



KIRKBY VALLEY
GOLF CLUB

Kirkby Valley Golf Course

World of Sport

Adventure Golf Area Concept
August 2021



World of Sport Adventure Golf

1. Bobsleigh
2. Ten Pin Bowling
3. Football
4. Tennis
5. Horse Racing
6. Sailing
7. White Water Rafting
8. Darts
9. Boxing
10. Cricket
11. F1
12. Baseball
13. Curling
14. Gymnastics
15. Basketball
16. Ski Jumping
17. Velodrome
18. Snooker

- A Clubhouse Area
- B Driving Range
- C Putting Green
- D Car Park

The Kirkby Adventure Golf Course celebrates the world's most popular sports in a way that is quite unique in the UK.

Each hole represents a different sporting challenge with play dictated by the characteristics of that sport.

The playing surface will be a very short artificial grass which can be coloured to match the design of each hole.

Bristol Golf Centre - Pirate Bay Adventure Golf

- 18 hole themed course
- approx. 2,000m²
- prices per round from £5 (4-14 years) - £25 (4 adults)
- Starbucks coffee shop serving the facility



Celtic Manor

- 18 hole themed course
- prices - 18 holes £8.50 (all ages) - £24 (4 adults)
- prices - 9 holes £5 (all ages) - £16 (4 adults)
- Celtic Manor Resort serves the facility



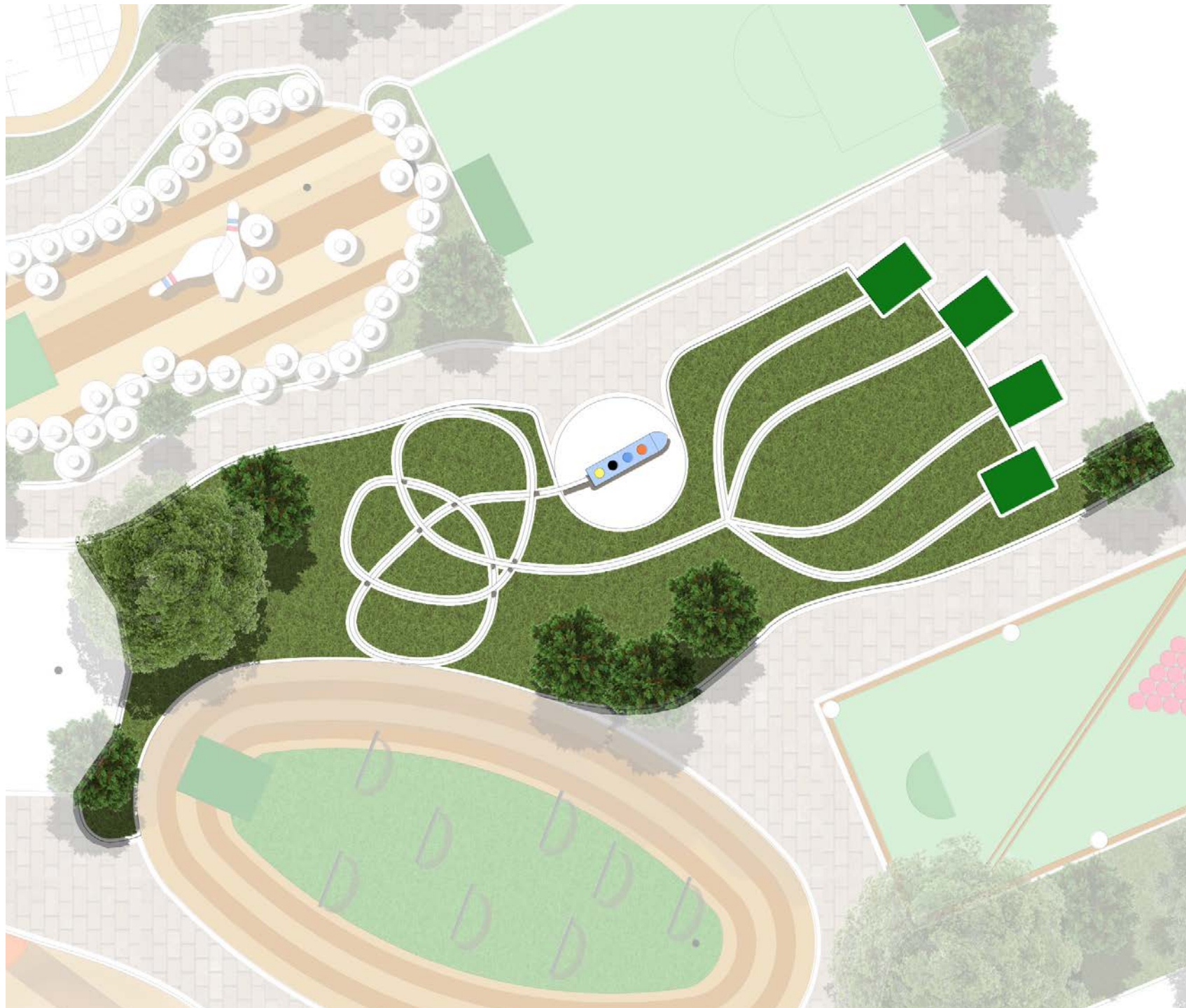
Hoebridge Golf Centre, Woking - Pirate Bay Adventure Golf

- 18 hole themed course
- approx. 2,500m² including F & B.
- prices per round from £5.25 (4-16 years) - £26 (family)
- Hoebridge Cafe Bar and Grill serving the facility



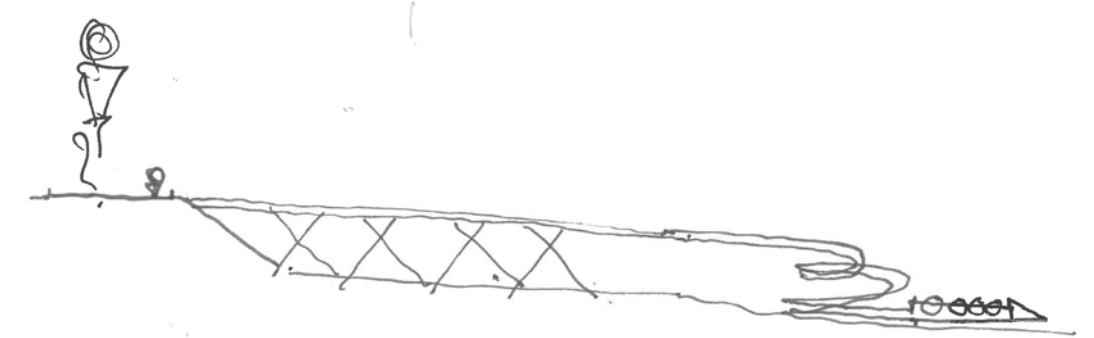
Adventure Golf - potential twilight usage

