



England Golf

Growing The Game

This toolkit has been produced by The Golf Foundation, on behalf of the England Golf Partnership, as a comprehensive resource to support more competitive opportunities for young people as outlined in the National Competition Framework.

It is designed for use within School Sport Partnerships by Competition Managers and Partnership Development Managers.

This resource has been designed to be:

- Easy to use
- Flexible
- Comprehensive

The resources include:

- Simple how-to guides, and planning guides
- Suggested layout formats
- Games and scoring cards
- Sample certificates
- Young leaders training guidance
- Sample risk assessments
- Other useful documents

#### Useful links

<a href="http://www.golf-foundation.org">www.golf-foundation.org</a>	<ul style="list-style-type: none"><li>• For electronic copies of these resources</li><li>• For contact details for further support and guidance via Golf Foundation Regional Development Officers, who are experienced in all aspects of school and community golf development</li></ul>
<a href="http://www.englishgolfunion.org">www.englishgolfunion.org</a>	<ul style="list-style-type: none"><li>• Contact details for guidance relating to Club Development through the network of EGU and ELGA Regional Development Officers</li></ul>
<a href="http://www.englishwomensgolf.org">www.englishwomensgolf.org</a>	<ul style="list-style-type: none"><li>• Contact details of the English Women's Golf Association</li></ul>
<a href="http://www.pga.info">www.pga.info</a>	<ul style="list-style-type: none"><li>• For details of PGA Coaches in your area, please see the 'Find a PGA Pro' section of the Professional Golfers' Association website</li></ul>



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England Golf  
Growing The Game



# Training opportunities for Step into Sport Volunteers



Session	Content	Duration	Delivered by
<b>SIS Conference Tri-Golf Taster Session</b>	Introduction to concept and games	90 minutes	Tri-Golf trained teacher or Golf Foundation Regional Development Officer
<b>Tri-Golf Festival Supervisor Training</b>	Help in supervising a game	1 hour	Tri-Golf trained teacher or Golf Foundation Regional Development Officer
<b>Tri-Golf Activators Workshop</b>	Development of games with key learning outcomes	2¼ hours or 3 x 45 minute modules	Tri-Golf trained teacher or Golf Foundation Regional Development Officer
<b>Junior Golf Leaders Workshop</b>	Development of theory and practice in delivering games and the Junior Golf Passport	6 hours	Golf Foundation Regional Development Officer
<b>PGA Level I</b>	Basic technical training leading to a UKCC qualification	2 days	PGA Level I Tutor

For more information about volunteering in golf visit [www.golfvolunteers.org](http://www.golfvolunteers.org)

# YOUR KEY CONTACTS



England Golf  
Growing The Game

Golf Foundation – Regional Development Officer – Responsible for school and community			
EGU or EWGA – Regional Development Officer – Responsible for Club and County			
Local PGA Professionals			
Professional	Club	Tel No	Email



England Golf

Growing The Game

## Suggested competition structure

	Age group	National competition framework	England Golf's competition framework
Key Stage 3 & Key Stage 4	12-16	Inter-school leagues and cup competitions	Golf Xtreme Skills Challenge (virtual festival)
			Golf Xtreme Partnership Festival
			Annual School Links Competition
Key Stage 3	11-12	Multi-sport competition central venue leagues	Golf Xtreme Skills Challenge (virtual festival)
			Golf Xtreme Partnership Festival
			Annual School Links Competition
Key Stage 2	9-11	Multi-sport competition central venue leagues	Tri-Golf Skills Challenge (virtual festival – on school site)
			Tri-Golf Cluster Festival (off site)
Key Stage 2	7-9	Termly multi-skills festivals	Tri-Golf Skills Challenge (virtual festival – on school site)
			Multi Skill Striking Festival (off site)
Key Stage 1		Annual multi-skills festivals (off site)	Tri-Golf Skills Challenge (virtual festival – on school site)

# Tri-Golf

is a 'mini' version of golf designed specifically for young children in infant, primary and junior schools.



## Equipment

The adapted equipment is:

- safe and easy for children to use
- affordable for schools to buy
- suitable for both indoor and outdoor use

The clubheads for the irons and putters are over-sized to make contact with the ball easier.

The weighting of the irons means that children experience the 'feel' of a golf club.

The loft of the irons will help to promote instant success in terms of ball flight.

The clubheads are colour-coded in line with the games and activity cards.



## Resources

A resource pack gives ideas for games and activities.

The colour-coded cards include warm-up games, putting activities and chipping activities.

Each card gives a detailed description of the activity as well as easy-to-understand diagrams and drawings.

Where possible adaptations are given so that those with special needs are able to participate.

## Tri-Golf packs

A Tri-Golf pack consists of:

- 9 right-handed irons
- 1 left-handed iron
- 9 right-handed putters
- 1 left-handed putter
- Tri-Golf balls
- Games cards

All of the equipment is contained in a carrying bag.



## Training

Training on how to organise safe and enjoyable golf sessions using Tri-Golf is available, delivered by the Golf Foundation development team.

This 2¼ hour workshop covers:

- an introduction to the pack
- use of the games and activity cards
- more variations for games and activities
- organising sessions in the school setting

For general information about Tri-Golf contact: The Golf Foundation 01992 449830

To purchase a pack contact: Davies Sports 0870 6000 195

# Risk Assessment Hazard Checklist

Club/Society/Project Name		Assessment Date	
Assessed By		Approved By	

Locations		Activities	Tri-Golf
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1	INDOOR HAZARDS	
1.1	Inappropriate lighting	
1.2	Temperature	
1.3	Insufficient or unsuitable space	
1.4	Untidiness – causing trip or fire hazard	
1.5	Stairs – dark, steep, no handrail	
1.6	Lack of fire escapes, extinguishers, procedures	
1.7	Slip, trip, fall hazards	
1.8	Inadequate ventilation	
1.9	Inhalation of dust	
1.10	Poor surfaces for activities – slips, trips or impact	
1.11	Electrical hazards	

