

HSBC    
**GOLF ROOTS**  
Skills for life



# School Games Toolkit

## Tri-Golf Skills Festival

HSBC Golf Roots gives children and young people the opportunity to experience golf and the benefits it has to offer.

## Tri-Golf 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](http://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. Suggested points; 10 if they clearly show the life skill, 7 if they perform it OK, 4 if they perform it poorly.

### Extra Resources

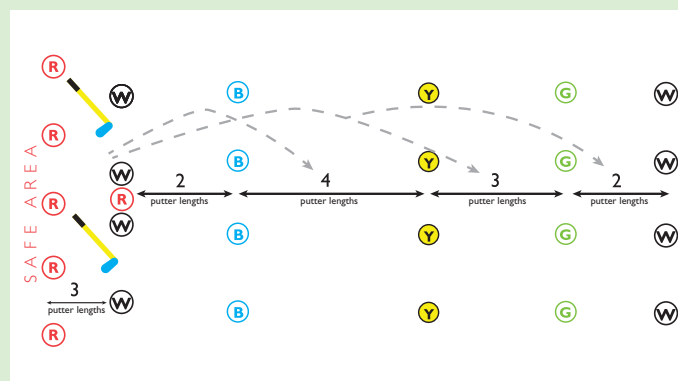
- Risk assessments, certificates of participation, follow-on letters and a Skills Festival for secondary schools are available at: [www.golf-foundation.org](http://www.golf-foundation.org)

# 3 game skills festival: Indoors or limited space

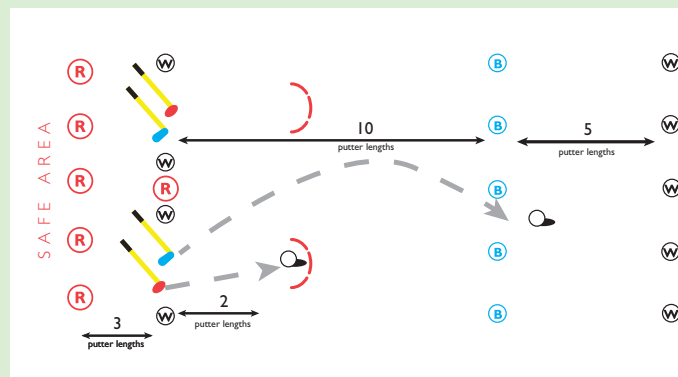
## Level 1

- 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 at the end of the 8 games.

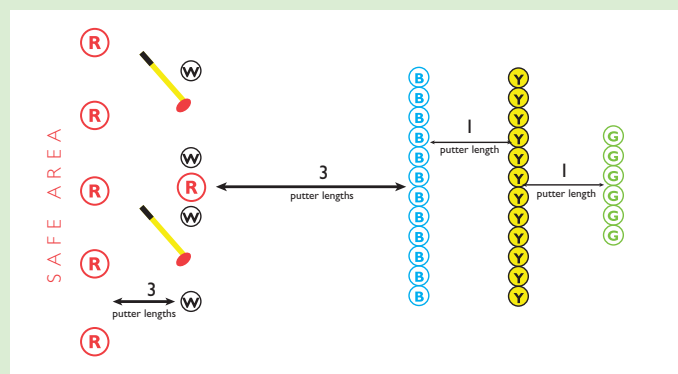
### Grand National



### Drive for the show, putt for dough



### Finders Keepers



# Bullseye

Level 2 & 3

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
- Blue circle = 5 points
- Red circle = 1 points
- Inside green = 10 points
- Middle green = 5 points
- Outer green = 1 point

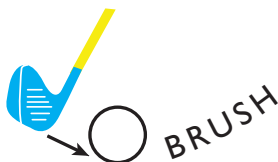
Score is taken from where the ball finishes, not where it hits.