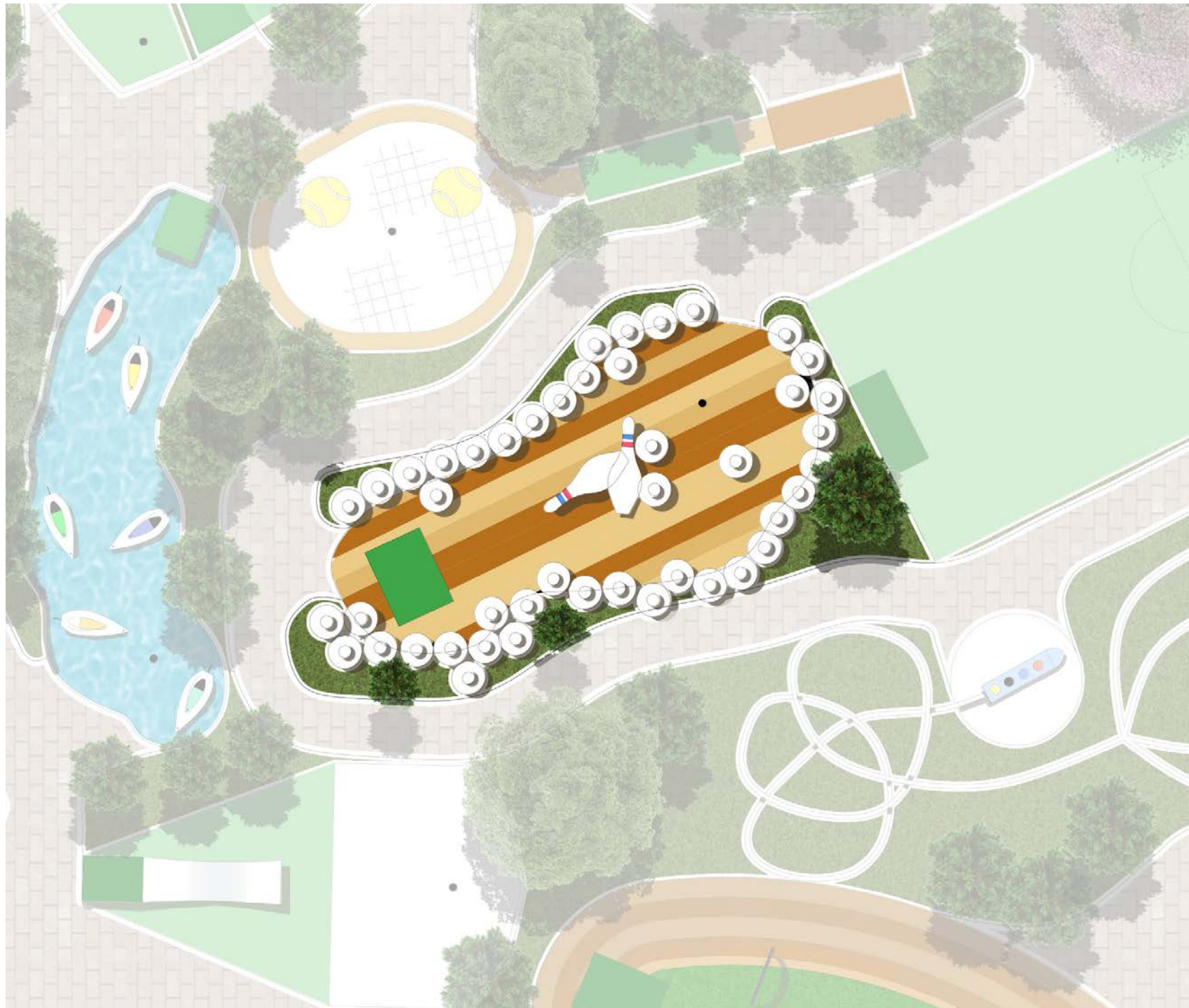




Hole 1

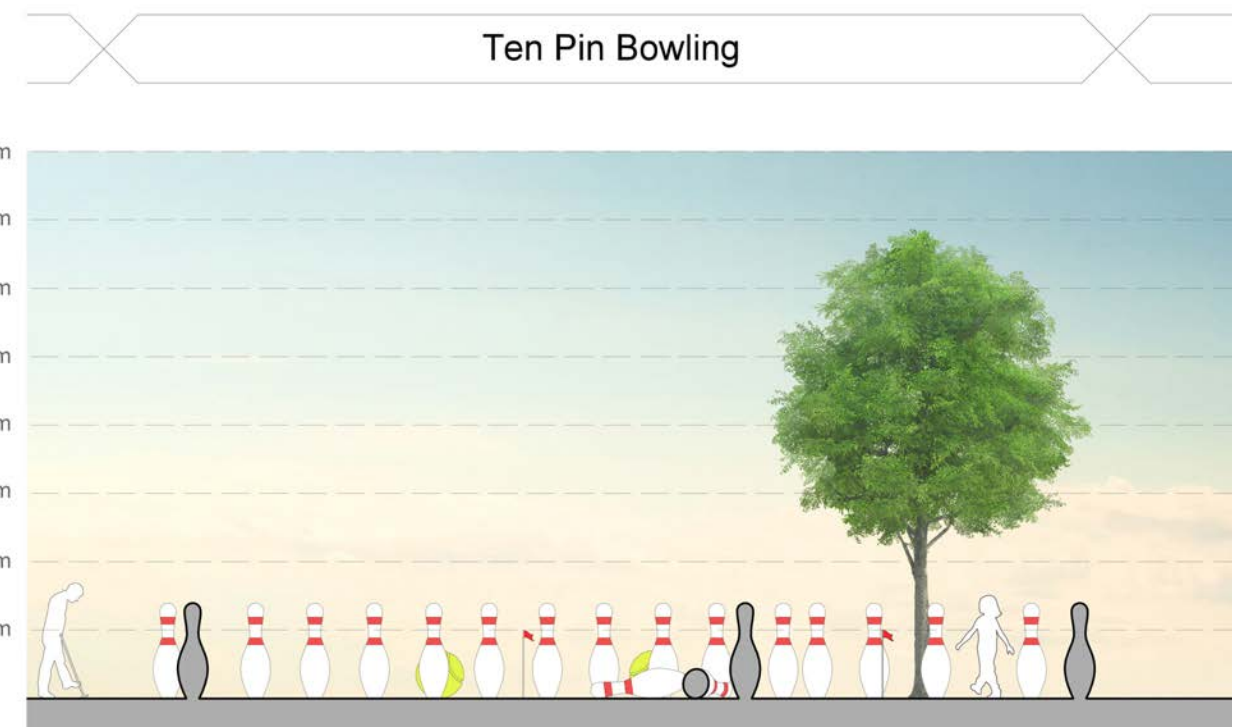
Play begins with up to four players lined up at the top of the bobsleigh run. When the lights go green, all players will simultaneously tee off towards the point at which four tracks become one. The balls then proceed in sequence to the bobsleigh at the end of the run where the order of play is dictated depending on the position of each players ball. Every player scores a hole in one on this starting hole.



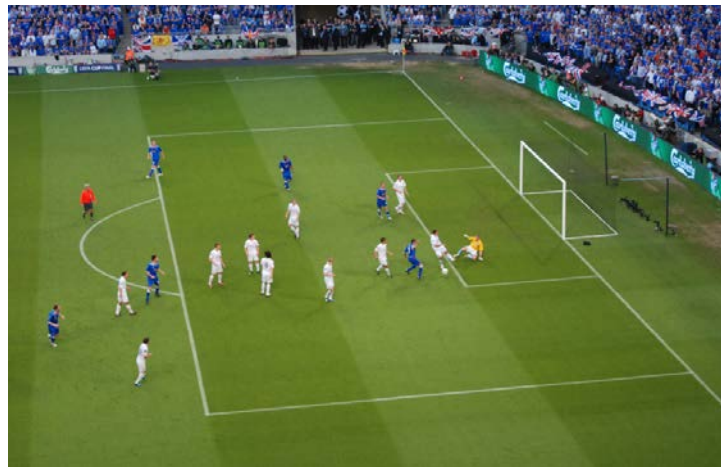


Hole 2

Players tee off towards the hole by avoiding the central stack of bowling pins or attempting a rebound from the periphery. The shape of these obstacles will make any rebounds quite unpredictable meaning this hole is more difficult than it first seems.

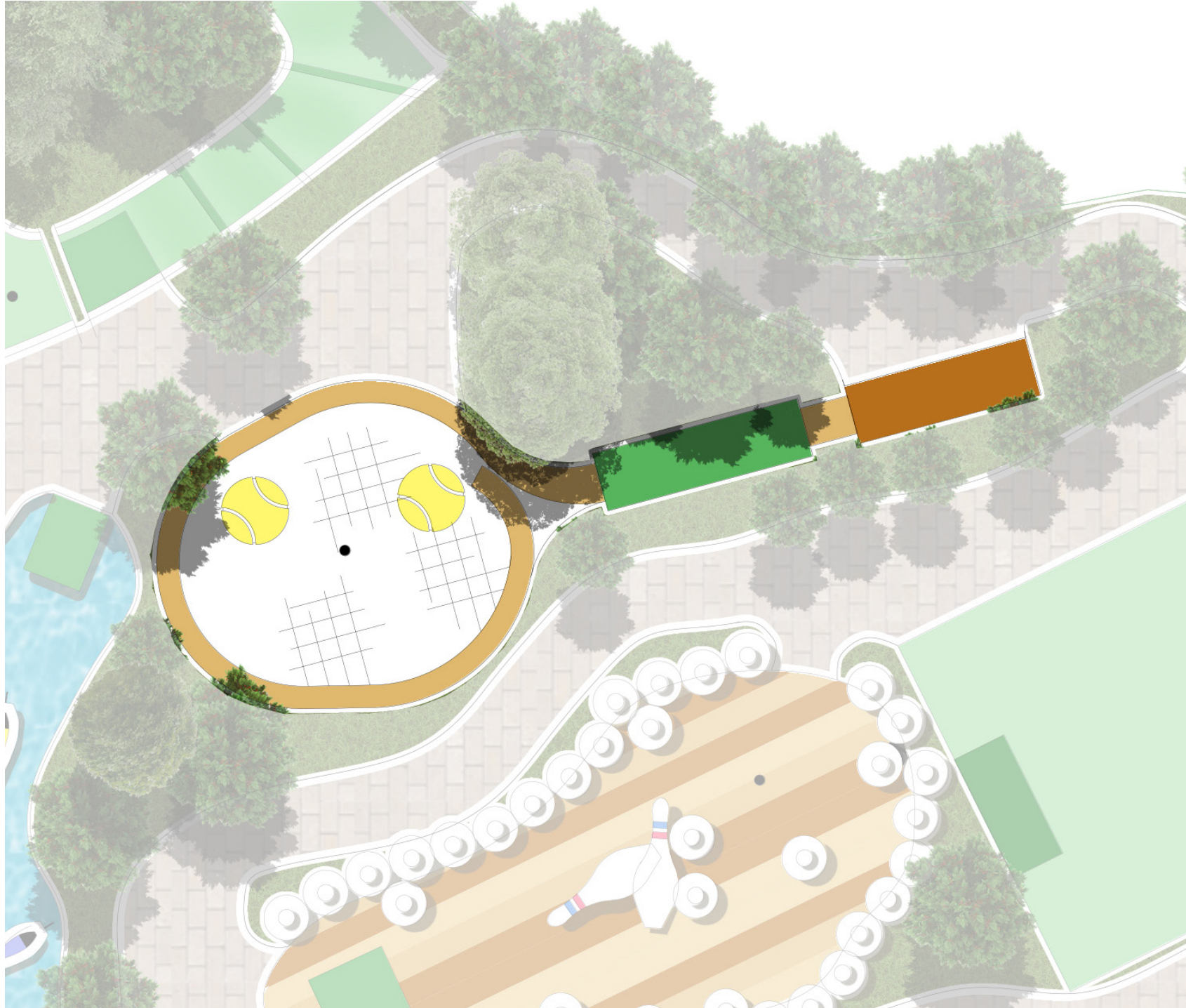
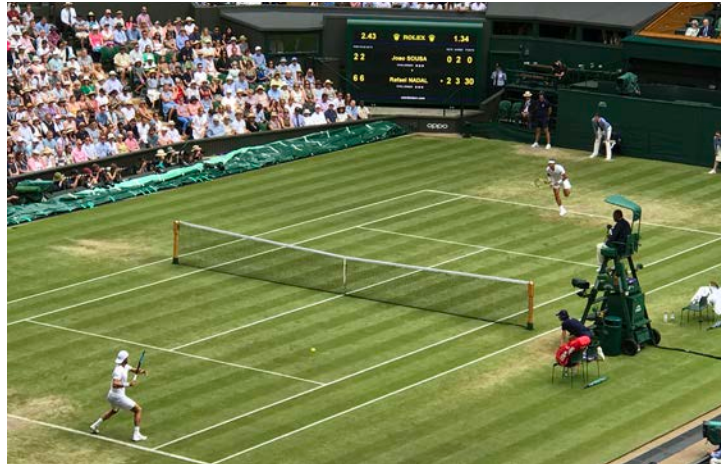


