

Competition Format 1: Skills Festival

The Skills Festival format is popular at primary school level for children new to golf and using Tri-Golf equipment. It can be delivered for all 3 levels of the School Games from intra school (Level 1) activity through to inter school (Level 2) and county festivals.

At intra school level, teachers can select 3 or 4 games from the choice of 8 activities to run a competition at the end of a 5 or 6 week coaching block. This competitive opportunity is also built into the standard Tri-Golf scheme of work and lesson plans for Key Stage 2 within the teacher training manual as well as the Youth Sport Trust's School Games Intra School programme.

At inter school and county festival levels, event organisers should use all 8 games.

A Skills Festival format is also available at secondary school level for beginners using Golf Xtreme equipment and as an option for a stand-alone disability festival (available online at www.golf-foundation.org). However, at secondary school level we encourage teachers to run the Super Sixes format for beginners, which is also suited to a variety of abilities playing together.

Skills for Life

The Golf Foundation promotes the development of both playing and personal skills amongst all young people through its HSBC Golf Roots initiatives and competitions. The format of the Skills Festival lends itself to promoting skills such as cooperation, honesty, staying safe and respect. These should be encouraged and rewarded by leaders and adults working with each group. Each game card has a specific Skill for Life to focus upon and the leaders can award a rating out of 10 on the scorecard for how well each team demonstrated that Skill for Life. Specifically, leaders should prompt the pupils about the specific Skills for Life attached to their game before the game starts and then prompt them during the game. For example, when promoting respect for each other the leader might assess how well the players:

- ...congratulate a team mate or opponent on a well played shot?
- ...stand still and remain quiet for each other when playing a shot?

Adding up the ratings for all 8 games will give a numerical measure of how well a team has demonstrated Skills for Life.

Extra Resources

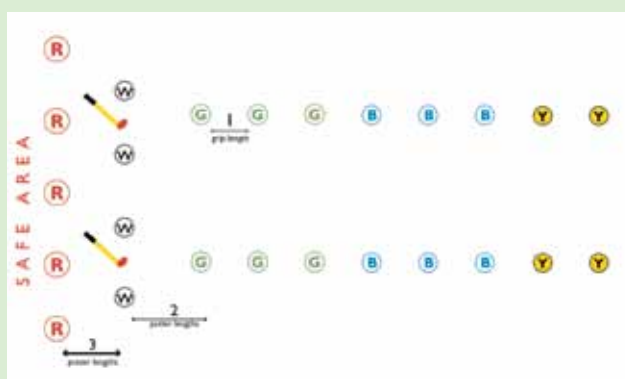
- Risk assessments, certificates of participation, follow-on letters and a Skills Festival for secondary schools are available at: www.golf-foundation.org

3 game skills festival: Indoors or limited space

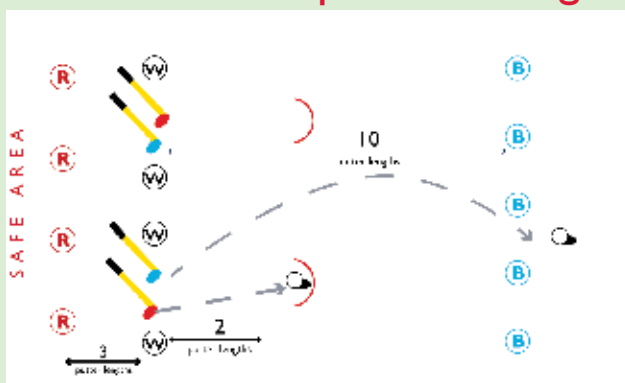
Level 1

- The Tri-Golf Skills Festival provides the ideal competitive culmination to a 5 or 6 week block of Tri-Golf activity in a primary school for pupils in any year group from 3 to 6.
- Any number of the 8 games on offer can be selected and used within your Level 1 festival depending on the number of pupils, space and time available – see sample layout below.
- We recommend that the teacher should build the safety area using red cones and the white tees first. Then the class can be split into groups based on the number of games being played (e.g. 4 games – 4 groups) and each team can build a game using the activity cards in this resource.
- Each group should then take turns and demonstrate their game to the rest of the class.
- With 2 tees on each game, split each group into 2 teams and the teams should play each game for 5 minutes before rotating round to the next game.
- Scores can be kept using the scorecard on page 13.

