

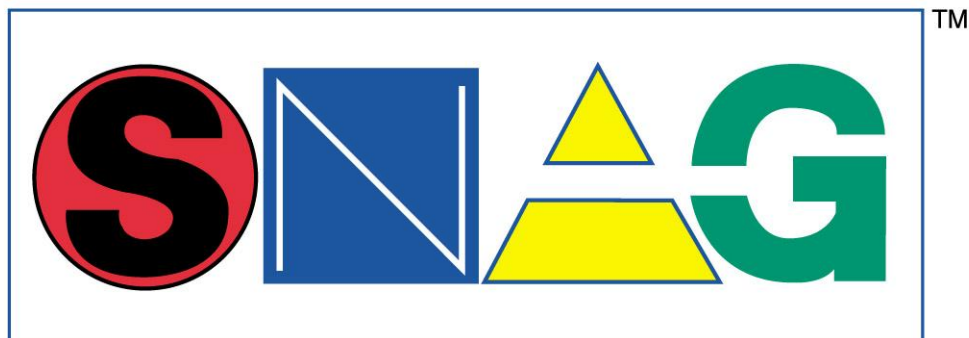


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Public Golf Course
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What Is SNAG?

SNAG contains all the elements of golf but in a modified form, the game has its own simplified rules and terminology that adds fun to the learning and playing experience. Falling somewhere between miniature golf and regulation golf, SNAG allows for full shots, pitching, chipping, and putting. The **SNAG Ball** has a limited distance, with the average player launching it a maximum of 50 yards.

SNAG only has two clubs: the **Launcher** is used to launch, pitch, and chip the ball; like a putter, the **Roller** is used to roll the ball toward the target. All shots other than rolling (putting) are played off a mat and tee called the **Launch Pad**. This ensures that the player will have an optimal lie every time.

The target, called a **Flagsticky**, also differs from anything else in golf, as it is not a hole with a cup inside but rather an above-ground weighted cylinder covered with a hook material. The SNAG Ball is slightly smaller than a tennis ball and is covered with a loop material. Unlike golf, where you finish by putting your ball into the cup, in SNAG, you finish by sticking your ball to the **Flagsticky**. Because of the mobile **Launch Pad** and **Flagsticky**, SNAG is portable and playable just about anywhere.



SNAG is also a training program for beginners. It's easy to learn, and it's easy to teach. It's a comprehensive system that has been developed through years of research and field experience. The key is in simplifying the instruction so that it can be an effective transition into the game of golf.



Rules of SNAG

The SNAG ball must be launched off the Launch Pad everywhere except on the Short stuff, where only the Roller must be used. After the first launch, the SNAGster is allowed to pick up their ball and tee it up within one launcher club length of the balls position, no closer to the Short stuff and the Flagsticky. The SNAGster may not improve their ball's position on the Short stuff.

If a SNAGster cannot tee up and launch their ball within one Launcher length, then he or she must take a penalty point, and go to the closest spot (no closer to the Flagsticky) and proceed from there under SNAG rule #1.

If a SNAG ball goes out-of-bounds, then the SNAGster must go to the closest spot where it went out-of-bounds, take a penalty point and proceed from there under SNAG rule #1.

If a SNAG ball is lost, the SNAGster must take a penalty point, and go to the closest spot where the ball was lost (no closer to the Flagsticky) and proceed under SNAG rule #1.

On the Short stuff, if one SNAGster's ball is in the way of another SNAGster's ball, the ball closest to the Flagsticky may be marked with a coin or other small flat object and picked up so that the other SNAGster may proceed. The marked ball must be placed back in its original position.

The SNAG ball must stick to the Flagsticky to be considered a SNAGout. (sometimes the rubber binding on the ball hits the hook material and bounces off.....Bad Luck!)

SNAG Scoring

To start a Sticky, the SNAGster places his Launch Pad down and launches his or her SNAG ball towards the Flagsticky. Each strike of the ball counts one point. Misses as well as accidental tipping of the ball off the launch pad tee do not count. When your ball SNAGs out, our points are added up. The SNAGster with the lowest number of points wins the Sticky. It is recommended that you play Stickies in multiples of three and set a target score (in golf, par) for each Sticky before you play.

Use the official SNAG Score Card to keep track of your game play.