HOLE 2 concept - Ten Pin Bowling



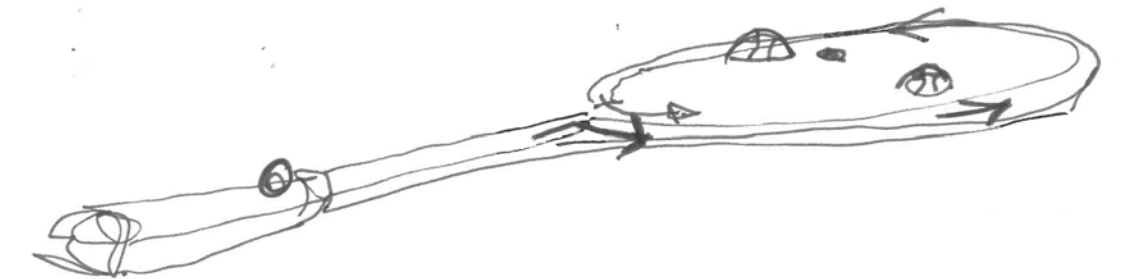
Hole 3

A wide open football field allows the players an easy straight shot from teeing position to the hole. If the ball goes long into the net, the return shot will be awkward. This is a hole in one opportunity for those feeling brave.



Hole 4

Moving on to more difficult play, this tennis based hole takes the ball along the handle and onto the rim of the racket which shoots the ball towards the centre. 3d tennis balls create playing hazards meaning players will be lucky to get the ball in the hole within 3 shots.

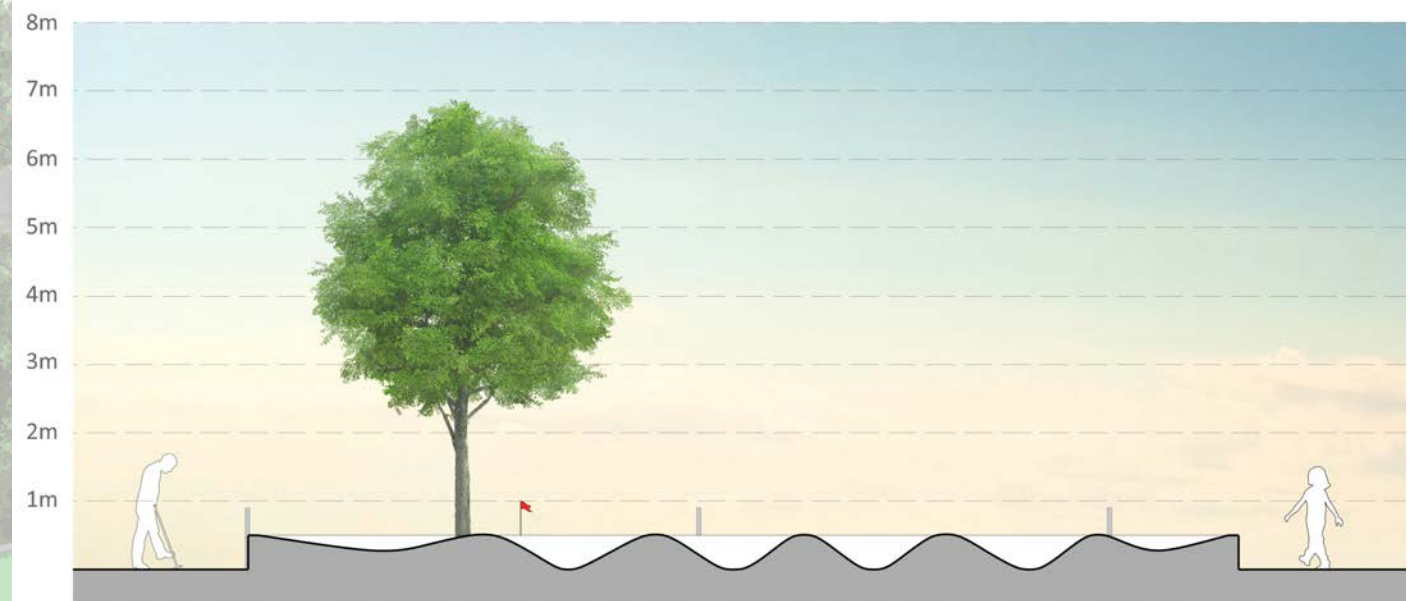


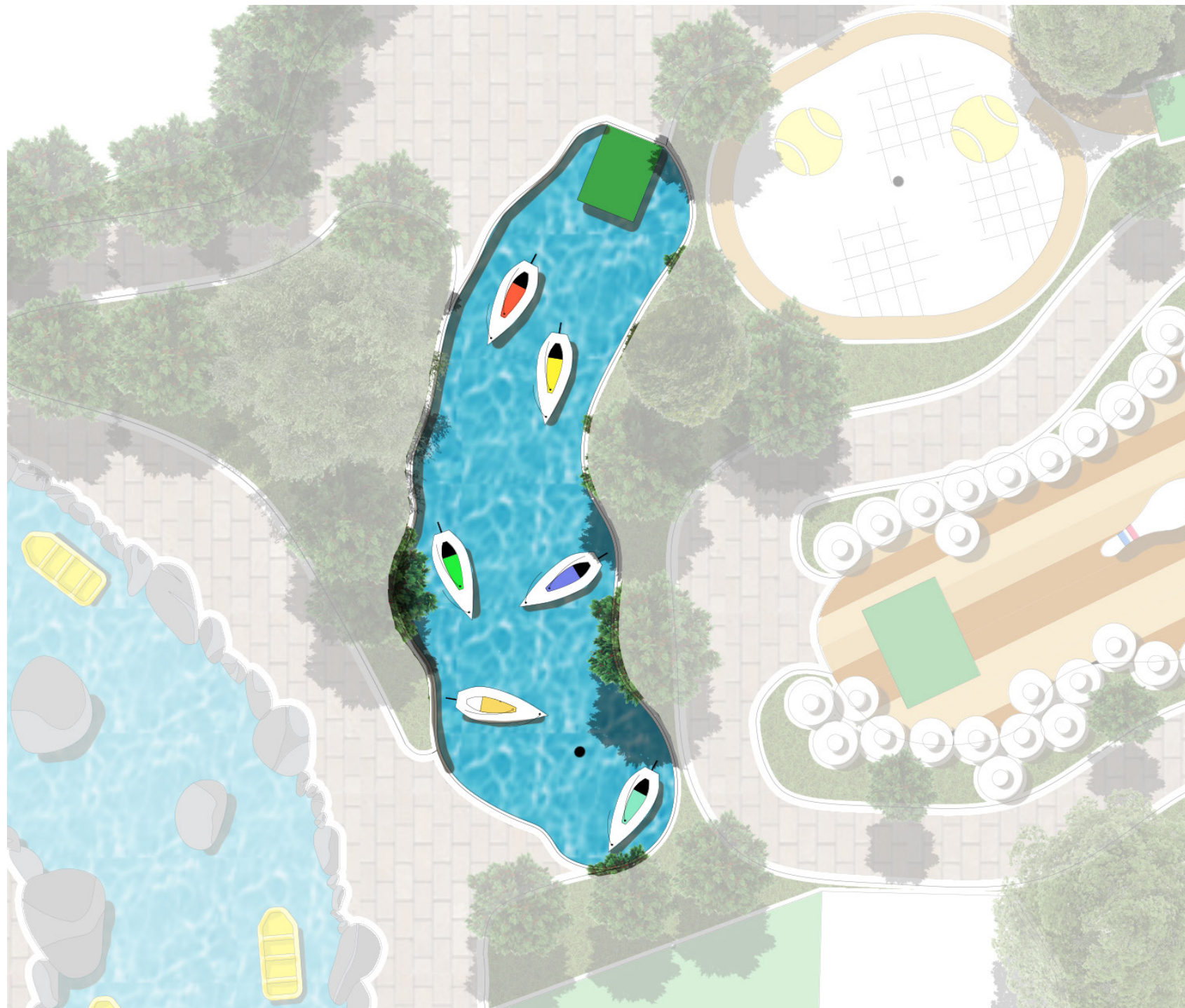


Hole 5

Based on the horse racing circuit, Aintree, this hole relies on perfect rebounds against the perimeter fence. The jumps are represented by small humps within the race track itself meaning power is important to reach the hole within 3 shots.

