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Activity Instructions

Equipment List

- 3 Sets Rainbow® ScrambleScore™ Discs
- 6 Sets Rainbow® Vinyl Golf Balls

1. ScrambleScore™ Raceway

Objective. Be the first team to cross the finish line.

Number of Players. Up to 36 players.

Setup.

- Use the play area available; a basketball court indoors or a soccer field outdoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Create a start and finish line on opposite ends of the play area.
- Divide players into six equal teams. Designate each team a Rainbow color.
- Provide each team with 3 discs and 6 balls in its designated team's color.
- All players begin behind the starting line.

Game Play.

- At the signal, one player from each team throws 1 disc.
- After the disc lands, players roll, throw, or toss their balls toward their team's disc and trying to land the ball in the center of the disc.
- If the ball does not land in the center of the disc on the first attempt, each player locates his/her ball and throws again from the ball's landing spot.
- All the team's balls must land within the disc to proceed.
- Once a ball lands in the center of the disc, remove it to so it does not block attempts by other players.
- When a team lands all of its balls in the disc, one player from each team throws the second disc from the landing spot of the first disc.
- Teammates take turns throwing the disc.
- After the each ball throw, the player furthest away from the disc throws first.
- Play continues until one team crosses the finish line and all its balls landed in the center of each disc.
- If the course requires more than 3 disc throws to cross the finish line, 1 player from the team collects the first disc thrown and proceeds with play.

Scoring. The first team to have all players cross the finish line, wins.

Options.

- Limit the number of shots each player has to land the ball inside the disc. If all players do not score within the allotted number of throws, the team returns to the starting line and begins again.
- Play as pairs. Throw all 3 discs at the same time, two players play on each disc. The first team to have all 3 sets of partners cross the finish line, wins.
- Be the team to cross the finish line with fewest rolls per ball.

2. Skins ScrambleScore™

Objective. Be the team to throw the balls into all 18 discs in the fewest number of throws.

Number of Players. Up to 36 players.

Setup.

- Use the play area available; a basketball court indoors or a soccer field outdoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Divide players into six equal teams. Designate each team a Rainbow color.
- Provide 1 ball to each player in his/her team's color.
- Provide each team with 3 discs.
- Starting with the red team, 1 player throws 1 disc. Where the disc lands indicates the first hole.
- Continue throwing the discs in rainbow order from each previous disc landing point to create the course.

Game Play.

- All players start throwing from a predetermined location for each disc. Use poly spots or cones (not included) to mark the throwing points.
- Players rotate turns throwing the ball.
- After the each ball throw, the player furthest away from the disc throws first.
- Teams wait for all players' balls to land in the disc before continuing onto the next disc.
- If the ball does not land in the disc on the first throw, the player throws from the landing point of his/her ball.
- Teams continue through the course until all discs have been played.

Scoring. The team with the fewest number of throws at the target earns 1 point. The team with the most points at the end of the course, wins.

- Each team tallies the number of throws made at each disc.

Options.

- Assign a par value to each disc.
- For less of a challenge, decrease the distance from the throwing point to the disc.
- Speed up game play by having each team start at different locations on the course.

Small Sided Games

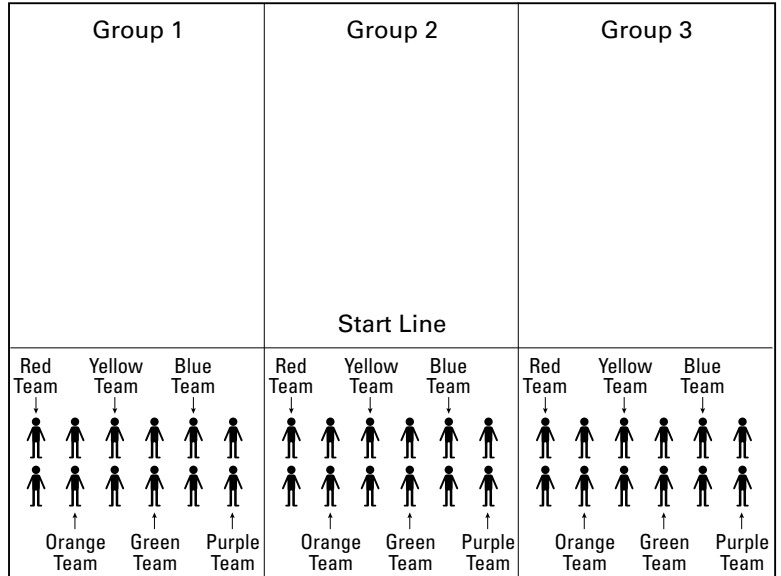
ScrambleScore™

Objective. Be the player to throw the ball into the disc in the fewest number of throws.

Number of Players. Up to 36 players.

Setup.

- Use the play area available; a basketball court indoors or a soccer field outdoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Divide the playing area into 3 sections and create a starting line in each
- Divide players into 2-person teams with 6 teams assigned to each section.
- Assign each team a Rainbow color.
- Provide each team of 2 with a ball and disc in their Rainbow color.
- All players begin play behind the starting line. See diagram.



Game Play.

- At the signal, one red player from each group throws the disc.
- All players in each group then attempt to roll, throw, or toss their ball into the red disc.
- Players alternate throwing the ball with their partner.
- Once all players complete the first hole, a player from the orange team throws his/her disc from the landing point of the red disc.
- Players can throw a disc anywhere within their groups section of the play area.
- Play continues through all Rainbow colors for each group.

Scoring. The team with the fewest number of throws, wins.

- Each team tallies the number of throws made at each disc.

Options.

- Split play area into 6 sections and have Rainbow colors play against one another.
 - Example: 3 red teams play against each other.
- Play as individual games rather than pairs. Up to 18 players.
- Play for multiple rounds and rotate teams to new groups.