

Mini-Skills/Potted Skills Circuit

This activity which has the following advantages:

- Whole group activity/everyone involved at the same time
- Makes good use of limited space and equipment
- Enjoyable, fun and competitive
- Tests learned skills by putting them under pressure of accuracy and time constraints
- Tackled together, encourages cooperation between players

Method

1. Set up a number of activity skill stations which can easily be scored. (preferably the same number as participants/pairs)
2. Decide on the time limit for each round at each station eg 2 minutes per person.
3. Usually give a number to each station and a number or letter to identify each player/pair.
4. Take scores in after each round, and before next round commences. Use a master scoreboard or a clipboard. (it's best to have all participants standing or sitting by the station just completed to do this)
5. Alternative Score Recording Method: participants fill in their own scores on a personal scorecard before moving on. These are submitted to staff at the end.
6. It's recommended that participants are placed in pairs, so that 1 can play and 1 can count/return boules etc at each station. They swap once half time limit is over as signalled by staff.
7. All kit remains at the station ready for the next round, unless participants use their own personal boules set which they carry with them.
8. The staff demonstrate each activity and scoring method clearly before everyone starts together. Each pair at a different start point/station.
9. Ensure everyone is ready before start of each round.
10. Staff use voice, whistle or other appropriate signal to start and stop each round.
11. Each player/pair will be given a placing, according to their score, for each activity, and finally an overall finishing position eg team 8 score highest at one station and so score 8 points. 3rd place at another station scores them 6 points and last place scores just 1 point.

Activities

These will vary according to:

- Number of participants (usual to play as a single or pair)
- Space available
- Kit available
- Number of staff to supervise
- Time available
- Ability of players