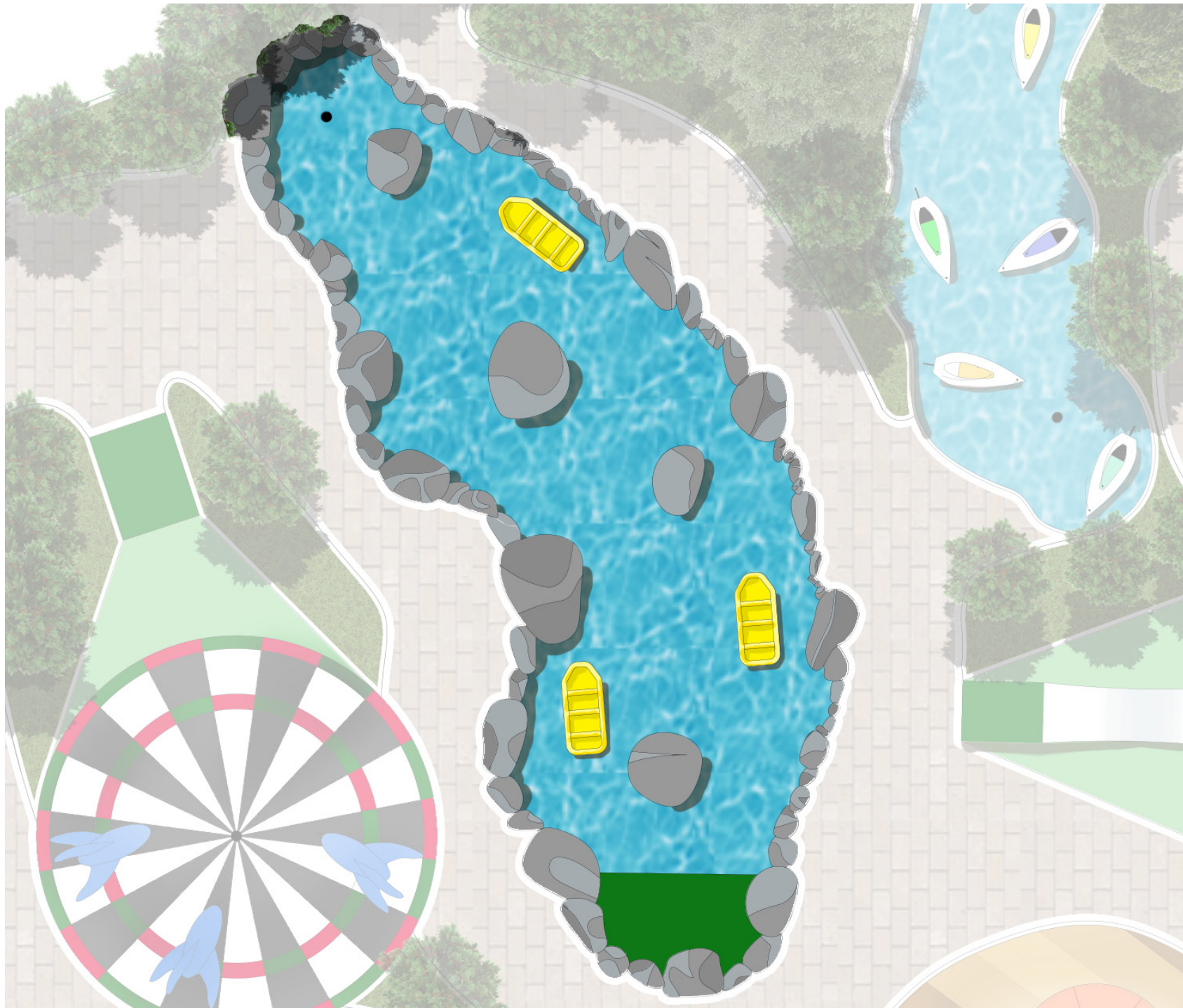
Horse Racing





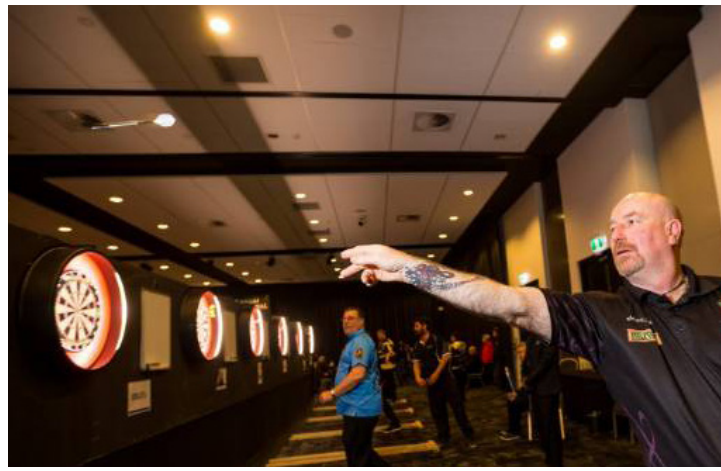
Hole 6

Players must navigate around the 6 sailing dinghies on this sailing themed hole. Unpredictable rebounds and tight passages around these boats will cause frustration for some but a playing line around the outside of the curve will allow the ball close to the hole on the first shot.



Hole 7

This rafting based hole relies on a lot of movement in the playing surface mimicking white water rapids. Play is generally downhill although there are some dished areas to catch the ball around the rocks so watch out for those eddy currents!



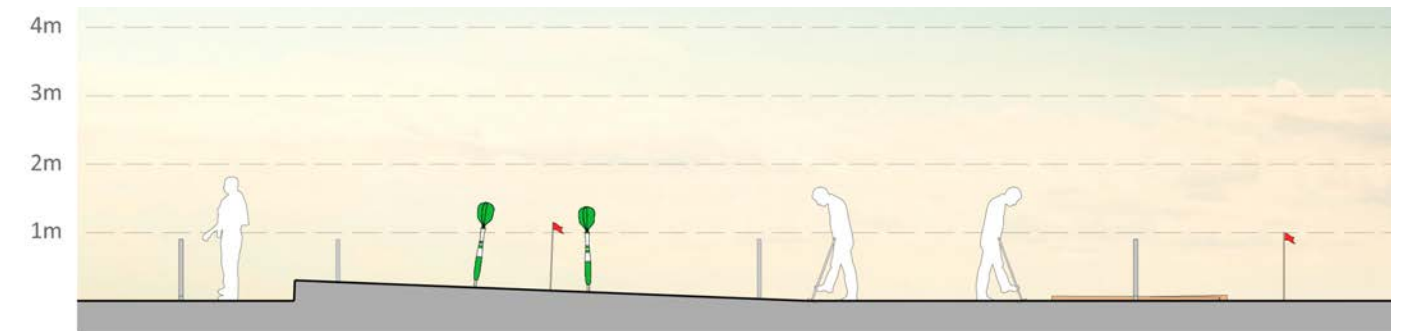
Hole 8

Players will be hoping for a bullseye on this dart themed hole. The face of the dart board is angled towards the teeing area so an accurate shot is needed to stop the ball coming straight back to your feet. 1.5m tall darts appear to be stuck in the board creating more of a visual impact than playing hazard although dished areas around the base of the darts will hold rolling balls.