### Equipment

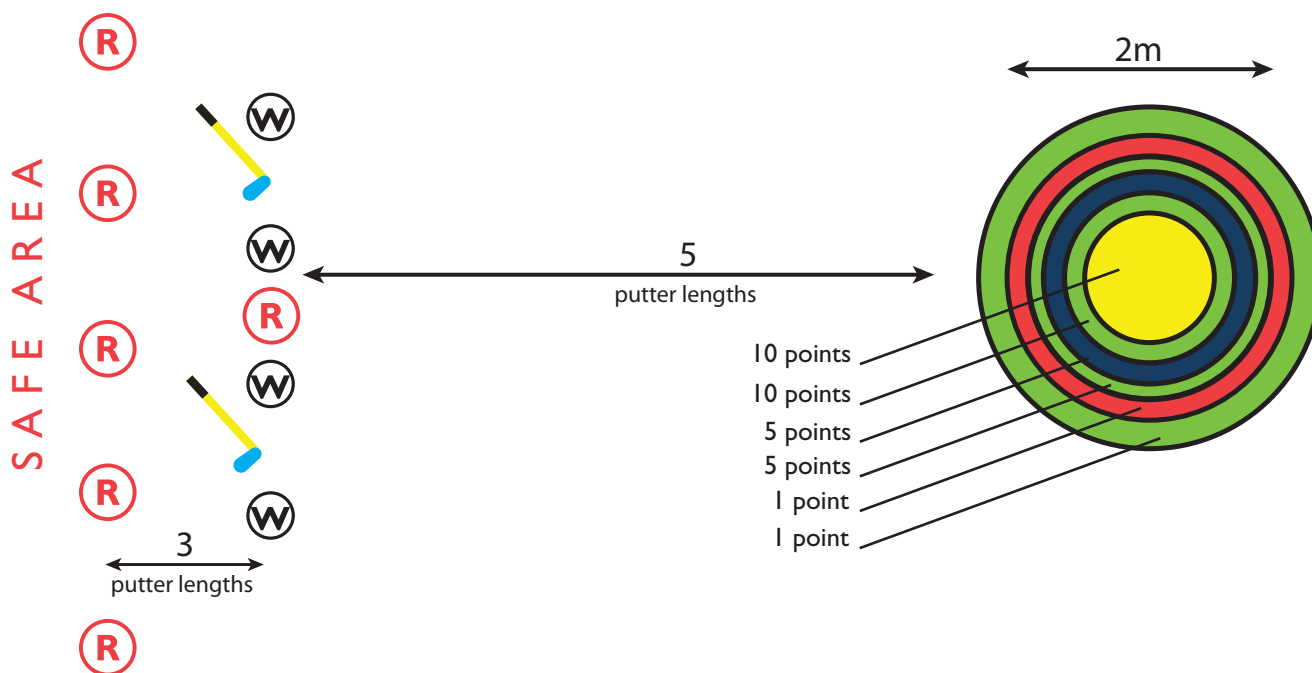
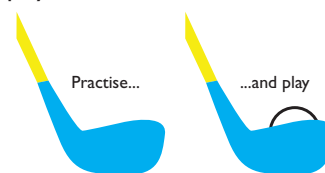
- 1 x Tri-Golf chipper per team
  - 1 x 2m Tri-Golf pop up target
  - 5 x Velcro balls per team
- Cones could be used if you do not have a Tri-Golf target.

### Key points for success

1. Tick Tock brush the ground to get the ball into the air



2. Practise and then play for success



# Dominoes

Level 2 & 3

Station 2



**Instructions** Team of 5 on each tee (white cones). 13 cones 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. The cones must be hit in order. 2 minutes practice (if time allows), 5 minutes play. Don't reset the cones once all collected.