2	SPORTING ACTIVITY HAZARDS	
2.1	Uneven playing surface	
2.2	Playing surface too hard or soft	
2.3	Hard or sharp objects on pitch	
2.4	Sliding on artificial surface or tarmac	
2.5	Collisions or conflict with surrounding objects or people	
2.6	Impact from sports equipment	
2.7	Contact sport injury	
2.8	Personal injury – fracture, sprains or cuts	

3	PEOPLE AND ORGANISATIONAL HAZARDS	
3.1	Lack of information, training or instruction	
3.2	Poor activity planning or preparation	
3.3	Poor activity delivery or organisation	
3.4	Ignorance of rules or procedures	
3.5	Unsafe behaviour or attitude	
3.6	Lack of appropriate first aid equipment and experience	
3.7	Medical conditions of participants	
3.8	Poor safety control from group leaders	
3.9	Poor safety awareness from participants	
3.11	Lack of cooperation within group	
3.12	Differing skill levels within group	
3.13	Low level of physical fitness or strength	
3.14	Aggression between participants	
3.15	Aggression from crowd or public	
3.16	Contact between participants increasing risk	

4	EQUIPMENT AND OTHER HAZARDS	
4.1	Cash handling	
4.2	Transport to and from your activity	
4.3	Food poisoning	
4.4	Hazardous substances	
4.5	Equipment with moving or hot parts	
4.6	Heavy equipment	
4.7	Electrical hazards from equipment	
4.8	Noise from equipment	
4.9	Risk of trapping body or clothing in equipment	
4.10	Inadequate environment for equipment operation	
4.11	Inadequate protective equipment	
4.12	Equipment in unsuitable condition	

5	OTHER HAZARDS SPECIFIC TO YOUR ACTIVITY	
5.1	Litter on field	
5.2	Dog faeces on field	
5.3	Toilet breaks – managing group	
5.4		
5.5		
5.6		
5.7		
5.8		
5.9		
5.10		
5.11		
5.12		
5.13		
5.14		
5.14		



# Risk Assessment Hazard Checklist – sample

Club/Society/Project Name		Assessment Date	
Assessed By		Approved By	

Locations		Activities	Tri-Golf
-----------	--	------------	----------

1	INDOOR HAZARDS	
1.1	Inappropriate lighting	
1.2	Temperature	
1.3	Insufficient or unsuitable space	Y
1.4	Untidiness – causing trip, fire hazard	
1.5	Stairs – dark, steep, no handrail	
1.6	Lack of fire escapes, extinguishers, procedures	
1.7	Slip, trip, fall hazards	Y
1.8	Inadequate ventilation	
1.9	Inhalation of dust	
1.10	Poor surfaces for activities – slips, trips or impact	
1.11	Electrical hazards	

2	SPORTING ACTIVITY HAZARDS	
2.1	Uneven playing surface	
2.2	Playing surface too hard or soft	
2.3	Hard or sharp objects on pitch	Y
2.4	Sliding on artificial surface or tarmac	Y
2.5	Collisions or conflict with surrounding objects or people	Y
2.6	Impact from sports equipment	Y
2.7	Contact sport injury	
2.8	Personal injury – fracture, sprains, cuts	Y

3	PEOPLE AND ORGANISATIONAL HAZARDS	
3.1	Lack of information, training or instruction	
3.2	Poor activity planning or preparation	
3.3	Poor activity delivery or organisation	
3.4	Ignorance of rules or procedures	Y
3.5	Unsafe behaviour or attitude	Y
3.6	Lack of appropriate first aid equipment and experience	
3.7	Medical conditions of participants	
3.8	Poor safety control from group leaders	Y
3.9	Poor safety awareness from participants	
3.11	Lack of cooperation within group	
3.12	Differing skill levels within group	Y
3.13	Low level of physical fitness or strength	
3.14	Aggression between participants	
3.15	Aggression from crowd or public	
3.16	Contact between participants increasing risk	

4	EQUIPMENT AND OTHER HAZARDS	
4.1	Cash handling	
4.2	Transport to and from your activity	
4.3	Food poisoning	
4.4	Hazardous substances	
4.5	Equipment with moving or hot parts	
4.6	Heavy equipment	Y
4.7	Electrical hazards from equipment	
4.8	Noise from equipment	
4.9	Risk of trapping body or clothing in equipment	
4.10	Inadequate environment for equipment operation	
4.11	Inadequate protective equipment	
4.12	Equipment in unsuitable condition	Y

5	OTHER HAZARDS SPECIFIC TO YOUR ACTIVITY	
5.1	Litter on field	Y
5.2	Dog faeces on field	Y
5.3	Toilet breaks – managing group	
5.4		
5.5		
5.6		
5.7		
5.8		
5.9		
5.10		
5.11		
5.12		
5.13		
5.14		
5.14		

# Risk Assessment – sample

<b>Site</b>		<b>Date of review</b>	
<b>Assessor(s)</b>		<b>Area</b>	
<b>Activity</b>	<b>Tri-Golf</b>		

