Players play a course set out like a real course. Scoring is in Ambrose format. (Play in teams of 3 or 4.)

What you need
- Marker cones for the teeing area
- Hoops, ropes or similar to act as greens, and stakes/flags
- A boundary line at the edge of the playing area to mark out-of-bounds
- Roped areas or mats to act as hazards
- Obstructions e.g. milk crates, bins, chairs
- 1 hitting implement per team
- 1 ball per player
- Optional: 1 frisbee per player

What to do
- Set up a course outside, with around 5–9 holes (depending on the time available).
- Each hole should be the length of around 2–3 shots to reach the green, based on the ability of the players and the hitting implement used. Vary this between holes.
- For each hole, set up a tee (marker cones), hazards (ropes or mats), obstructions (chairs or bins) and a green (hoops or a roped area).
- Each team starts at a different tee.

Ambrose
- All players hit their first shot.
- Players then pick the best shot and all hit their second shot from that spot.
- This continues until the ball is on the green.

Ambrose scoring
- The number of ‘selected’ (best) shots count (individual shots do not).
- A ball is considered ‘holed out’ when it lands on the green.
- One penalty stroke is scored if the ‘selected’ shot is in a hazard area.

LEARNING INTENTION
Mini golf builds on introductory target and striking and fielding activities. The game develops hitting accuracy and shot selection. It is a great introduction to golf.
**Mini golf**

**Coaching**
- Use role models to highlight good technique.
- Players can be coached on the side to develop their skills.

**Game rules**
- Vary the scoring format e.g. players score individually.

**Equipment**
- Vary the hitting implement and ball according to ability. (Easier — lightweight racquet or bat with a larger, lighter ball.)
- Use a frisbee or allow players to roll, throw or kick a ball.

**Playing area**
- Vary the length and design of holes according to ability.
- Include more or fewer obstacles or hazards — around trees, garden beds, areas marked as out-of-bounds.
- If space is restricted, set up shorter holes that only require chipping or short game shots.

**Safety**
- Make sure the 'holes' are not too close to each other.
- Players waiting to hit must be at least 3 metres from the hitter.
- If a ball strays onto another hole, it must be dropped back in play.

**ASK THE PLAYERS**
- What strategy will give you the best score as a team?
- How can you work together to achieve the best score?