### 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

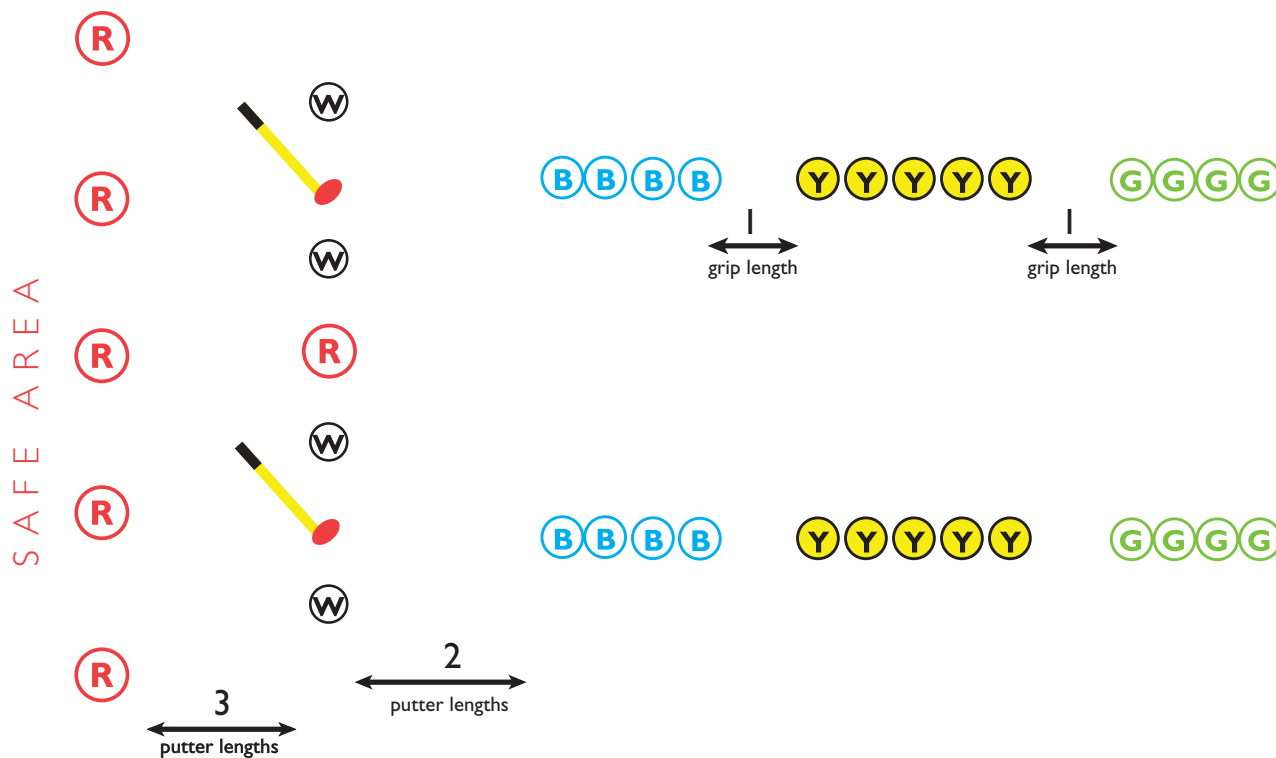
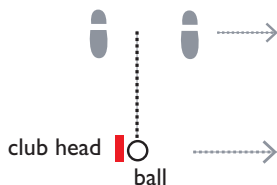
- Team continues until all cones are hit
- Score 1 point for blue cones, 5 points for yellow cones, 10 points for green cones.
- 69 points maximum per team of 5

### Equipment

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

### Key points for success

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



# Drive for show, putt for dough

Level 2 & 3

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. Each player only gets a putt if they hit the ball in the air over the blue cones and lands before the white line.

## 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 White cones = 0 points (no putt)
- Drive over Blue cones on floor = 1 point (no putt)
- Drive over Blue cones in the air, land before white = 5 points
- Putt to remain in half loop = 5 bonus points

Putt - the ball must stop in the hoop to score.  
0 points if drive over the white cones.