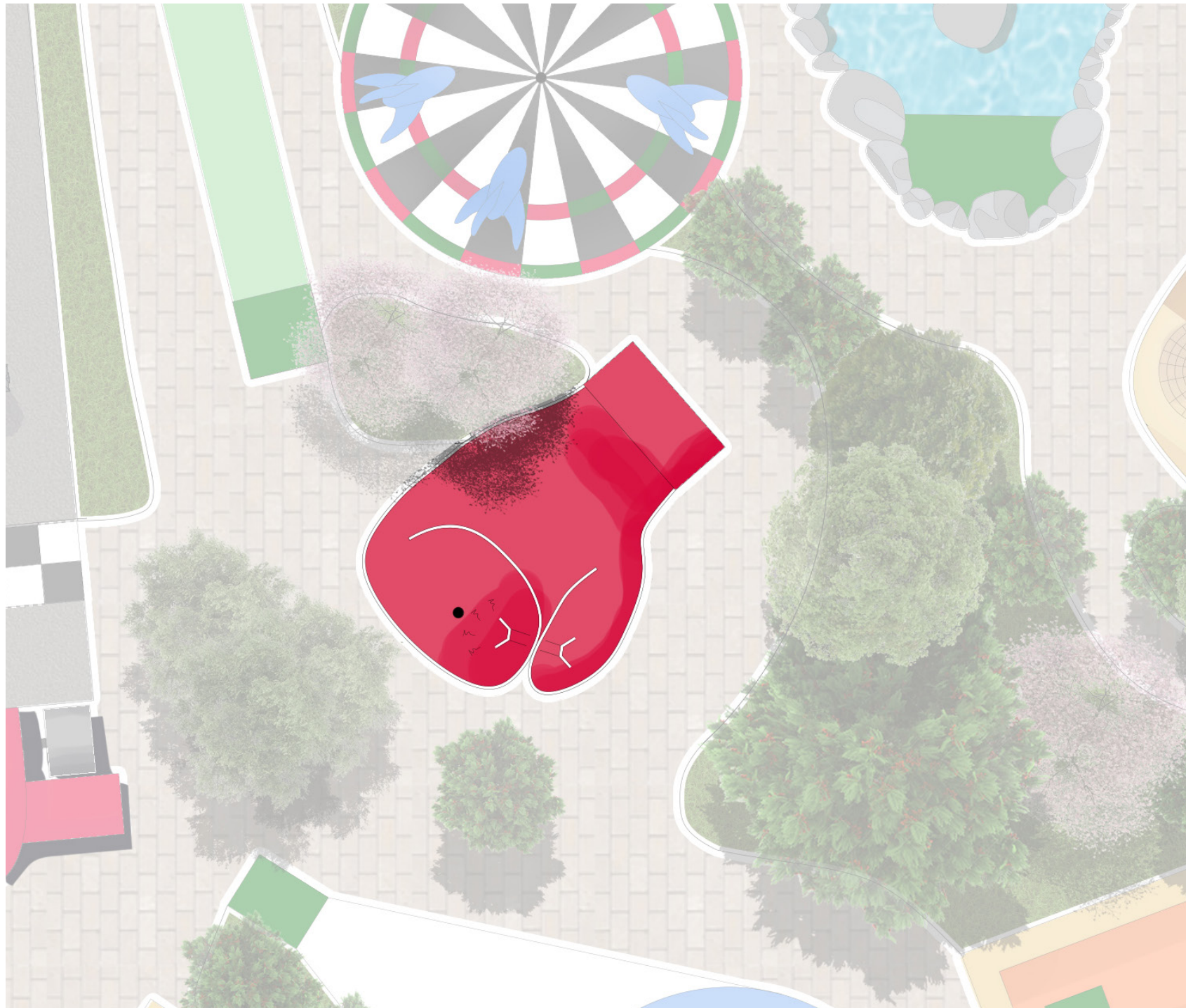


Darts

Cricket



HOLE 8 concept - Darts



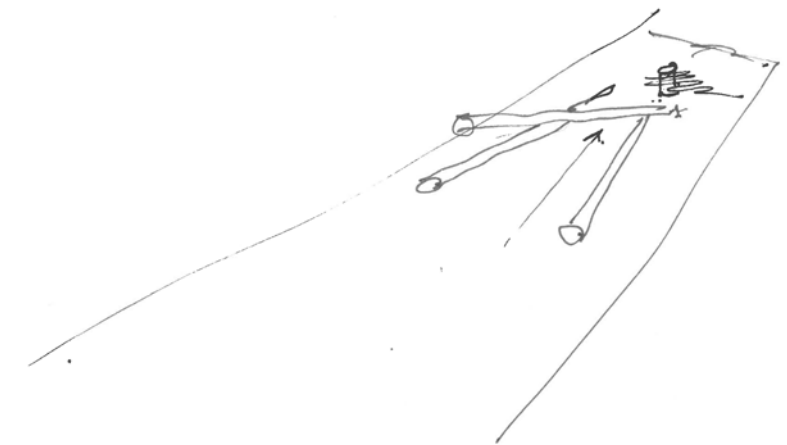
Hole 9

A knockout shot will get the ball in the hole in one if the player is lucky. The teeing area sits higher than the hole with a ravine ready to catch mishit balls and send them to the “thumb” area of the boxing glove. All is not lost though, as a secret tunnel is available to get through to the hole. A good whack through the tunnel will see the ball safely in the hole. Watch out though, as the tunnel will tend to bring balls back.



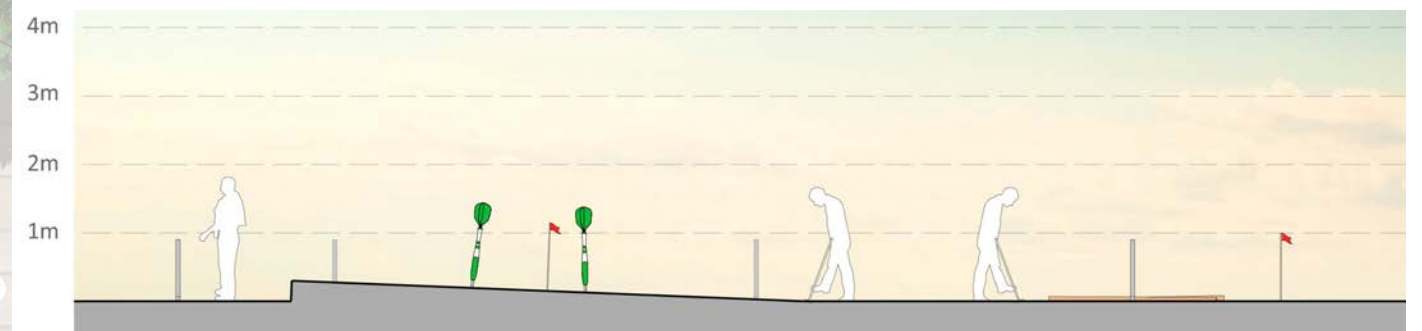
Hole 10

Howzat! This cricket wicket has already seen the stumps and bales fall to the ground creating hazards for even the strongest players. A long and straight tee shot is needed to travel the length of the cricket wicket and under or through the stumps. The hole is dead flat though so it plays easier than it looks.