Hazard	Possible cause	Arrangements to examine	Estimated risk 1 to 6	Result or action required	Action complete	Update and signature
1.3	Insufficient space for activities	Limit number of activities or rotate groups if indoor				
1.7	Slip, trip or fall hazards	Check floor areas for possible issues per activity if indoor				
2.3	Litter on field	Organiser to check playing area		Field sweep by young leaders and sport organiser.		
2.4	Sliding on artificial surface or concrete	Possible trip areas or uneven ground				
2.5	Collisions or conflict with surrounding objects and people	Balls fly off into other areas  Pupils collide when collecting balls		Games setup to avoid possible issue taking into account wind conditions. Almost balls are low density so would cause no injury. Issue would only be distraction of other events taking place.  Pupils given guidance to be aware of other player collecting balls.		
2.6	Possible injury from golf clubs or golf balls	Leaders or coaches trained to safely coach golf  Rules clearly explained to children		Pupils to be instructed of playing boundaries (safe areas). Game leaders to monitor closely participants and regularly re-enforce.  If a person was seen to be playing unsafely then they would be removed from practice or the game.		
2.8	Possible injury from impact on mats	Staff trained to safely coach golf		Rules of practices and games explained prior to participation. Use tees for less able students.  PGA Pros to assist in striking activities.		
3.4	Ignorance of rules due to lack of playing experience			Rules of practices and games explained prior to participation.		
3.5	Unsafe behavior or attitude	Guidance given clearly at start of sessions		Re-enforced by game leaders during session.  If a person was seen to be playing unsafely then they would be removed from practice or the game.		
3.8	Poor safety control from group leaders			Briefing to all leaders before session starts, including individual issues for each game.  Organiser to oversee throughout and re-enforce.		
3.12	Players may cause an injury to themselves or others if they do not know how to play			Rules of practices and games explained prior to participation.  Simple exercises given by game leaders to assist.		
4.6	Heavy equipment	Carrying of Tri-Golf equipment – drag bag on wheels		Co-ordinator to transport to area via car pre-session.		
4.12	Equipment in unsafe condition	All clubs to be checked for grip, shaft and head condition prior to sessions		Striking actives point away for all other activities.		
5.1	Litter, cans or bottles on field	Sport organizer to check playing area		Field sweep by young leaders and sport organiser.		
5.2	Dog faeces left on field	Sport organizer to check playing area		Field sweep by young leaders and sport organiser.		
5.3	Toilet breaks	Pupils to be supervised by leader		Numbers counted on leaving field and back in to ensure no pupils go missing.		

# 45 minute teacher-led festival preparation workshop

Timings	Outcomes	Delivery	Venue and resources
Intro	1. Pupils to understand why a festival is important	Tutor led	Close to activity area
5-10 mins	2. Key roles and responsibility of festival volunteer	Tutor led: Setting up stations and games Safety for pupils and volunteers Explanation of activity Basic instruction Scoring	Close to activity area
10-25 mins	3. Experience game play	Tutor led delivery: Tutor already set up rectangular safety area using red cones with 8 specific areas defined for the festival games (see diagram). Set up and play a mini Tunnel and Grand National game according to festival score sheet. <b>Show festival score sheets</b> <b>Layout</b> <b>Safety area</b> <b>Left handed players</b> <b>One club and ball per team</b> <b>Scoring system</b> <b>Timings: e.g. 2 mins practice and explanation, 5 mins scoring. Then move to next game.</b> <b>Focus on communication, clear precise instructions, body language and enthusiasm</b> During the games highlight key tips to help improvement: <b>Hold</b> – Hand near target at top, hand further away at bottom <b>Aim</b> – Ready position, club close behind ball <b>Aim</b> – Use plastic feet to assist aim and stance <b>Striking</b> – <i>Tick-tock</i> and <i>Brush the ground</i>	
25-35 mins	4. Provide volunteers with experience of setting up activities and scoring sheets	Group split into 8 groups or equivalent depending on numbers. Each group to receive a festival game card and asked to go into a safety area to set up game. <b>Note: No clubs handed out at this point, only cones.</b> <b>Once area set up, the group can request clubs and balls to practice playing the game.</b>	8 x Festival score sheets Target, cones, clubs and balls <b>In preparation for the festival allocate the specific games to leaders so that the game delivered is the same for the actual festival</b>
35-45 mins	5. Rotation around games to give each team a chance to clearly explain game and provide one teaching point per activity to clarify learning	Pupils split tasks into: One pupil to organise group and make sure all listening and safe One pupil to introduce and explain game One pupil to demonstrate game One pupil to provide one teaching point to help children achieve.	If time, volunteers can organise group into teams and play or score the game. May only rotate around 2 or 3 games. No need to go through the 6 remaining games. <b>Note: In larger festivals more than 8 games may be used</b>
	6. Evaluation	Re-cap on festival formats and ask questions to clarify understanding	



# TRI-GOLF SKILLS CHALLENGE



## Principles

The Tri-Golf Skills Challenge is designed to be run at an individual primary school either indoors or outdoors.

The target group is late Key Stage 1 - Key Stage 2 and the key intention is that pupils can score for themselves, introducing the philosophy of trust and honesty, a core aspect of golf as a sport.

Pupils can either play as a team or as an individual. The challenges can be set up using kit found in the basic Tri-Golf bag. The standard unit of measurement for all the games is a putter length. This allows either the teacher or pupils themselves to set up the activity stations.

The Skills Challenge could be run as a final session in a half-term block of Tri-Golf during curriculum time or as a one-off event. Several of the challenges involve games that link directly to the Tri-Golf Skills Award and so can be used as another means of assessing pupils on the Skills Award.

The whole emphasis of the Skills Challenge is on **fun!**

**Safety should be ensured by setting up a safe waiting area for each activity at least 3 putter lengths behind the tees.**

Event	Tri-Golf Skills Challenge – Virtual Festival
Venue	Primary school playground or hall
Equipment	Standard Tri-Golf bag, possibly extra cones
Resources required	Scorecards Game cards with explanation and diagram of game Local club based opportunities flyer Post event press release
Personnel required	Teacher Extra adult helper (optional) Possible young leaders
Ideal numbers	Up to 36 pupils
Format and scoring	5 minutes on each game Up to 6 teams of 6 (each six split into 3 players per tee) One person in each team responsible for reading instructions and keeping score on scorecard Scoring explained on each game card
Pre event planning	Plan games and activities, check appropriate kit for number of pupils Prepare results sheet Prepare scorecards and pens
On the day	Layout challenges or allow time for pupils to do so Brief young leaders if available. Run through games and scoring system Emphasize safety Demonstrate key teaching points Organise pupils into 6 equal teams Collate scores Results, prize-giving, certificates, skills award Distribute club opportunities flyer
After the event	Display results sheet on noticeboard with photos Mention in assembly Review event and note improvements Email results to Competition Organiser

## Other Considerations:

Link to local golf facility with follow-up leaflets and involvement of club coach.

Time of year – ideally late Spring or early Summer at the beginning of the playing season.

# TRI-GOLF SKILLS CHALLENGE

## Suggested games and layout

6 games with 2 tees on each.

Maximum 36 children – 3 children x 6 games x 2 tees.

Teams play each game for a set time

(e.g. 5 mins coaching and practice + 5 mins playing and scoring).