## Equipment

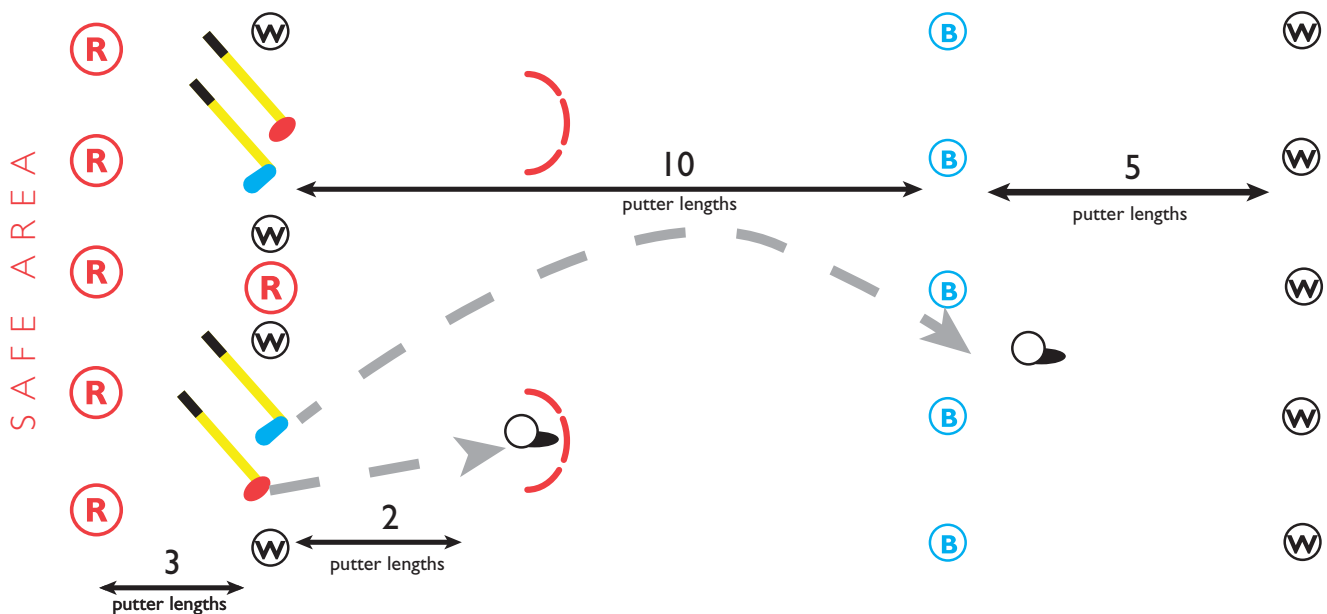
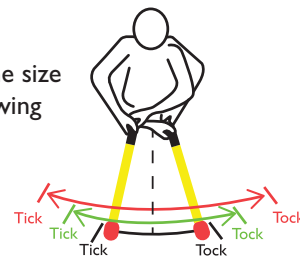
- 1 x Tri-Golf putter per team
- 1 x Tri-Golf chipper per team
- 2 balls per team
- 1 half hoop per team (3 sections)
- Cones as below

## Key points for success

1. Practise and play for success



2. Concentrate on the size of your Tick Tock swing



# Finders Keepers

Level 2 & 3

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 cones have been collected the game stops. 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