SNAG Scoring Games

One on One

Two SNAGsters play against each other on every Sticky. The SNAGster with the lowest points on each Sticky wins. (in golf, match play)

Add Em' Up

The total number of points are added up for each SNAGster for all of the Stickies played. The SNAGster with the lowest number of points wins. (in golf, stroke play)

Scatter

All members of a SNAG team make their first launch. The team plays their next launch from the SNAG ball with the best position. The team will continue this process until they SNAGout. (in golf, a scramble)

Launch-n-Switch

Two or three SNAGsters make a team. Each one makes a launch or roll until they SNAG out. (in golf, alternate shot)

Best Buds

Three or four team members play a Sticky and SNAG out. Each team then adds the points of the best two scores on that Sticky. The team with the lowest combined points win. (in golf, best ball)

SNAG Safety

Some thoughts on how to learn and play SNAG without harming yourself or others:

Every precaution has been taken in the design and manufacture of your SNAG equipment to eliminate any hazards. Care should be exercised when using this equipment.

The following are some basic guidelines to keep in mind when playing SNAG or using any of the components.

- Always leave your Launcher and Roller in the SNAG bag when not in use.
- Always make sure that there are at least 8 feet between you and all of the other SNAGsters.



- Use the Launcher and Roller to launch SNAG balls only! Never hit golf balls, rocks or other hard objects.
- Only use the Launcher off the Launch Pad.
- No Swings of any kind are to be made by the Roller off the Launch Pad.

- Never stand behind a SNAGster when he is preparing to swing or actually swinging. There is a blind spot behind the SNAGster when he is swinging.



- Use extreme caution when playing near roads, streets or houses. Take extra time to make sure the playing area is clear.
- Be careful never to launch a SNAG ball at another SNAGster at close range. Always make sure that the SNAGster in front of you is at least 50 yards away.



- Always give the verbal warning "Duck" if there is a chance that your SNAG ball may come close to hitting another SNAGster. This signal will give other SNAGsters time to protect themselves.
- Always be respectful of other SNAGsters- be quiet during play, no yelling.

- Never take a practice swing without knowing if other SNAGsters are around you, as you might hit someone accidentally.



- Cease all play if lightening is in the area.
- Cease all play if other SNAGsters are using their equipment in a dangerous manner.
- Use the training tools only for the purpose for which they were intended.

Design Your Course

A "Sticky" is like a golf hole and can be any distance that you desire. Here are some of the general guidelines and common course examples.

3-Pointer

A 3-Pointer (par 3) can be up to a maximum of 35 yards or "Big Steps." A good SNAGster should get the SNAG Ball inside the Short Stuff in one launch, and the the Flagsticky in two rolls for a total score or three (3) on the sticky.

4-Pointer

A 4-Pointer is about 60-85 yards or "Big Steps." A Good SNAGster should get the SNAG Ball inside the Short Stuff in two launches and to the Flagsticky in two rolls for a total score of four (4) on the sticky.

5-Pointer / 6-Pointer

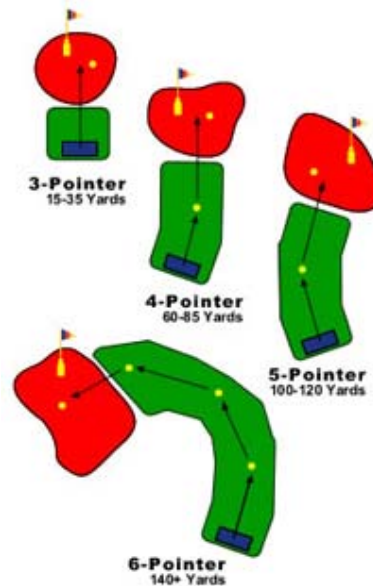
A 5-Pointer (three launches and two rolls) should be 90-120 yards long.

6-Pointers (four launches and two rolls) should be about 140-160 yards long.

Before Setting up a course, follow these instructions to ensure a successful sticky:

- Fill the yellow Flagsticky base with either water or sand
- Insert the flagpole/flag into the top of the Flagsticky base
- Think of how you can us obstacles located in the area of your intended play
- Consider how many people will be playing and limit each group to no more than five per group

You can set up a Sticky practically anywhere! You must first find a flat area to outline your Short Stuff, which is like the green in golf and place your Flagsticky somewhere inside of it. Use 50' or 100' clothesline, chalk or powder



to outline your Short Stuff. Use cones or rope to outline the boundaries of your SNAGway. From there you can step off the distance back to your teeing area. It is best if you design several Stickys in advance of your play and mark the teeing area.

Be Creative!!!

Use your imagination to design different obstacles that you have to play around or avoid. These may include things like trees, creeks, dirt piles, play areas, etc. You can use the infield of a baseball park as your Short Stuff and play to it for different directions. You can set up your course around a football or soccer field. You may even design a course in your own neighborhood if you are careful to avoid traffic and your neighbor's property.



Always be smart and set up your courses with safety in mind and SNAG ON!