After the set time blow a whistle and teams move to the next activity.

The Skills Challenge can be played as a team or individual activity with each child or team responsible for keeping their own score, introducing the philosophy of trust and honesty, a core element of golf as a sport.

See individual game scorecards for game and scoring details.

## Equipment needed

Equipment	Qty	Notes	Contents of one Tri-Golf Master Bag
Tri-Golf putters (red)	8	+ 1 left handed	9 RH + 1 LH
Tri-Golf chippers (blue)	6	+ 1 left handed	9 RH + 1 LH
Tri-Golf balls	20		
Red cones	12	6 extra if High Five laid out on the ground	10
White cones	23		10
Yellow cones	19		10
Green cones	19	6 extra if High Five laid out on the ground	10
Blue cones	25	6 extra if High Five laid out on the ground	10
Regular hoops	2		0
Clip together hoop sections	6		12 sections
Chalk or tape to mark wall		High Five	
Games and scoresheets		As required	
Team and individual scorecards			
Whistle		One of each	
Stopwatch			

### Three-in-a-row

### Building Bridges

### Drive for Show

### Finders Keepers

### High Five

### Cliffhanger

SAFE AREA

# High Five

Station 1



**Instructions** Chip the ball into the marked areas to score points. The more accurate you are the more points you can score!  
 Pupils should not collect the balls until all balls have been hit.

### Scoring

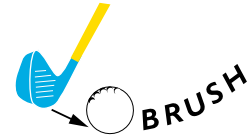
Below red line = 1 points  
 Above red and below blue = 5 points  
 Above blue line = 3 points

### Equipment

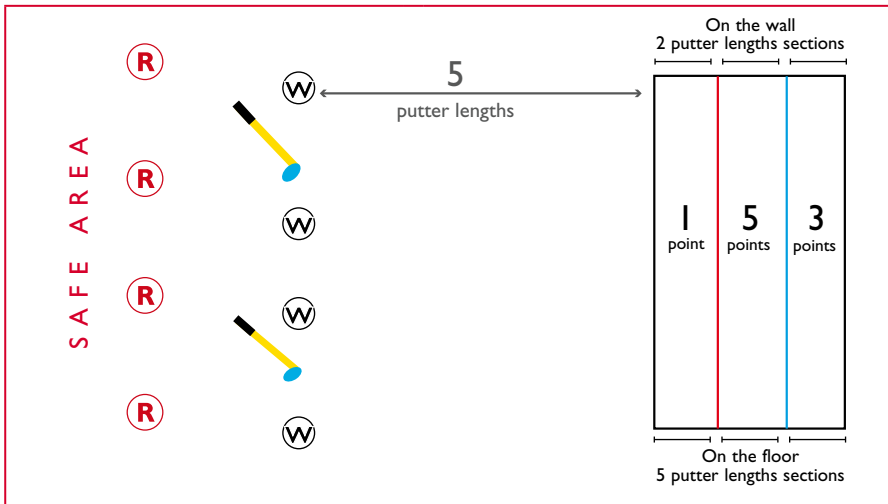
1 x Tri-Golf chipper per team  
 2 x Tri-Golf balls per team member  
 Cones as below  
 Use cones to mark the areas on the floor if not using a wall

### Key points for success

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



2. Keep feet still for good balance through the swing



Team No	Bib colour	Player or Team name	Score	Total
Example	Blue	A Player or A Team	5, 3, 1, 5, 3, 3, 3, 5, 1, 3	32
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Cliffhanger

Station 2



**Instructions** Chip the ball over the bunker (yellow cones) and try get the ball to finish between the green cones and the river (blue cones).

### Scoring

If the player hits the ball over the yellow cones (bunker) and the ball finishes between the green and blue cones = 10 points

### Equipment

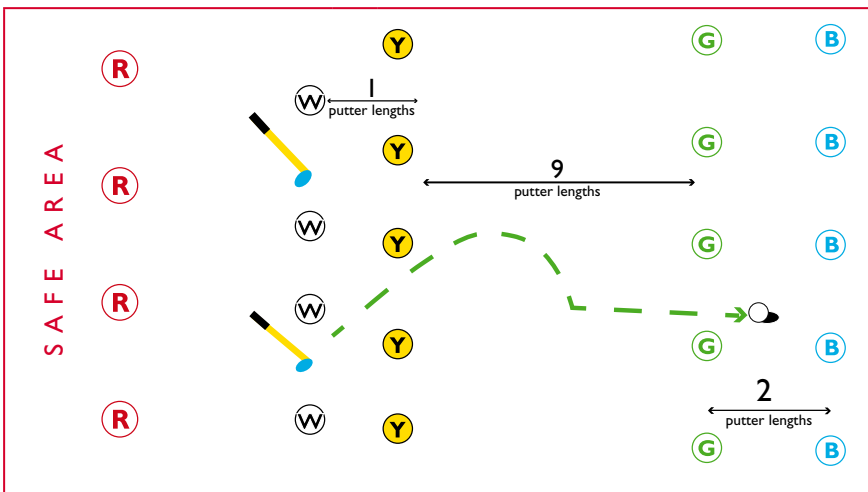
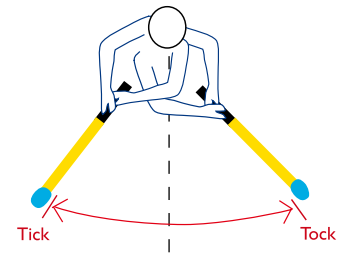
1 x Tri-Golf putter per team  
1 x Tri-Golf chipper per team  
10 balls per team  
Cones as below

### Key points for success

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



2. Make an equal Tick-tock swing



Team No	Bib colour	Player or Team name	Score	Total
Example	Blue	A Player or A Team	10, 10, 10, 10, 10, 10, 10, 10, 10,	80
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



# Drive for Show, Putt for Dough

Station 3



**Instructions** Chip the ball over the river and score by putting the ball into the hoop.

**Scoring**

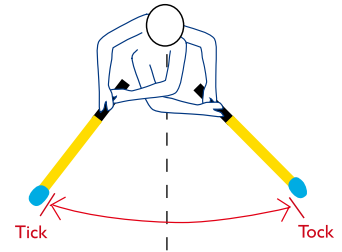
If the player hits the ball over the river (blue cones) they attempt a putt into the hoop.  
 Each successful drive = 5 points  
 Each successful putt = 5 points