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

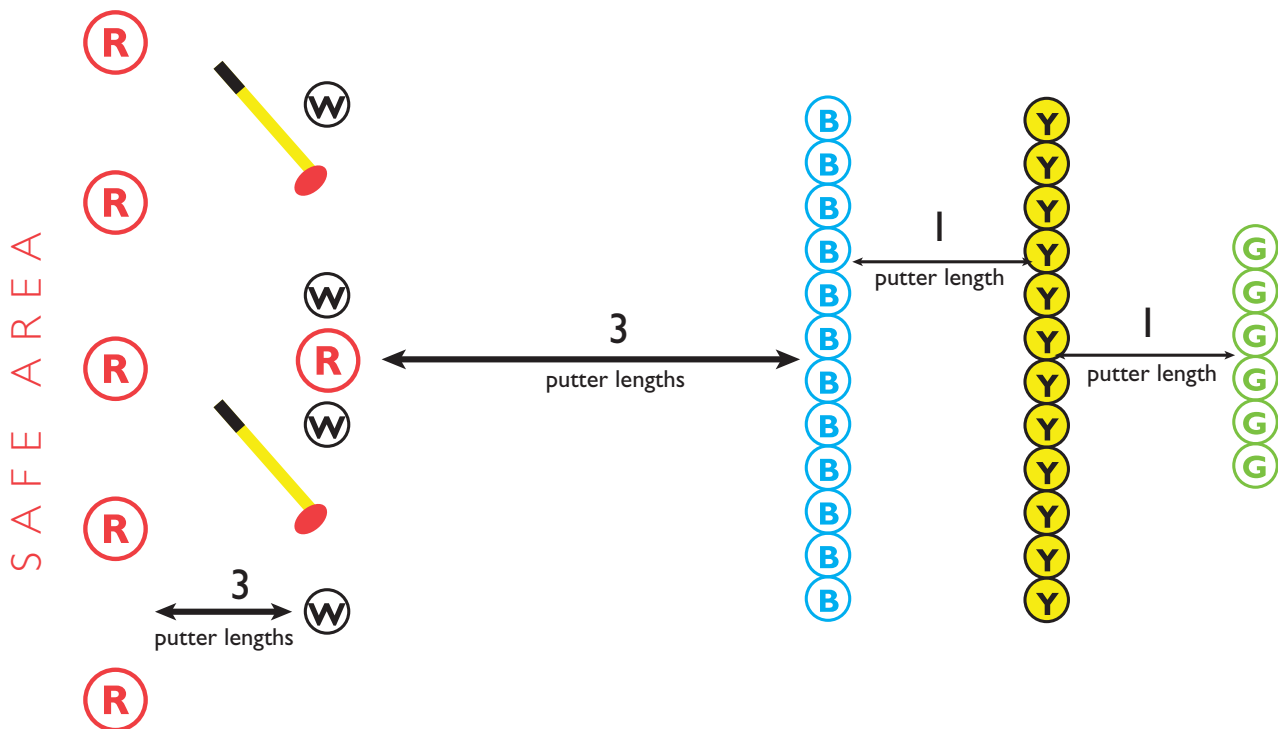
Pick up one cone only

### Equipment

- 1 x Tri-Golf putter per team
- 1 ball per team
- 12 blue cones, 12 yellow cones and 6 green cones

### Key points 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
3. Total team score = 132





# Grand National

Level 2 & 3

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 Yellow = 5 points
- Over Green before White = 10 points

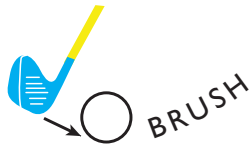
Score from where the ball lands, not where it stops. Any shots landing over the white cones score 0 points.

### Equipment

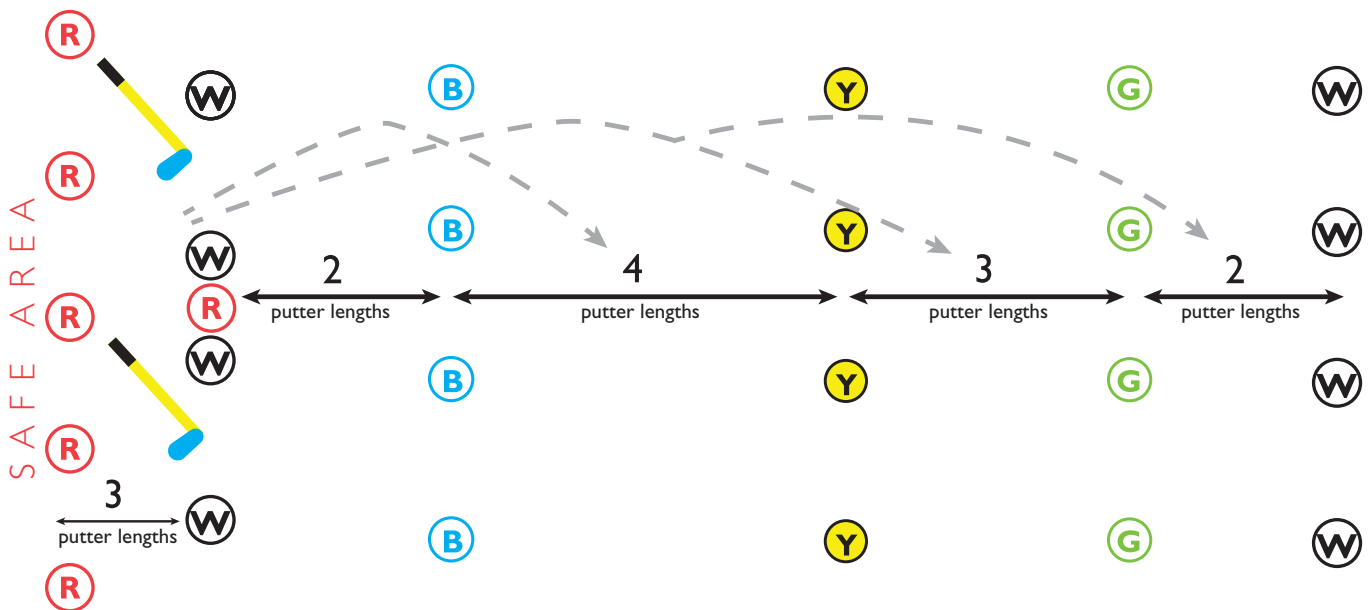
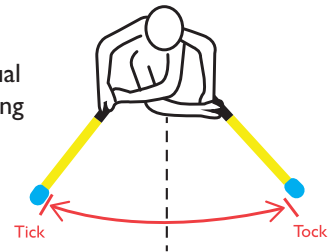
- 1 x Tri-Golf chipper per team
- 1 ball per team
- Cones as below

### Key points for success

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



2. Make an equal Tick Tock swing





# Tunnel Ball

Level 2 & 3

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**

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

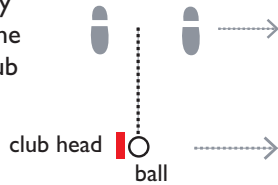
The ball must stay in the hoop to score.

