

Activity Instructions

Activity : DIY Mini Golf

Instructions

- A couple of weeks before the activity, ask your Scouts to bring along anything they think might make a useful obstacle to the meeting; also ask for the loan of golf balls and putters.
- Before the Scouts arrive, mark off equal-sized areas for each Patrol; extract anything useful (ropes, tubes, boxes, bagged-up tents, tent poles ...) you can find in the Troop/Group stores, and divide this fairly between the Patrols.
- Give the Patrols at least half an hour to construct and test their "holes". During this time, you will need to supervise closely, to ensure that the obstacles they come up with are safe and playable!
- Allow at least half an hour for all the Scouts (and leaders) to go round all the "holes". Record the number of strokes at each hole, and announce a Troop Champion.
- Allow at least half an hour for the safe de-construction of the "holes", and for putting equipment away in the stores.

Equipment

Ground sheet
Tent (Lightweight)
Tent (Patrol)
Baseball bat
Golf ball
Rounders bat
Small cones
Elastic bands
Garden canes
Rope (thick)
Rope (thin)
String
Assorted scrap paper
Cardboard
Clear sticky tape
Elastic bands
String
Basically, ANYTHING that can be used to make an obstacle, chute or boundary, to keep the golf balls moving in the right direction.

A plastic cup for each Patrol, to act as the hole.

You may be able to purchase some of this equipment by visiting www.scouts.org.uk/waystohelp.

Suggested duration

From 1 hours and 30 minutes to 3 hours

Additional Information

Risk assessment has to be done "on the fly", as you have no way of knowing what your Scouts will come up with; it still needs to be done BEFORE anyone plays each of the "holes".

Make sure the Scouts know that they are PUTTING, not DRIVING, that golf clubs are not to be swung around loosely and that the leaders' decisions regarding the safety of their "hole" is final and not to be argued with (they get very attached to their brilliant designs).

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