**Equipment**

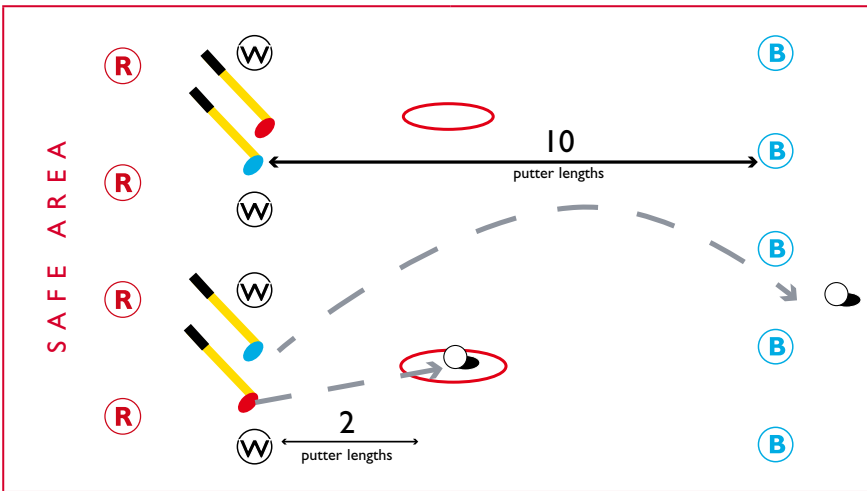
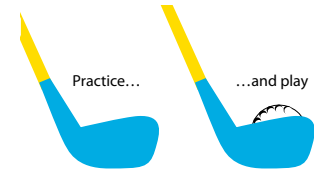
1 x Tri-Golf putter per team  
 1 x Tri-Golf chipper per team  
 2 balls per team  
 1 hoop per team  
 Cones as below

**Key points for success**

1. Make an equal *Tick-tock* swing



2. Practice and play for success



Team No	Bib colour	Player or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Player or A Team</b>	<b>5, 5, 5, 5, 5, 5, 5, 5,</b>	<b>40</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Building Bridges

Station 4



**Instructions** Team members start in turn at the white cones and putt through the blue cones. Each successful player stands behind the blue cones with their feet apart as wide as the cones until a bridge of 3 players is formed. Then proceed to the green cones etc. If cones or feet are hit the team must restart.

### Scoring

Each bridge scores 10 points

### Equipment

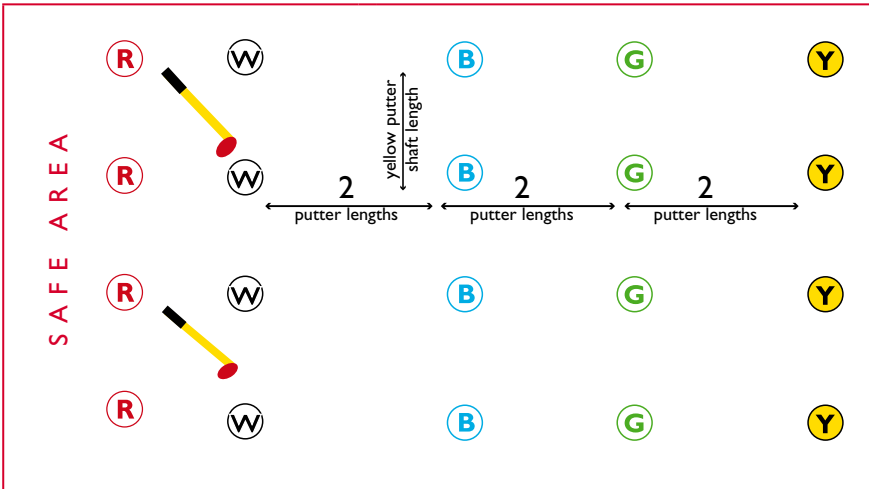
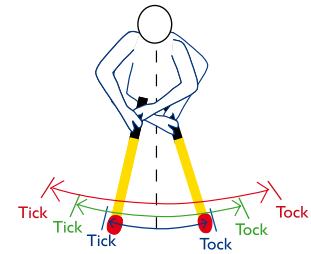
- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below

### Key points for success

1. Club face behind ball and pointing towards target



2. Use Tick-tock swing to control the roll



Team No	Bib colour	Player or Team name	Score	Total
Example	Blue	A Player or A Team	10, 10, 10, 10, 10, 10, 10, 10, 10,	80
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Three-in-a-row

Station 5



**Instructions** The team starts at the yellow cones. The first player will attempt to roll the ball into the hoop. If successful the next player will attempt putting from the green cones and then blue. If a player misses a putt from any level, then the next player will attempt from that same level .

**Scoring**

10 points if 3 putts in a row are holed

**Equipment**

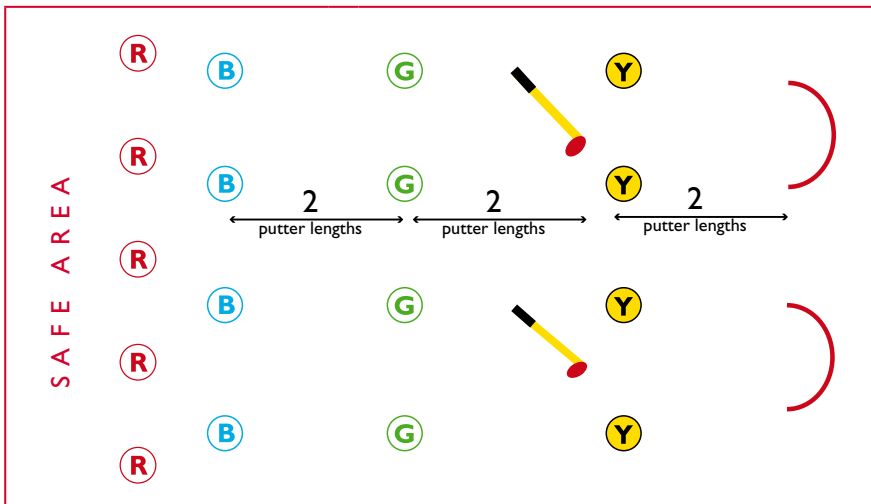
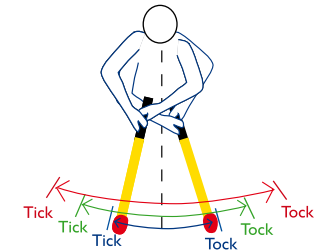
- 1 x Tri-Golf putter per team
- 1 ball per team
- Half hoop per team
- Cones as below