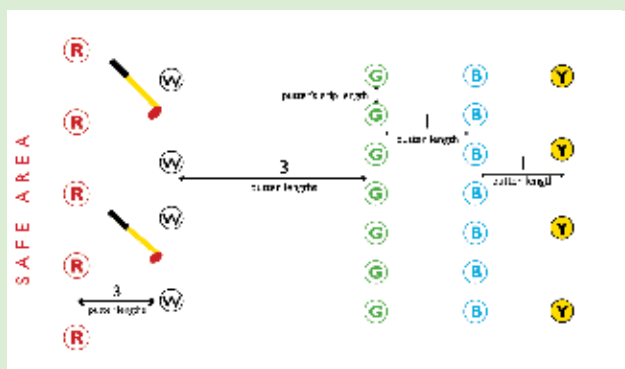
Dominoes



Drive for show, putt for dough



Finders keepers



Bullseye

Station 1



Instructions Team of 5 on each tee (white cones).

If possible elevate the target by resting it on a chair so that it faces the pupils at an angle. Chip the ball in the air aiming at the centre of the target. Balls should not be collected until all balls have been hit and a command has been given. 2 minutes practice (if time allows), 5 minutes play.

Skills for Life - staying safe

Leader's prompt to pupils: why should you sit behind the red cones when it is not your turn? Remind the pupils that they will get a rating out of 10 for how well they sit behind the red cones.

Scoring

Yellow inner = 10 points Inside green = 5 points
 Blue circle = 4 points Middle green = 3 points
 Red circle = 2 points Outer green = 1 point
 Score is taken from where the ball hits the target not where it stops

Equipment

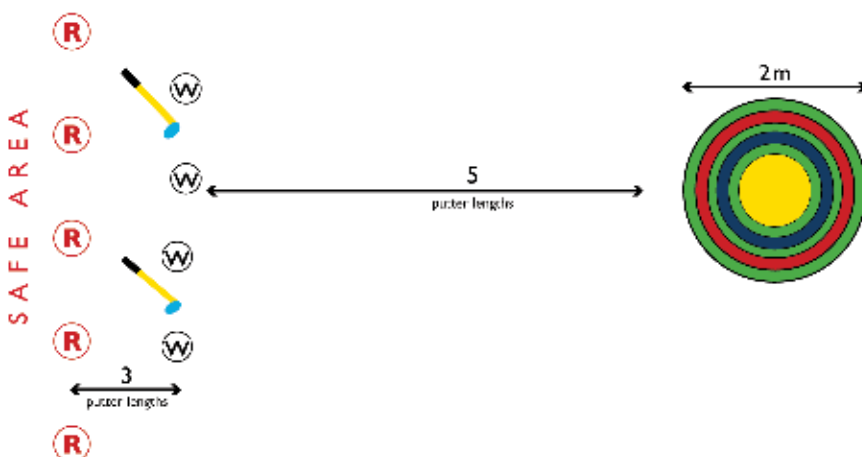
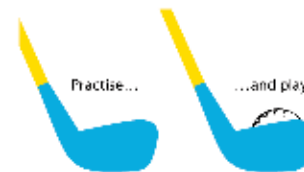
- 1 x Tri-Golf chipper per team
 - 1 x 2m Tri-Golf pop up target
 - 5 x velcro balls per team
- Cones could be used if you do not have a Tri-Golf target

Key point for success

1. Tic-Toc Brush the ground to get the ball into the air



2. Practise and then play for success



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	10, 5, 1, 4, 4, 2, 5, 1, 10, 10, 2	54	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Dominoes

Station 2



Instructions Team of 5 on each tee (white cones). 10 cones of the same colour are in a straight line from the player. Players try to roll the ball with the putter to hit the cone nearest to them, if the player hits the cone they collect it. 2 minutes practice (if time allows), 5 minutes play.

Skills for Life – working together

Leader's prompt to the pupils: how can you help and encourage your team mates?

Remind the pupils that they will get a rating out of 10 for how well they help and encourage each other.

Scoring

- Team continues until all cones are hit
- Score 1 point for green cones, 5 points for blue cones, 10 points for yellow cones.
- When all the dominoes are completed, lay them out using the putter to measure and play again.