**Equipment**

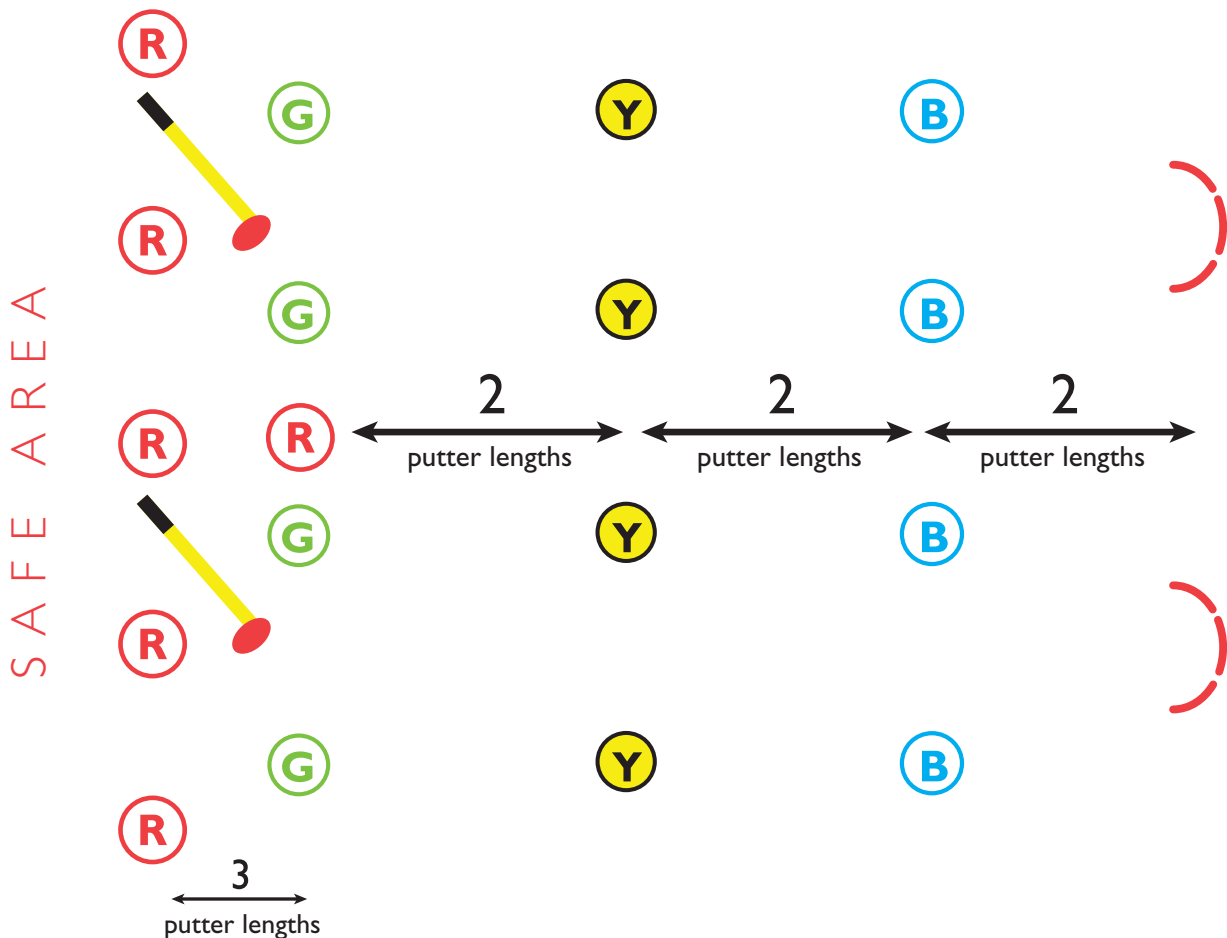
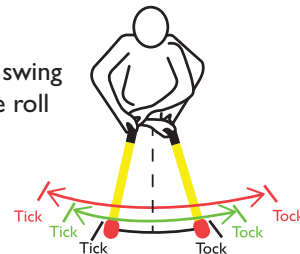
- 1 x Tri-Golf putter per team
- 1 ball per team
- 2 half hoops, each made up from 3 sections in the Tri-Golf bag
- Cones as below