**Key points for success**

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



2. Use Tick-tock swing to control the roll



Team No	Bib colour	Player or Team name	Score	Total
Example	Blue	A Player or A Team	10, 10, 10, 10, 10	50
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Finders Keepers

Station 6



**Instructions** Putt the ball towards the cones, the first cone the ball hits, the player collects with the ball and returns it to the team. Avoid the white 'out of bounds' cones if you can! If all cones are hit within the time limit scatter again and continue.

**Scoring**

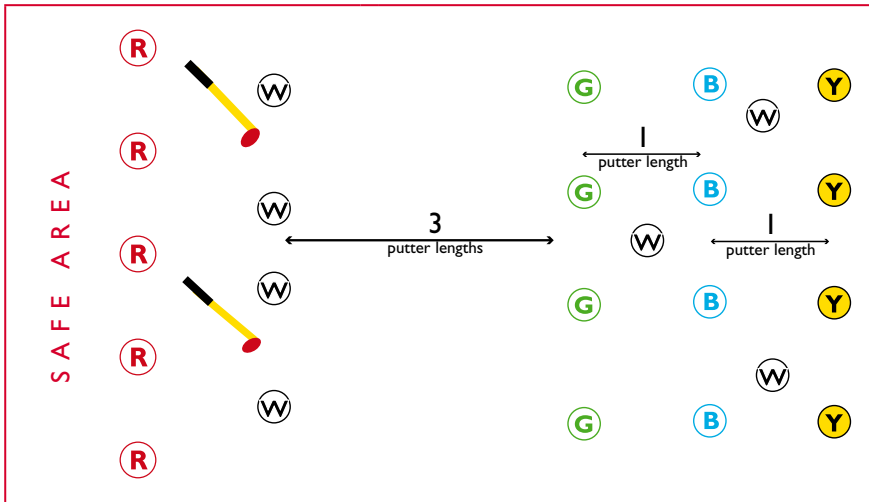
- Yellow hit = 10 points
- Blue hit = 5 points
- Green hit = 1 point
- White hit = minus 2 points

**Equipment**

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

**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



Team No	Bib colour	Player or Team name	Score	Total
Example	Blue	A Player or A Team	10, 5, 1, -2, 5, 1, 10, 10, -2	38
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



SCORECARD				
Team Name		Game	Score	Total
1		High Five		
2		Cliffhanger		
3		Drive for Show		
4		Building Bridges		
5		Three-in-a-row		
6		Finders Keepers		
		Grand total		
		Signature		



SCORECARD				
Team Name		Game	Score	Total
1		High Five		
2		Cliffhanger		
3		Drive for Show		
4		Building Bridges		
5		Three-in-a-row		
6		Finders Keepers		
		Grand total		
		Signature		

# TRI-GOLF SKILLS CHALLENGE CERTIFICATES

Copies of certificates are available on the pack CD.



This is a certificate of participation template. It features a red curved banner at the top. On the left is the 'Tri-Golf Skills Challenge' logo, which includes a golf ball and a golf club. In the center, a grey box contains the text 'Certificate of participation'. Below this, there are fields for 'Date' and 'Signed' with a signature line. A large, stylized signature of 'Mike Round' is shown in the background. At the bottom, there are logos for 'England Golf Growing The Game' and 'GOLF FOUNDATION Skills for life'. The text 'Partnership Development Manager' and 'Mike Round, Chief Executive, The Golf Foundation' is also present.

**Tri-GOLF SKILLS CHALLENGE**

**Certificate of participation**

Date \_\_\_\_\_

Signed \_\_\_\_\_  
Partnership Development Manager

Signed *Mike Round*  
Mike Round, Chief Executive, The Golf Foundation

England Golf Growing The Game

GOLF FOUNDATION Skills for life



This is a duplicate of the certificate of participation template described above.

**Tri-GOLF SKILLS CHALLENGE**

**Certificate of participation**

Date \_\_\_\_\_

Signed \_\_\_\_\_  
Partnership Development Manager

Signed *Mike Round*  
Mike Round, Chief Executive, The Golf Foundation

England Golf Growing The Game

GOLF FOUNDATION Skills for life



## Principles

The Tri-Golf Multi-Skill Striking element is designed to be run at a Multi-Skill Striking festival alongside other striking games.

The target group is late Key Stage 1 or early Key Stage 2 and the key intention is that pupils can score for themselves, introducing the philosophy of trust and honesty, a core aspect of golf as a sport.

Pupils can play as a team.

The challenges can be set up using Tri-Golf equipment.

The standard unit of measurement for all the games is a putter length. This allows either the teacher or pupils themselves to set up the activity stations.

The whole emphasis of the activity is on fun and experiencing the sport.

**Safety should be ensured by setting up a safe waiting area for each activity at least 3 putter lengths behind the tees.**

Event	Tri-Golf Multi-Skill Striking Festival – Year 3
Venue	Central venue or Cluster Secondary School
Equipment	Standard Tri-Golf bag, possibly extra cones and Tri-Golf target
Resources required	Game cards with explanation and diagram of game Local club based opportunities flyer
Personnel required	Teacher Extra adult helper (optional) Possible young leaders
Ideal numbers	Up to 36 pupils. 4 pupils per station, 3 stations per game, 3 games
Format and scoring	Scoring optional 5 minutes on each game 6 teams of 4 (each four split into 2 players per tee) One person in each team responsible for reading instructions and keeping score on scorecard Scoring explained on each game card
Pre event planning	Plan games and activities, check appropriate kit for number of pupils Deliver Tri-Golf festival training for young volunteers Prepare results sheet Prepare scorecards and pens
On the day	Layout challenges before pupils arrive Brief young leaders if Tri-Golf festival training for young volunteers has not been delivered Run through games and scoring system Emphasize safety Demonstrate key teaching points Organise pupils into roughly equal teams Collate scores Distribute club opportunities flyer
After the event	Distribute results and photos to school taking part Mention in assembly Review event and note improvements

## Other Considerations:

Link to local golf facility with follow-up leaflets and involvement of club coach.