Equipment

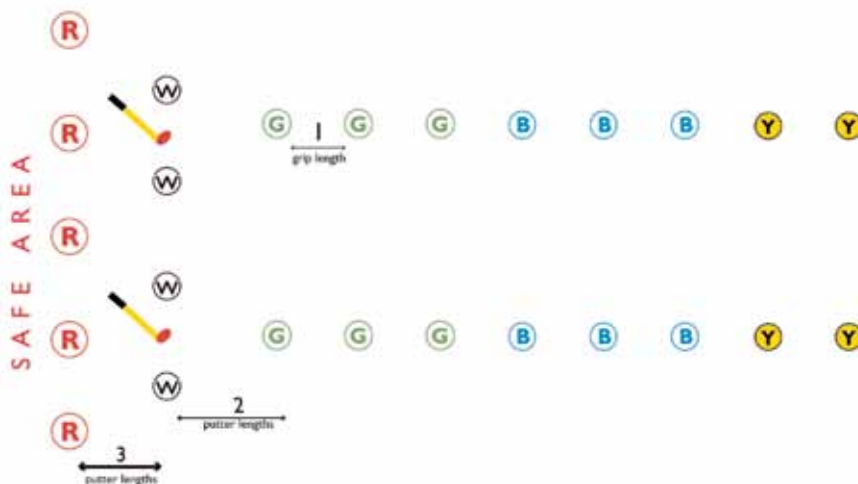
- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below

Key point for success

1. Club ready and aim using the red part of the club



club head | ball



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	10, 10, 10, 6	36	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Drive for show, putt for dough

Station 3



Instructions Team of 5 on each tee (white cones). Each player aims to chip the ball in the air over the blue line of cones. If they are successful, they then earn a chance to putt the ball into the hoop. Each player only gets a putt if they hit the ball in the air over the blue cones. On the putt, the ball must stay in the half-hoop to score. 2 minutes practice (if time allows), 5 minutes play.

Skills for Life – honesty
 Leader's prompt to pupils: You score 1 point for crossing the blue line, 5 points for hitting the ball over the blue cones and 10 points for keeping the ball in the half-hoop. It's up to you to keep your team score and tell me at the end, showing honesty. You will receive a rating out of 10 for how well you do this, demonstrating honesty. Note to leaders: still keep a score as a leader and check to see if this matches the pupils' record of their score. If there is a discrepancy, the leader's score is final.

Scoring

- Drive over blue cones on floor = 1 point
- Drive over blue cones in air = 5 points
- Putt to remain in half-cone = 10 points

Putt - the ball must stop in the hoop to score

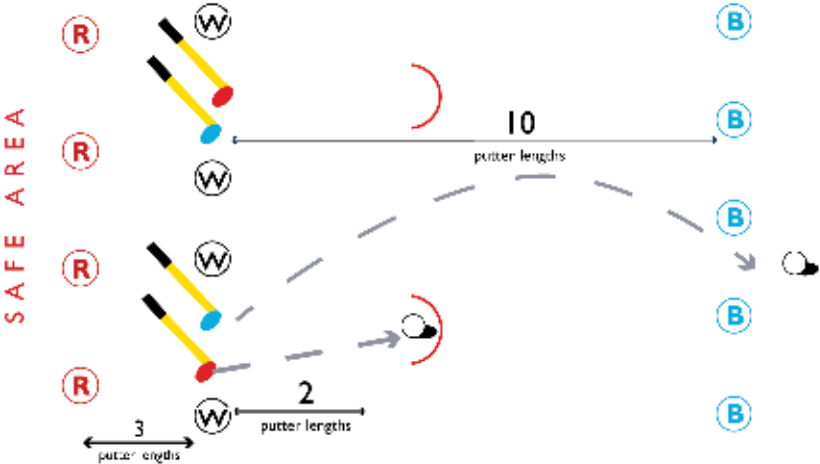
Equipment

- 1 x Tri-Golf putter per team
- 1 x Tri-Golf chipper per team
- 2 balls per team
- 1 half hoop per team
- Cones as below

Key point for success

1. Practise... and play for success

2. Concentrate on the size of your Tick-tock swing



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	5, 5, 5, 5, 5, 5, 5, 5	45	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Finders keepers

Station 4



Instructions Team of 5 on each tee (white cones). Putt the ball towards the cones, the first cone the ball hits, the player collects with the ball and returns it to the team. Pick up only 1 cone at a time and once all the cones have been collected the game ends. 2 minutes practice (if time allows), 5 minutes play.

Skills for Life – knowing right from wrong and being honest

Leader's prompt to pupils: why should you only pick up the cone that you hit? Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating honesty.