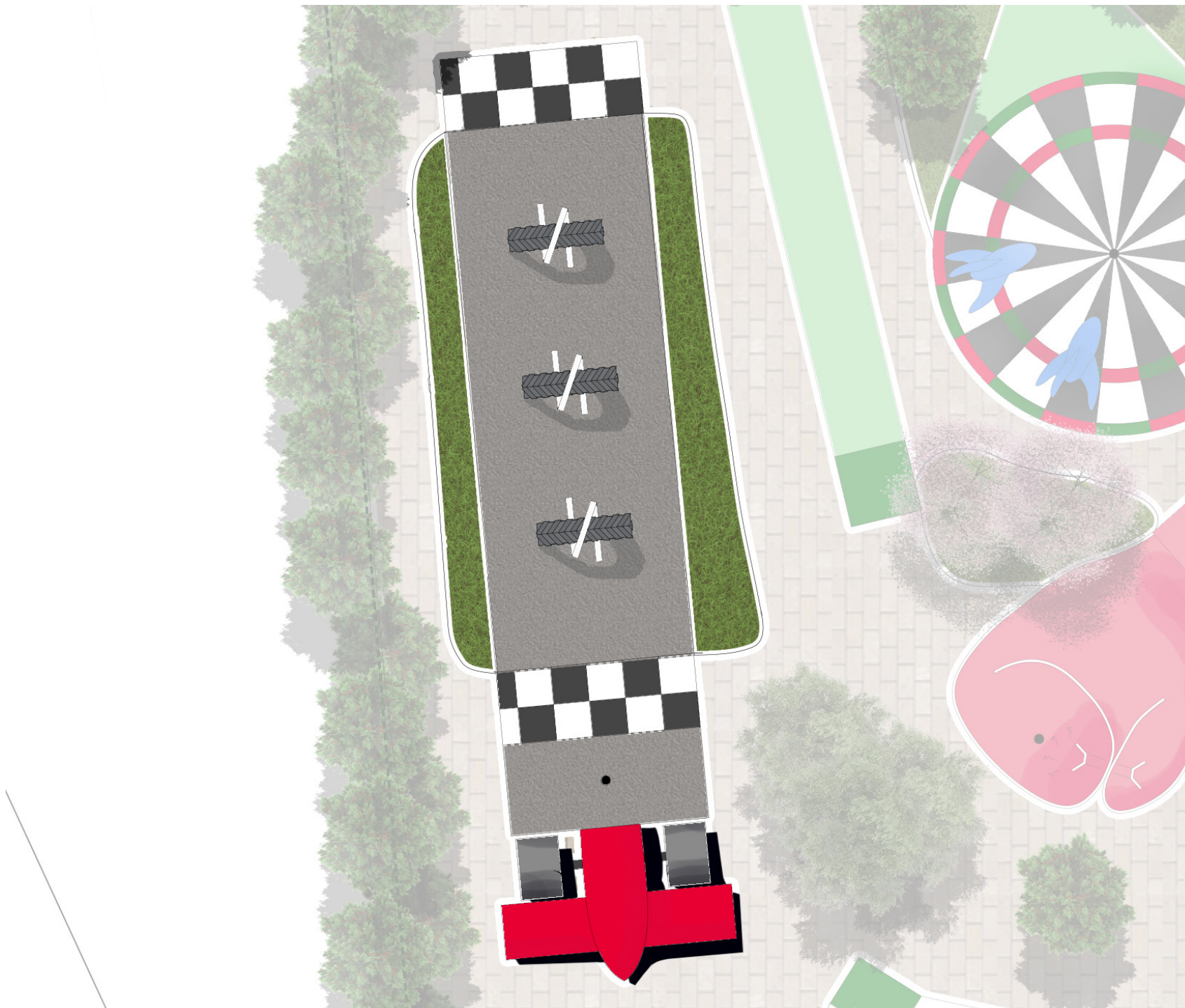


Darts

Cricket

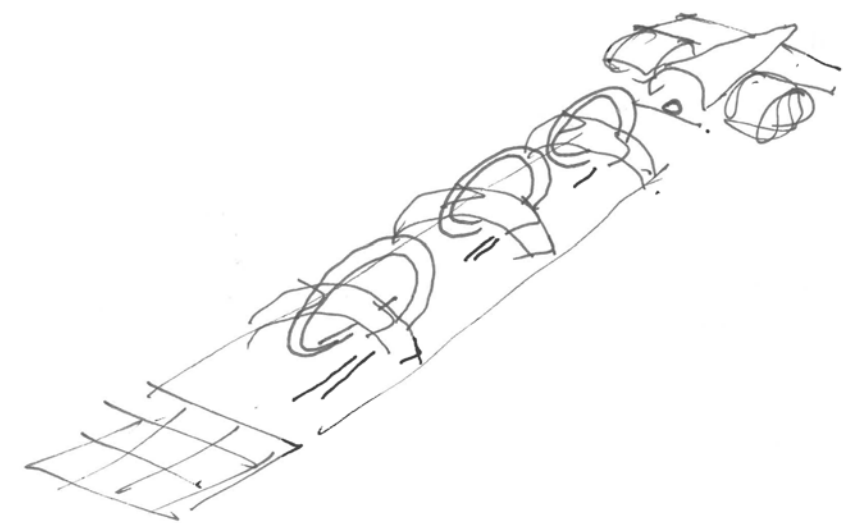


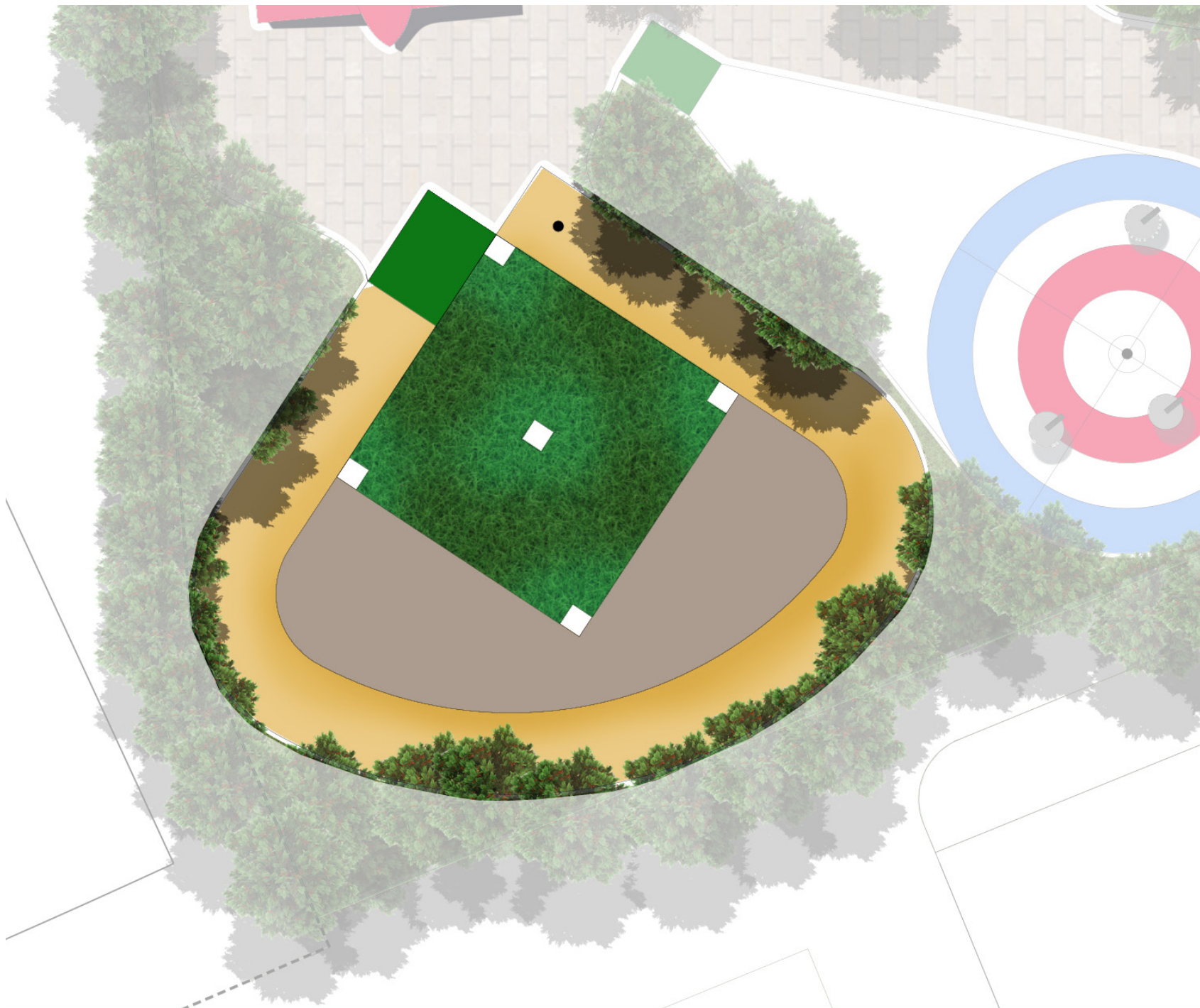
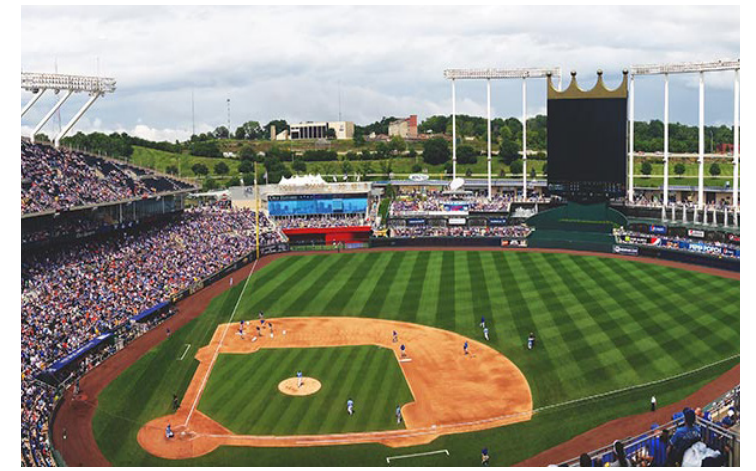
HOLE 10 concept - Cricket



Hole 11

This motor racing themed hole lets the golfers have some fun with loop the loops through tyres to get to the hole. If the player prefers not to take on the loop the loops, they will need to play through the slow “gravel traps” to get to the chequered flag.

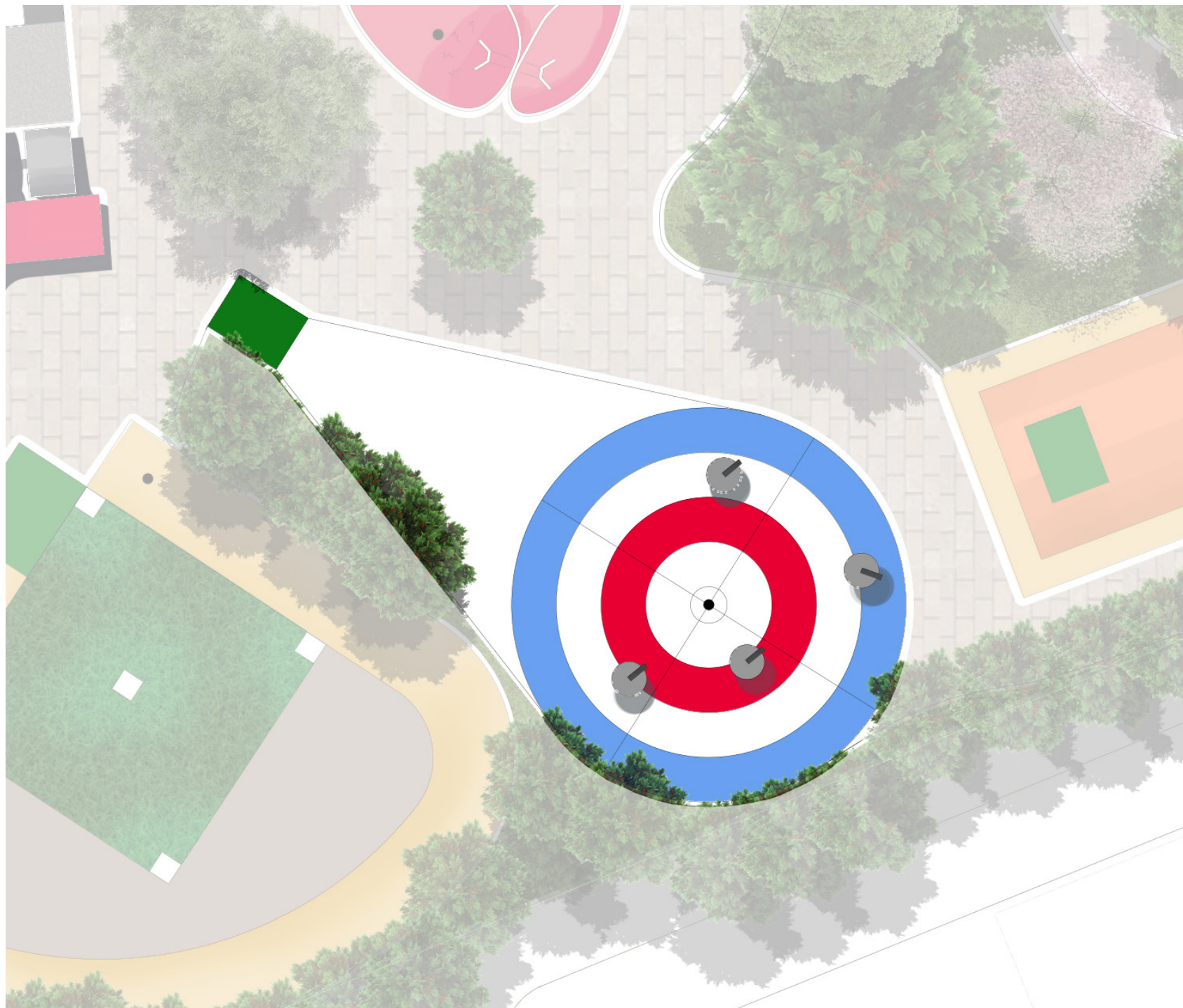




Hole 12

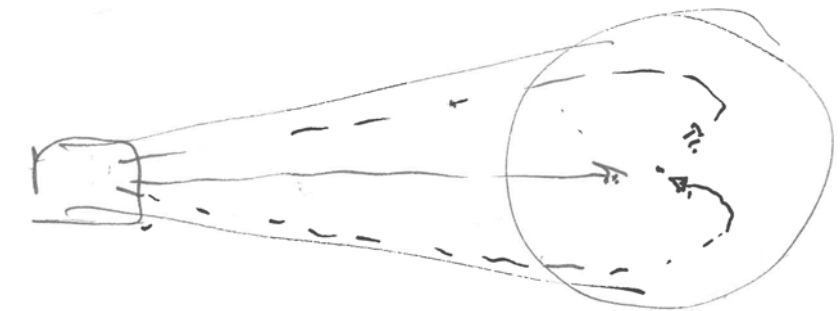
Players hoping for a home run should be able to bring it in relatively easily. The inner field is dished so with just the right putter power, the players should reach a hole in one. Too little power, and the ball will fall towards the slower surface of the diamond.

