



TOPWAGER



GROUP SIZE: 12-36 people



GREAT FOR: Strategy lovers



LESSONS ON: Collaboration and strategy

GAME MODE

Topgolf

TOOLS

- Paper
- Markers
- Pen

GAME FORMAT

- Three rounds of wager

SCORING

Your team will make a wager on the number of strokes you think it will take your team to hit the five targets. Points depend on the accuracy of your wagers.

REMINDERS

- You must hit in the order you begin
- No cellphones allowed
- Follow all safety rules

GAME PLAY

- The object of the game is to score the most points by making a series of wagers.
- You will place wagers based on the number of strokes you think it will take your team to hit five targets in order: **red, yellow, green, yellow, red.**
- Your team captain will determine the hitting order.
- Each player then gets **one attempt** to hit a golf ball into the designated target, beginning with red.
- If player one makes their ball into the red target, the next team member takes aim at the yellow target.
- If a player misses the designated target, the next player in line takes aim at that same target.
- Once all targets are hit by each team in the correct order, tally up the total number of strokes taken by the team. If you reach your target bracket or lower, you gain your wager. If you exceed your target bracket, you do not accumulate any points for that round.
- 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.