Scoring

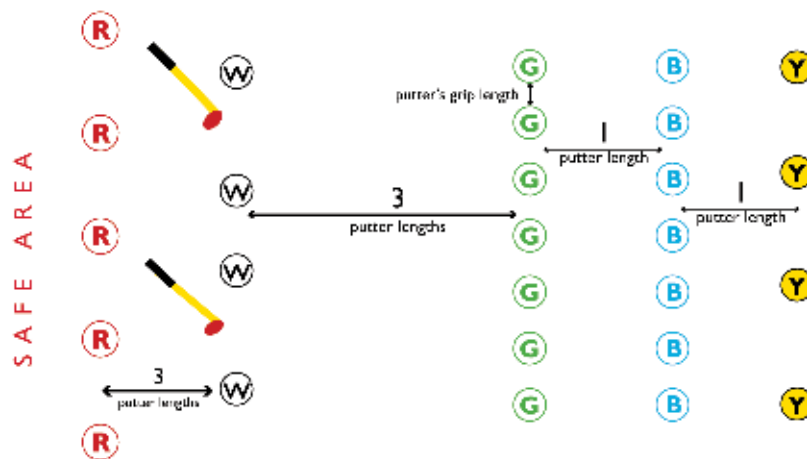
- Yellow hit = 10 point
 - Blue hit = 5 points
 - Green hit = 1 point
- Pick up one cone only

Equipment

- 1 x Tri-Golf putter per team
- 1 ball per team
- 7 green cones, 7 blue cones, 4 yellow cones

Key point for success

1. Choose a cone to try to hit then get your aim
2. The waiting players can act as a coach and give encouragement



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	10, 5, 1, 5, 5, 2, 2, 2, 2, 10	44	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Grand National

Station 5



Instructions Team of 5 on each tee (white cones). Chip the ball in the air over the 'fences' made from cones to score points. 2 minutes practice (if time allows), 5 minutes play.

Skills for Life – showing respect for others

Leader's prompt to pupils: we want you to shout and cheer for your team but why should you be quiet when a team mate is playing a shot? Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating respect for others.

Scoring

- Over Blue = 1 point
 - Over Green = 5 points
 - Over Yellow before White = 10 points
- Score from where the ball lands, not where it stops. Any shots landing over the white cones score 0 points.

Equipment

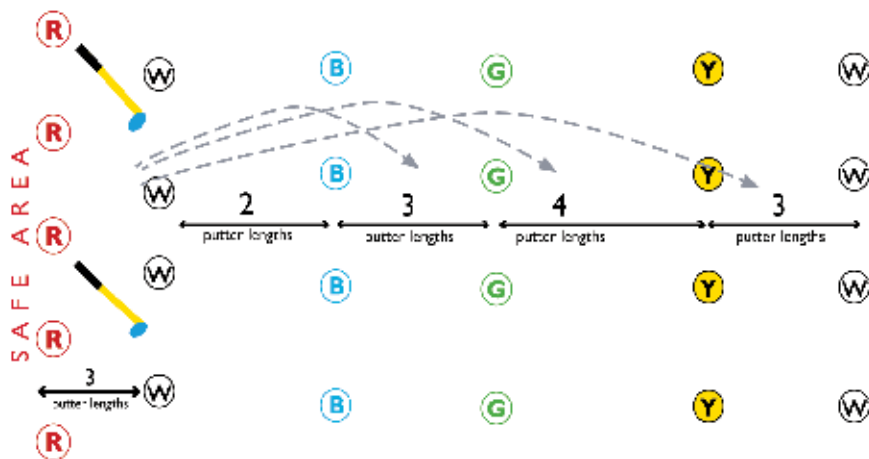
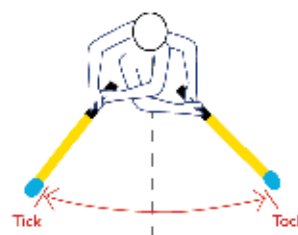
- 1 x Tri-Golf chipper per team
- 1 ball per team
- Cones as below

Key point for success

1. Brush the ground to get the ball into the air



2. Make an equal Tick-tock swing



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	10, 5, 5, 5, 2, 2, 2, 2, 10	43	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Tunnel ball

Station 6



Instructions Team of 5 on each tee (white cones). Putt the ball down the tunnel towards the hoop without hitting any cones. Choose which tee you would like to play from – yellow, blue and green. The furthest tees will reward you with more points. 2 minutes practice (if time allows), 5 minutes play.