**Key points 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



# Zone Ball

Level 2 & 3

Station 7



**Instructions** Team of 5 on each tee (white cones). Lay out the cones so that they all touch. Try to hit the green or yellow 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

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

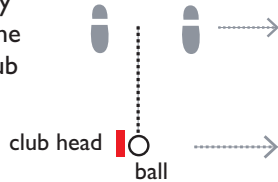
Pupils can run out and collect the ball for each other but not wait behind the zone cones or receive help from a teacher in collecting the balls.

### Equipment

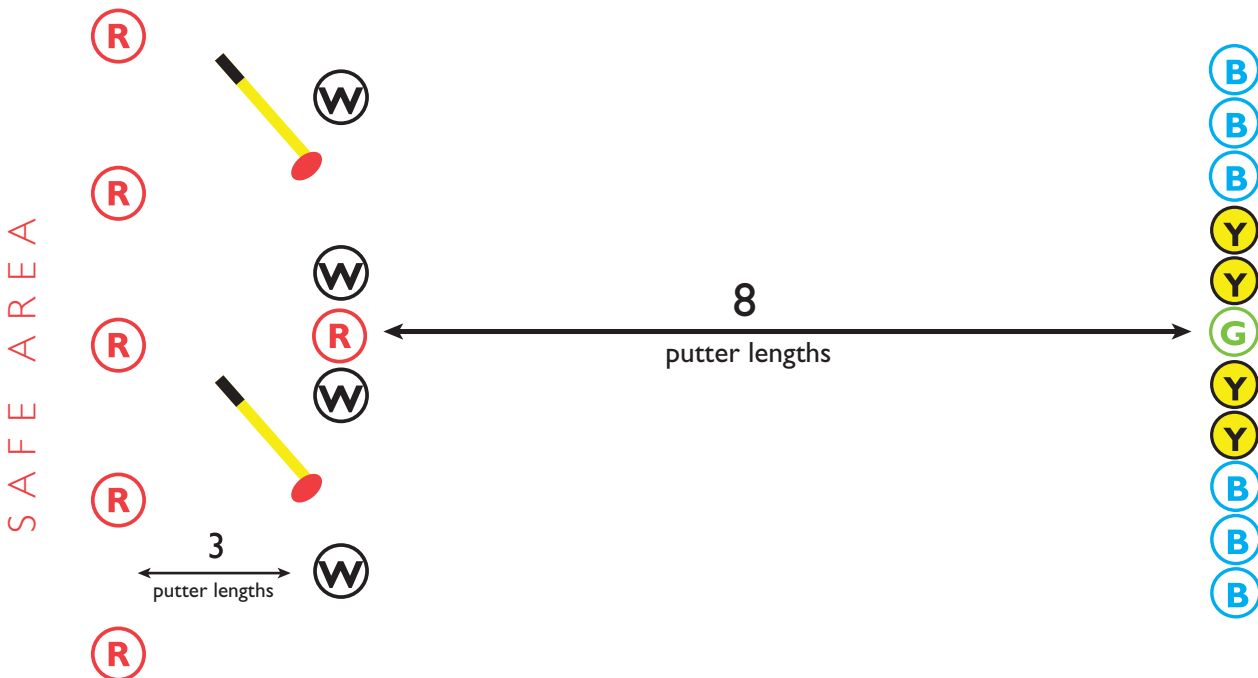
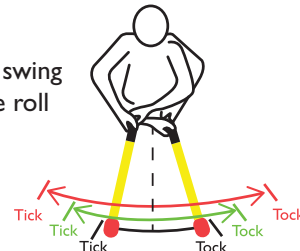
- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below, must be touching

### Key points 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



# Go for the Green

Level 2 & 3

Station 8



**Instructions** Team of 5 on each tee (white cones). Players start from the white cones and try to strike the ball onto the green target. 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

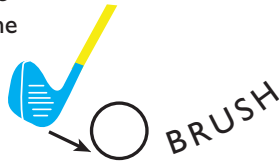
- Finishes in Blue target = 1 point
- Finishes in Yellow target = 5 points
- Finishes in Green target = 10 points