Time of year – ideally late Spring or early Summer at the beginning of the playing season.

## Suggested games and layout

3 games set out with 3 teams on each.

36 children max (4 per team x 3 activities x 3 tees).

Each team would play each game for a set time period (e.g. 5 mins coaching and practice + 5 mins play and scoring).

After the time period has elapsed a whistle would be blown and teams would move on to the next activity.

Those playing game 1-2-3 move to game 4-5-6 those playing game 4-5-6 move to game 7-8-9 and those playing game 7-8-9 move either onto game 1-2-3 or onto another striking activity.

Activities could create a score for the activity or be experiential dependant on the focus of the Multi-Skill Festival.

See individual game scorecards for game and scoring details. Games may be exchanged with any suitable game from the seventeen in the Tri-Golf Cluster Festival games.

## Equipment needed

Equipment	Qty	Notes	Contents of one Tri-Golf Master Bag
Tri-Golf putters (red)	3	+ 1 left handed	9 RH + 1 LH
Tri-Golf chippers (blue)	6	+ 1 left handed	9 RH + 1 LH
Tri-Golf balls	15		
Tri-Golf velcro balls	15	3 colours	
Red cones	9	extra if setting out	10
White cones	18	Bullseye with cones	10
Yellow cones	20	instead of target	10
Green cones	36		10
Blue cones	20		10
Regular hoops	2		0
Clip together hoop sections	6		12 sections
Tri-Golf 2m Bullseye target	1		
Games and scoresheets	as required		
Team and individual scorecards			
Whistle	one of each		
Stopwatch			

**Putting**  
**Dominoes**

R

R

R

R

R

R

R

R

R

R

R

**Chipping**  
**Bullseye**

R

R

R

R

R

R

R

R

R

R

**Striking**  
**Driving Range**

R

R

R

R

R

R

R

R

R

R



# Dominoes

Station  
1, 2, 3



**Instructions** 8 cones of the same colour in a straight line away 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.

### Scoring

Team continues until all cones are hit or until time runs out.  
One point for each cone. If all cones are hit then the team scores 10 points.  
Play for a set number of goes per team or for set time period.

### Equipment

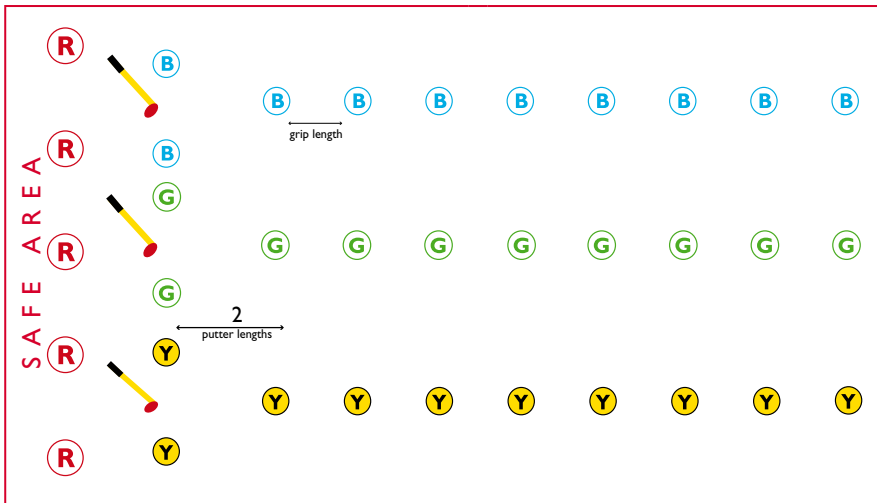
1 x Tri-Golf putter per team  
1 ball per team  
Cones as below

### Key point for success

Club ready and aim using the red part of the club



club head | ○ ball



Team No	Bib colour	Player or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Primary School</b>	<b>10, 10 , 10</b>	<b>30</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Bullseye

Station  
4, 5, 6



**Instructions** The target is to be laid flat 5 putter lengths from the tee. Up to 2 teams on the station.  
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.

### Scoring

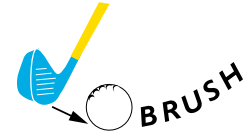
Yellow inner = 10 points    Inside green = 5 points  
Blue circle = 4 points      Middle green = 3 points  
Red circle = 2 points        Outer green = 1 point

### Equipment

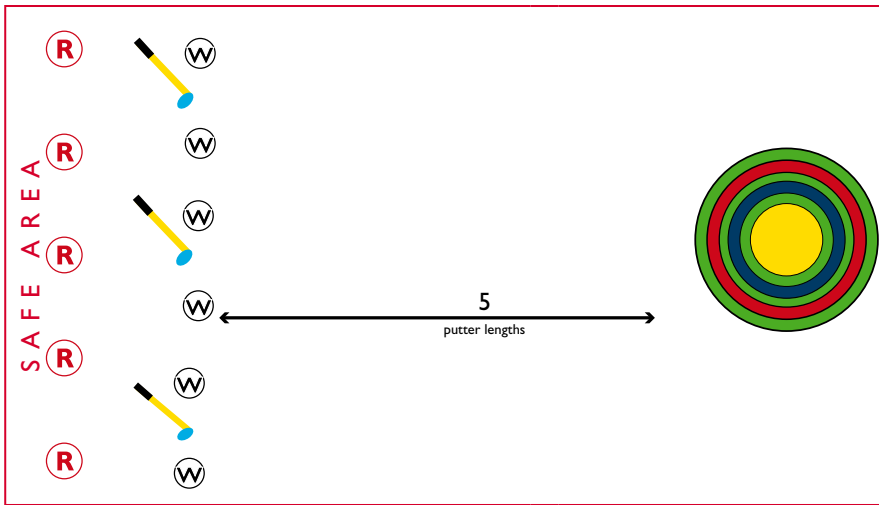
1 x Tri-Golf chipper per team  
1 x 2m Tri-Golf pop up target  
5 x velcro balls per team  
Cones could be used if you do not have a Tri-Golf target