Skills for Life – cooperation and self-confidence

Leader's prompt to pupils: how you will celebrate and congratulate a team mate on a good shot?
Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating cooperation.

Scoring

- Green = 1 point
- Blue = 5 points
- Yellow = 10 point

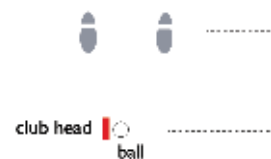
The ball must stay in the hoop to score

Equipment

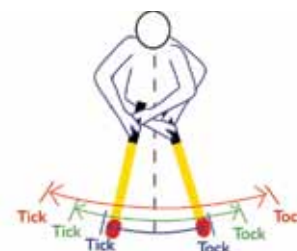
- 1 x Tri-Golf putter per team
- 1 ball per team
- 2 large hoops, each made up from
- 6 sections in the Tri-Golf bag
- Cones as below

Key point for success

1. Get the club ready and aimed using the red part of the club



2. Use *Tick-tock* swing to control the roll



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	10, 5, 1, 2, 3, 6, 6, 3, 5, 10	51	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Zone ball

Station 7



Instructions Team of 5 on each tee (white cones). Lay out the cones so that they all touch. Try to hit the yellow or blue cones to score the highest. 2 minutes practice (if time allows), 5 minutes play.

Skills for Life – cooperation

Leader's prompt to pupils: how can you help each other and score more quickly on this game?

Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating cooperation.

Scoring

- Yellow cone = 10 points
- Blue cone = 5 points
- Green = 1 point

Pupils can run out and collect the ball for each other but not wait behind the zone cones nor receive help from a teacher in collecting the balls

Equipment

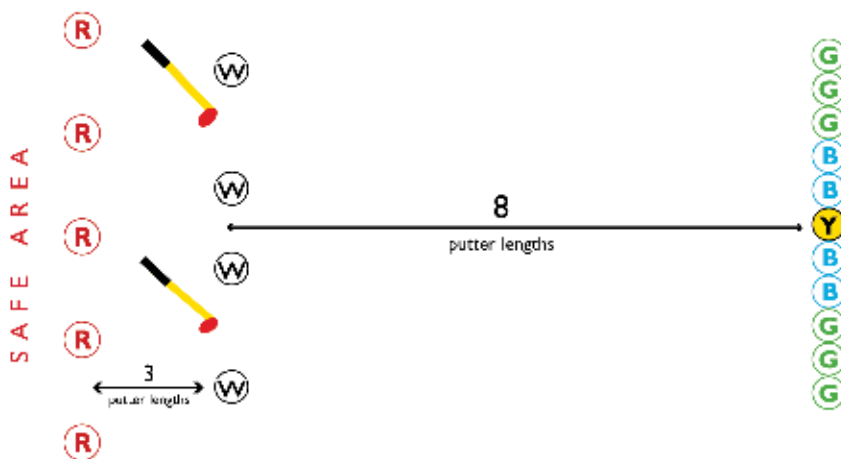
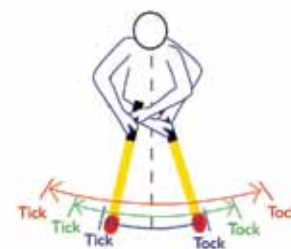
- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below

Key point for success

1. Get the club ready and aimed using the red part of the club



2. Use Tick-tock swing to control the roll



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	5, 3, 5, 5, 3, 5, 1, 5	32	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Down the middle

Station 8



Instructions Team of 5 on each tee (white cones). Players start from the white cones and try to strike the ball in between the lines of green cones (fairway) and over blue cones (river) in turn.
2 minutes practice (if time allows), 5 minutes play.

Skills for Life – staying safe

Leader's prompt to pupils: what should you check before collecting a ball on this game?

Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating staying safe.