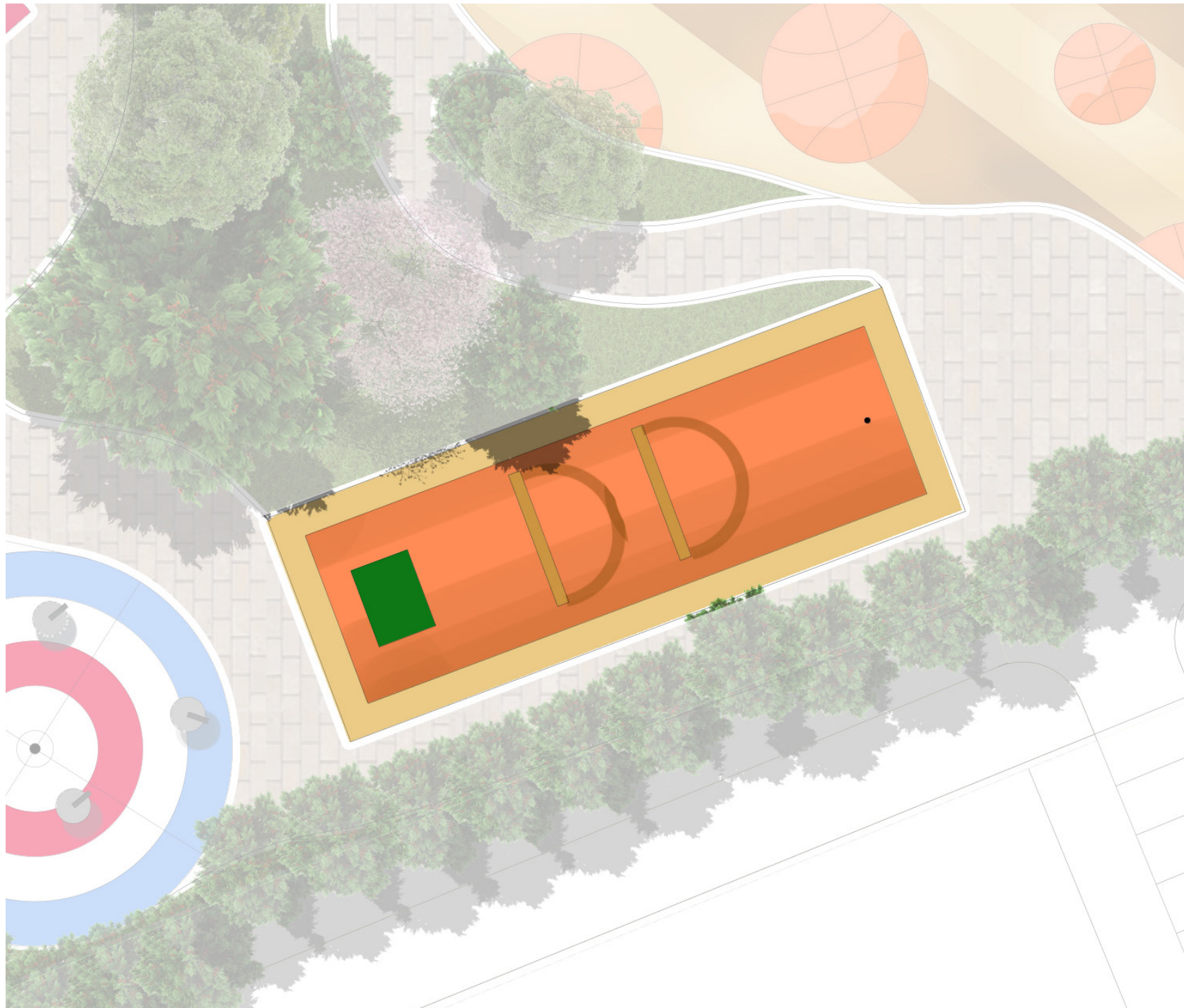




Hole 13

This hole requires a perfect tee shot to reach up the hill and onto the target zone. Watch out for the curling stones which are positioned at differing distances from the hole. Putting distance will be important to avoid heading off back down the slope towards the tee.

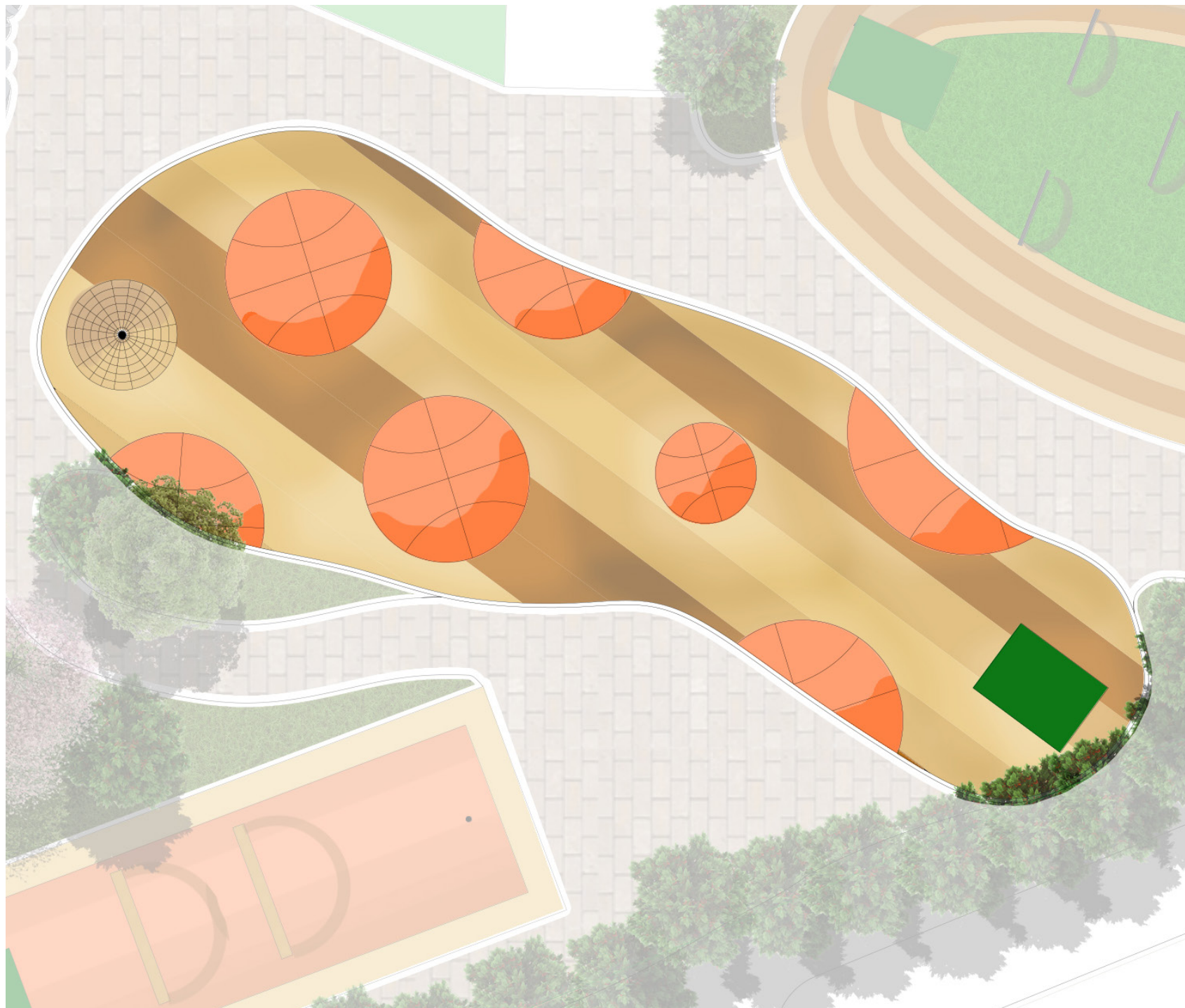




Hole 14

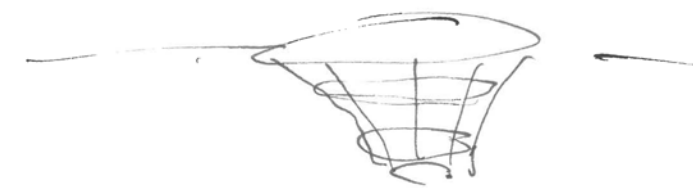
Time for gymnastics as hole 14, inspired by a pommel horse, creates a tricky hogs back putt towards the hole at the other end. Once off the pommel horse, it will be incredibly difficult to get back on so make sure that first putt is straight. The handles create a playing hazard which must be played through in order to reach the hole. To help out, the area around the hole has been dishd to accept balls from the sides of the pommel horse.





Hole 15

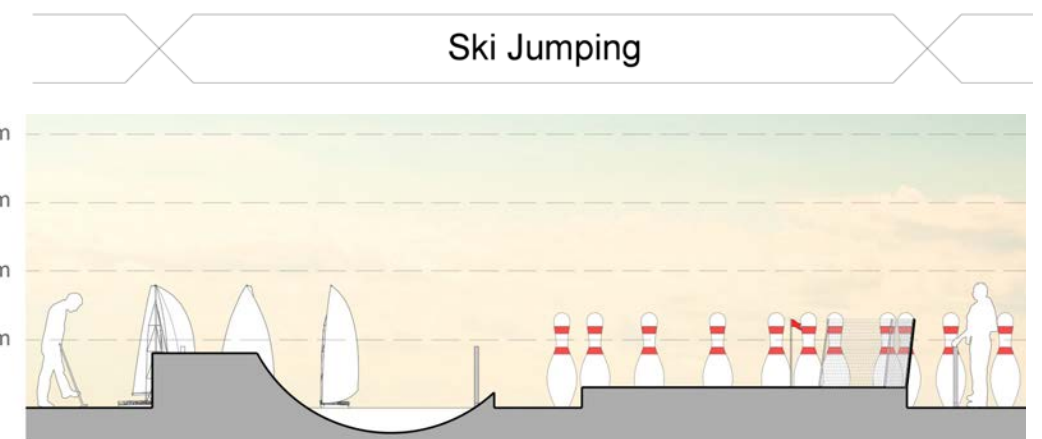
This basketball themed hole has no direct route from tee to pin so the player must rely on rebounds from the basketballs poking out of the playing surface. Happily though, the hole in this case is formed from an enormous basket, pulling balls in from a good distance away from the hole.



