

GOLF – TRI GOLF FESTIVAL

SCHOOL GAMES

Quick introduction

The Tri-Golf festival uses three Tri-Golf activities to give young people a chance to compete using different golfing skills.

Getting started

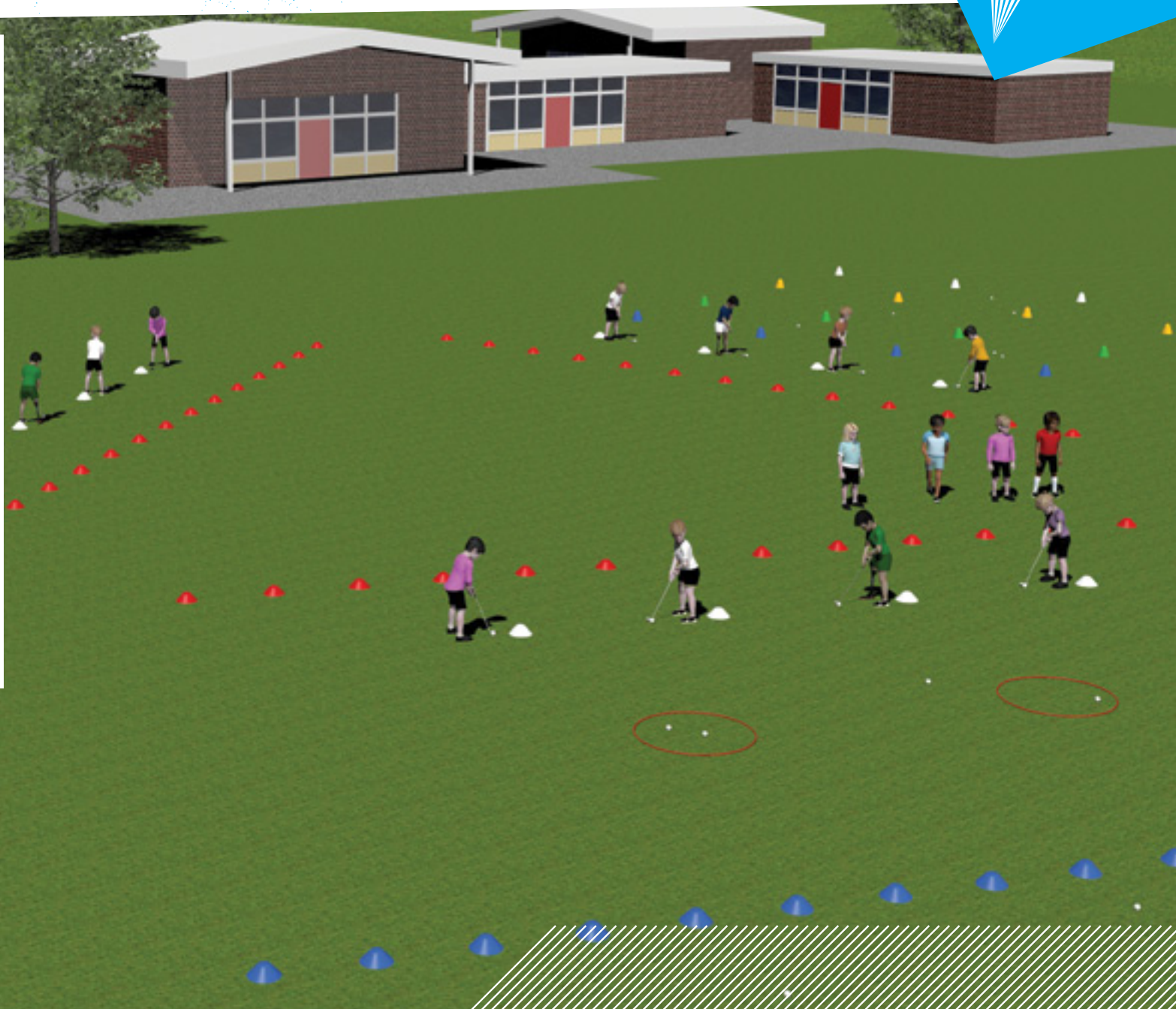
- Split class into three groups with equal numbers.

Setting up the competition

- Give each group a game card and time to set up their game.
- Once the games are set up, each group should demonstrate its game to the other groups.
- Split each group into two teams and position each team on a tee (each game should have two tees laid out with two teams playing the game).

Running the competition

- Groups rotate around each game and will play all three games.
- Each team should spend approximately five minutes on each activity, keeping score on the scorecards. Score cards can be found at: www.golf-foundation.org



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Hints and tips

- Ensure the challenges have been practised by all the young people.
- Ensure the safety area (red cones) is used appropriately.
- Introduce a new challenge from the Tri-Golf games pack.

Leadership and volunteering opportunities

- Record keepers can record the score for each team, keeping a count of each player's score and adding this together for a team score. The record keeper will then update the team's score card.
- Skills for life Ambassadors can use guidance on the activity cards to describe the life skill that should be demonstrated by the pupils in the game and then give each team a rating out of 10 at the end of the game for how well that they have demonstrated the skill.
- Public relations/Event management can promote the competition in school and help to organise the competition. On the day they should be involved in presenting the awards and certificates.

Officiating

- Ensure players keep their own team score and note it down after each competition.

Think inclusively (STEP)

Space

- Use shorter or longer distances to target holes.
- Make target areas bigger (e.g. use hoops on the ground).

Task

- Change the scores for certain targets.
- Skill adaptations may be needed for some players; for example, one-handed swing.

Equipment

- Some players may need to use an adapted club; for example, shorter clubs for players using wheelchairs or playing from a seated position.
- Adapted tees (e.g. higher from the ground) may help some players.

People

- For larger groups provide additional time at each competition.
- Some individuals may require more time; for example, to move between challenges.



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Quick rules

- See the three challenge cards of:
 - Finders Keepers
 - Grand National
 - Drive for Show.
- Each activity must be set up and groups will rotate around each event.
- Teams must keep their own score on a score card for each event.
- At the end of the competition the record keeper should add up the score to find the winner.
- The activity cards can be used to measure Skills for life such as honesty, respect, co-operation and measure a Skills for life winning team at the end. Add up the three ratings given by the leaders on each game to give a total Skills for life score.

Equipment required

- Chippers.
 - Putters.
 - Markers.
 - Targets.
- (all found within a Tri-Golf equipment bag).

Health and safety

- Ensure all young people know why the safety area (red cones) is there.
- Show young people how to carry the club.
- Use appropriate Tri-Golf balls.
- Children should shout “FORE” to warn of a ball in danger of hitting someone.



FOR YOUNG PEOPLE

Think tactics

As a group discuss the three challenges and predict where you think you could make a good score.

Spirit of the Games: Excellence through Competition



Make sure you encourage each other as you make progress around the challenges.

GOLF FOUNDATION
Skills for life



WWW.YOURSCHOOLGAMES.COM