Scoring

- Over the river rolling = 1 point
- Over the river in the air = 5 points
- Over the river and on the correct fairway and landing before the white cones = 10 points

The ball must land over the blue cones and within the same fairway as the tee

Equipment

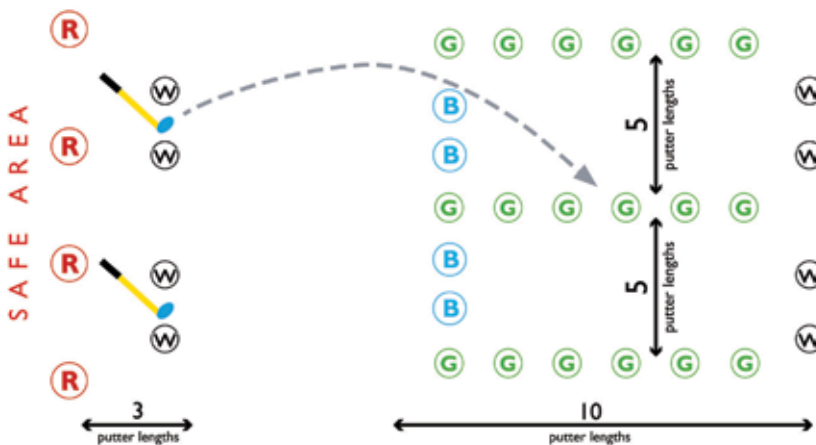
- 1 x Tri-Golf chipper per team,
- 1 ball per team, cones as below

Key point for success

1. Brush the ground to get the ball into the air



2. Hold balance at the end of the swing for a count of two



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	5, 2, 5, 5, 2, 5, 2, 5 + 10 bonus	41	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			



SCORECARD					
Team Name		Game	Score	Total	Skills for Life
1		Bullseye			
2		Dominoes			
3		Drive for Show			
4		Finders Keepers			
5		Grand National			
6		Tunnel			
7		Zone Ball			
8		Down the Middle			
		Grand total			
		Signature			



SCORECARD					
Team Name		Game	Score	Total	Skills for Life
1		Bullseye			
2		Dominoes			
3		Drive for Show			
4		Finders Keepers			
5		Grand National			
6		Tunnel			
7		Zone Ball			
8		Down the Middle			
		Grand total			
		Signature			