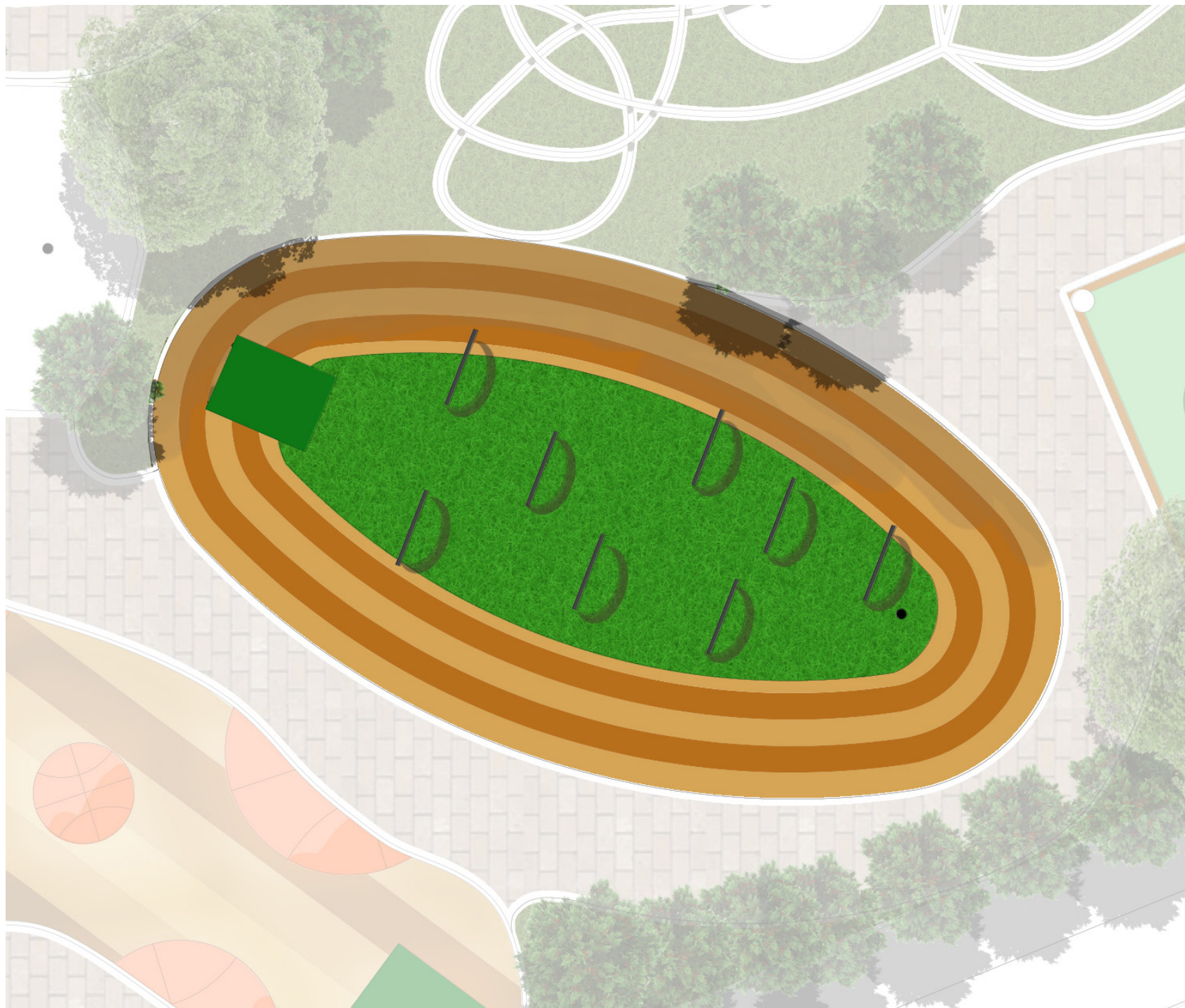


Hole 16

The ski jump needs players to hit with enough power off the tee to jump the ball onto the upper deck to get near the hole. Once on the deck, it is relatively flat and simple to hole the ball. However, miss the jump and the player will need to tee off all over again.

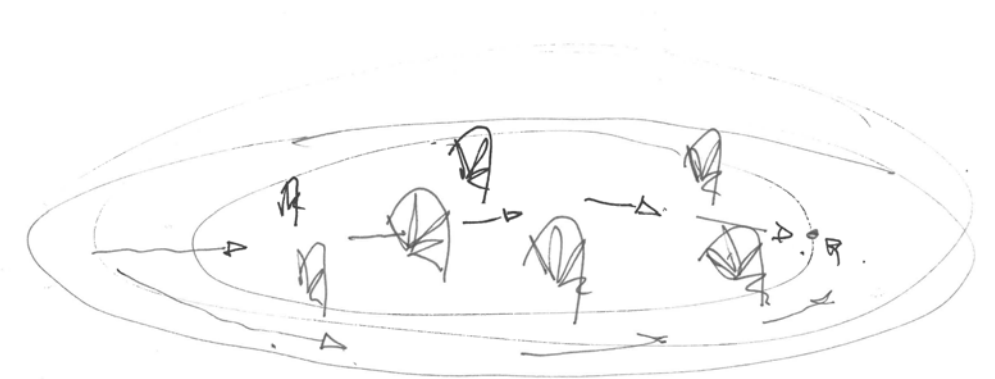


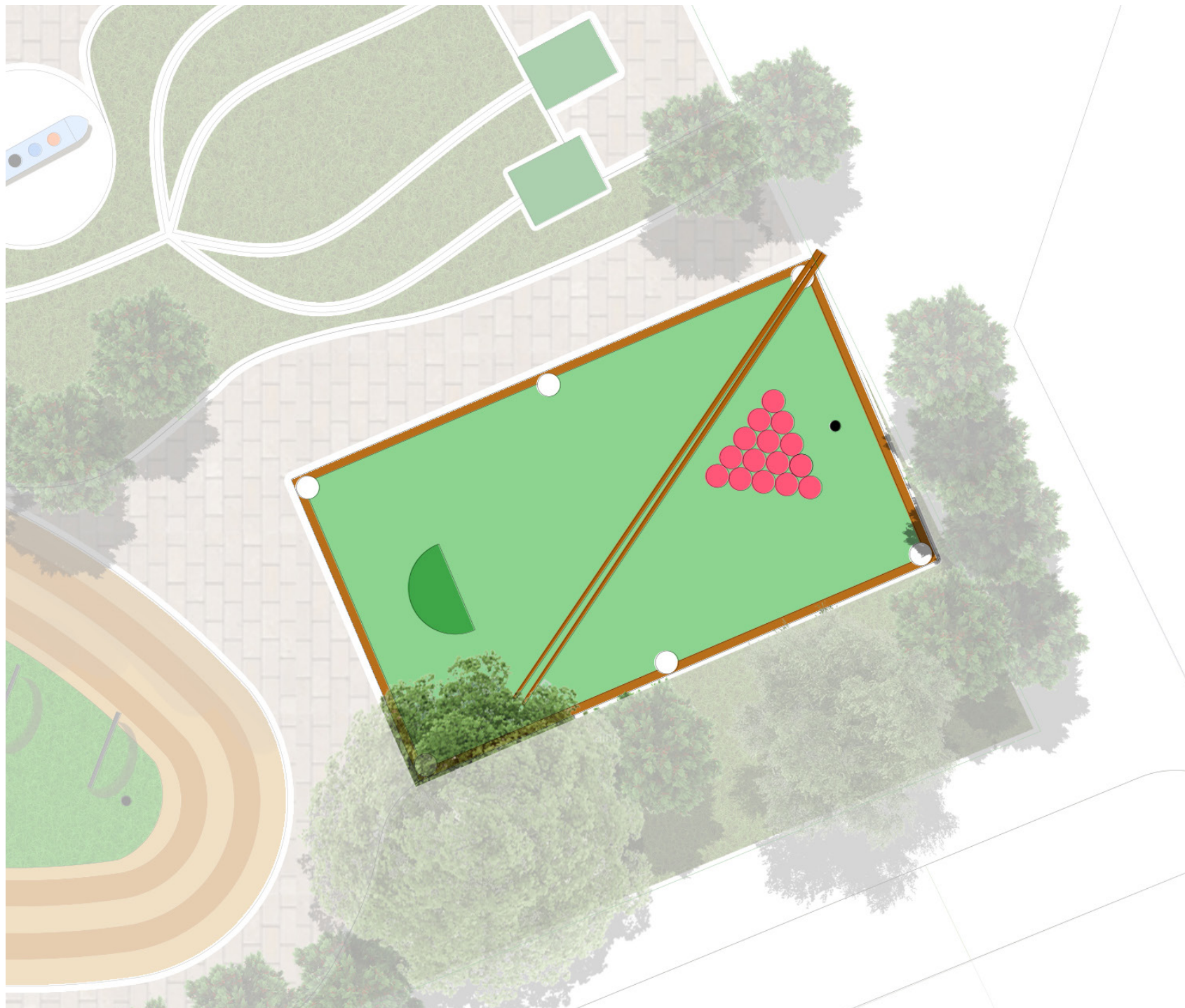
HOLE 16 concept - Ski Jumping



Hole 17

The velodrome has two options off the tee. One option would be to hit straight towards the hole, taking on the obstacles. However, just the right power off the tee will see the ball roll around the track of the velodrome neatly towards the hole. Too little power will see the player back down in the centre of the velodrome, navigating spoked wheels poking up out of the ground.





Hole 18

The finishing hole represents a snooker table but plenty of hazards are set to stop even the best golfing talent. The snooker cues set diagonally over the table allow balls through at the top corner but watch out for the pockets which will steal your ball forever. Get a hole in one though, and you win the opportunity for various prizes in the clubhouse.