### Equipment

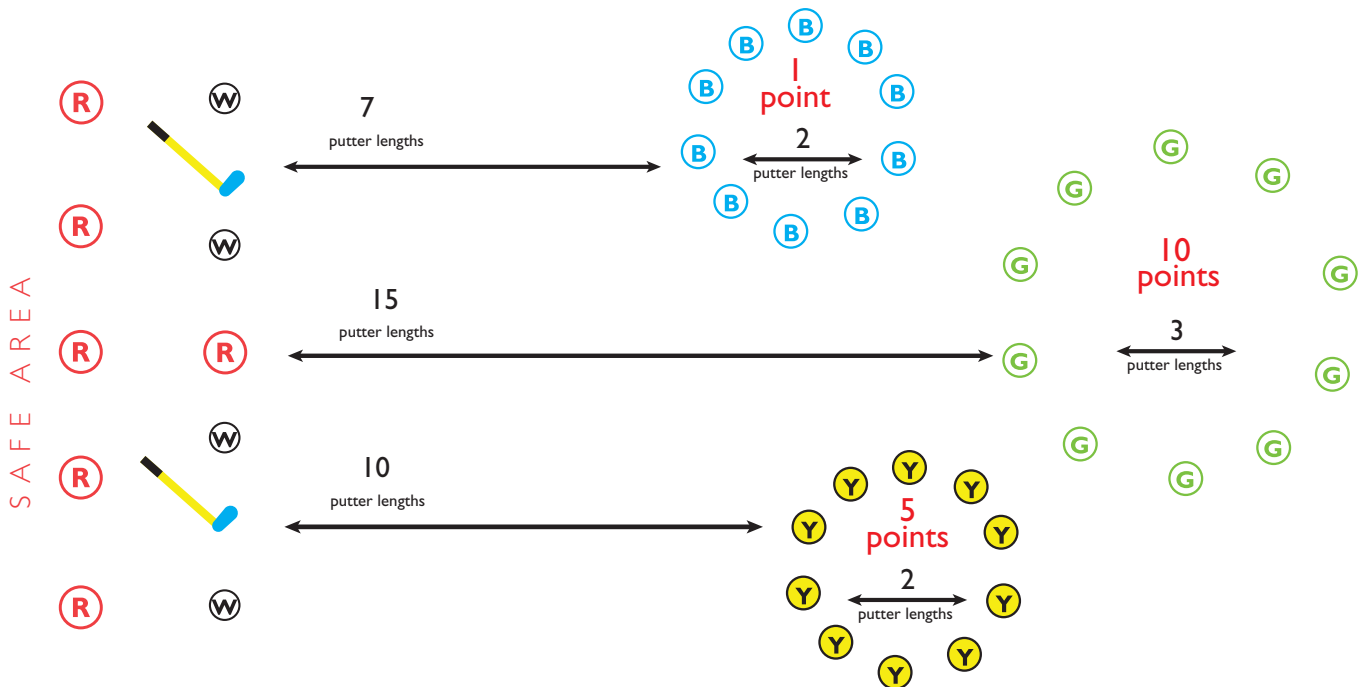
- 1 x Tri-Golf chipper per team
- 1 ball per team
- Cones as below

### Key points 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	Tally of Scores			Total	Skills for Life Rating
	1	5	10		
<b>Example: a Primary School</b>	<b>III</b>	<b>IIII</b>	<b>II</b>	<b>45</b>	
<b>1</b>					
<b>2</b>					
<b>3</b>					
<b>4</b>					
<b>5</b>					
<b>6</b>					
<b>7</b>					
<b>8</b>					
<b>9</b>					
<b>10</b>					
<b>11</b>					
<b>12</b>					



SCORECARD				
Team Name		Game	Score	Skills for Life
Team No				
1		Bullseye		
2		Dominoes		
3		Drive for Show		
4		Finders Keepers		
5		Grand National		
6		Tunnel		
7		Zone Ball		
8		Go for the Green		
		<b>Grand total</b>		
		<b>Signature</b>		



SCORECARD				
Team Name		Game	Score	Skills for Life
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5		Grand National		
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7		Zone Ball		
8		Go for the Green		
		<b>Grand total</b>		
		<b>Signature</b>		

# 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	48		
White cones	38		
Yellow cones	44		
Green cones	33		
Blue cones	45		
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			