Skills Festival layout for Levels 2 and 3 of School Games

8 games and a bunker rest stop

2 tees per game station

5 pupils per tee

Ensure a left hand chipper is placed on each chipping game

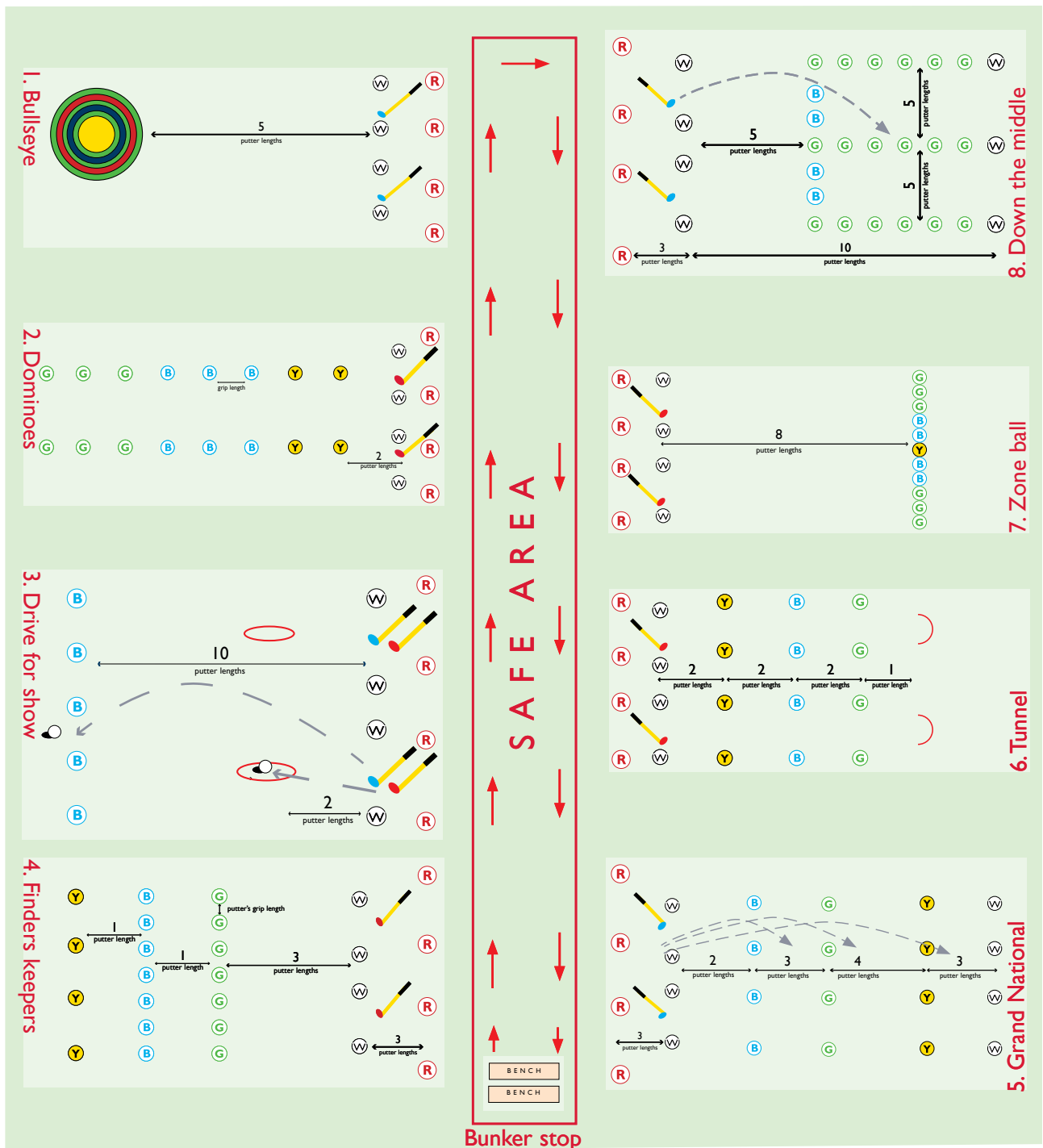
Up to 90 pupils participating

2 minutes practice time and 5 minutes scoring time on each game

See individual scorecards for each game

Equipment needed

Equipment	Qty	Notes	Contents of one Tri-Golf Master Bag
Tri-Golf putters (red)	10	+ 4 left handed	9 RH + 1 LH
Tri-Golf chippers (blue)	8	+ 4 left handed	9 RH + 1 LH
Tri-Golf balls	34		
Tri-Golf velcro balls	20	5 x 4 colours	
Red cones	32		
White cones	40		
Yellow cones	17		
Green cones	53		
Blue cones	36		
Tri-Golf 2m bullseye target	1		
Benches	4		
Hoops	4		
Water		for each player in Bunker stop	
Games and scoresheets		as required	
Team and individual scorecards			
Whistle		one of each	
Stopwatch			



Inclusion

Mixed ability teams: The standard 8 Game Tri-Golf Skills Festival requires a team of 5 boys and 5 girls and supports full integration for most abilities. For young people with mild learning difficulties or less restrictive physical disabilities, there will be little or no impact on their team's scoring capability. Each team has 5 minutes to score as many points as they can so all abilities can contribute to the score. At the most, you might ask one player to be a runner and return the ball for another player. The format does not rely upon access to a golf course and has been delivered across the UK in a variety of HSBC Golf Roots city and community projects, making golf more accessible to all young people.

Including a team with disabilities: A team from a special school can successfully compete in a mainstream competition by slight adaptations being made to each game. Alternatively, for children with severe physical needs, a separate festival can be created. Some example adaptations are:

Station 1: Bullseye

- Move the tee closer to the target and make the target bigger.

Station 2: Dominoes

- Use 2 or 3 cones together for the target as opposed to 1.
- The cone that has been hit may become the tee (starting point) so the player moves forward. This will mean that all the putts will be of the same length.

Station 3: Drive for show, putt for dough

- During the chip shot the ball only needs to ROLL over the line of blue cones as opposed to landing OVER the blue line.
- During the putting shot the ball only needs to touch the hoop and not come to rest in it.

Station 4: Finders Keepers

- Use 2 or 3 cones touching together for the target as opposed to 1.
- Put more cones out as targets.

Station 5: Grand National

- The ball can land or stop in an area to score points.
- Score points for lifting the ball off the ground.

Station 6: Tunnel ball

- All players play from the blue cones but the scoring system from the white cones is applied.
- Players have to hit the hoop but the ball does not have to remain in the hoop.

Station 7: Zone ball

- Move the tee (starting point) half way towards the target.

Station 8: Down the middle

- 2 points can be awarded for hitting the ball in the air.
- 5 points can be awarded for hitting the ball over the blue line.