOLS

- Six flags (one for each target)

GAME FORMAT

- Three rounds of relay

SCORING

The first team to collect all six flags wins. If no team finishes all targets in the designated time, the team with the most flags wins.

REMINDERS

- You must hit in the order you begin
- Follow all safety rules

GAME PLAY

- Be the first team to hit all six colored targets in consecutive order: **red, yellow, green, brown, blue, and white.**
- Players will line up in an order pre-determined by the team. Each player then gets **three attempts** to hit a golf ball into the designated target, beginning with red.
- If player one makes a ball into the red target, they stop hitting, take the red flag from the flag holder, and the next team member takes aim at the yellow target.
- If a player misses the designated target on all three attempts, the next player in line will have up to three shots at that same target.
- The team will continue hitting in the pre-determined order, rotating every three shots (or whenever a target is hit), until they **collect all six colored flags** from the flag holder—or until time runs out.
- Be prepared for twists and turns in the last couple of rounds!

SAFETY FIRST! Please remember that you must follow all safety rules during the game. Stay behind the red line if you are not hitting, and no running starts.