### Key points for success

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



2. Practice and then play for success.



Team No	Bib colour	Player or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Primary School</b>	<b>10, 5, 1, 4, 4, 2, 5, 1, 10, 10, 2</b>	<b>54</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Driving Range

Station  
7, 8, 9



**Instructions** Drive the ball down the fairway (between the green lines of cones). The further down the fairway the more points you score. Balls should not be collected until all balls have been hit and a command has been given.

### Scoring

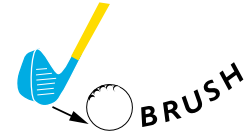
- Green zone = 1 point
- Yellow zone = 2 points
- Blue zone = 5 points
- Missing the fairway – no points

### Equipment

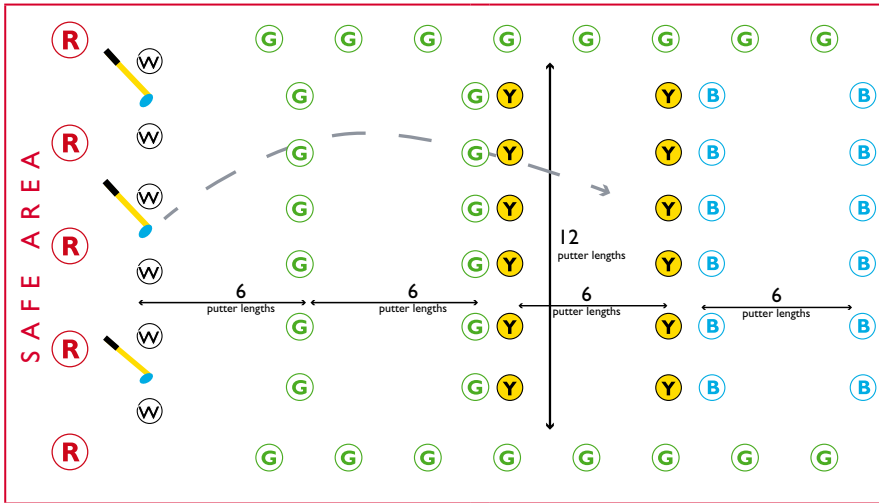
- 1 x Tri-Golf chipper per team
- 1 ball per team
- Cones as below

### 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.



Team No	Bib colour	Player or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Primary School</b>	<b>2, 5, 1, 2, 5, 1, 5, 5, 2</b>	<b>28</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

Copies of certificates are available on the pack CD.



**Certificate of participation**

Date \_\_\_\_\_

Signed \_\_\_\_\_  
Partnership Development Manager

Signed *Mike Round* \_\_\_\_\_  
Mike Round, Chief Executive, The Golf Foundation



England Golf  
Growing The Game



GOLF FOUNDATION  
Skills for life



**Certificate of participation**

Date \_\_\_\_\_

Signed \_\_\_\_\_  
Partnership Development Manager

Signed *Mike Round* \_\_\_\_\_  
Mike Round, Chief Executive, The Golf Foundation



England Golf  
Growing The Game



GOLF FOUNDATION  
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# TRI-GOLF CLUSTER FESTIVAL



## Principles

The Tri-Golf Cluster Festival is designed to be run at a secondary school or link golf club, bringing together a cluster or family of primary schools.

The target group is Key Stage 1 and 2 assisted by junior leaders from one or more secondary school.

Pupils play as a team.

The challenges can be set up using Tri-Golf equipment.

The standard unit of measurement for all the games is a putter length. This allows cluster

festivals to be set up in a standard way.

The cluster festival could be run as a final session in a half-term block of Tri-Golf during curriculum time or as a one-off event.

The whole emphasis of the festival is on FUN.

**Safety should be ensured by setting up a safe waiting area for each activity at least 3 putter lengths behind the tees.**

Event	Tri-Golf Cluster Festival
Venue	Link Secondary School – sports hall or all-weather pitch
Equipment	Tri-Golf equipment bag, extra cones, velcro target (optional), stopwatch, whistle
Resources required	Team scorecards Game cards with explanation and diagram of game Local club based opportunities flyer Post event press release
Personnel required	Organiser One person per group (scoring and safety) One person per activity (explain activity and safety) young leader Person to check and collate scores Floating safety persons (optional)
Ideal numbers	Up to 130 pupils dependant on format and available leaders
Format and scoring	Each school or team will accumulate a score from all the activities If number of leaders are limited a selected number of games may be chosen to create a score The overall winner of the festival is the school with the most points. Individual recognition can be made for each individual activity If a Tri-Golf course is being used within the festival, half of the combined number of shots taken by the team will be deducted from the overall score If time allows each team may have a practice round on each activity, and then the second round score will be recorded to contribute to the overall score 5 minutes on each game 6 teams of 4 (each four split into 2 players per tee) One person in each team responsible for reading instructions and keeping score on scorecard Scoring explained on each game card
Pre event planning	Plan games and activities. Check appropriate kit for number of pupils Deliver Tri-Golf festival training for young volunteers Prepare results sheet Prepare scorecards and pens
On the day	Layout games Brief young leaders if Tri-Golf festival training for young volunteers has not been delivered Run through games and scoring system Emphasize safety Demonstrate key teaching points Organise pupils into fairly equal teams. Assign each team a starting point Collate scores Results, prize-giving, certificates, skills award Distribute club opportunities flyer
After the event	Display results sheet on noticeboard with photos Mention in assembly Review event and note improvements

## Other Considerations:

Link to local golf facility with follow-up leaflets and involvement of club coach

Time of year – all year round



## Suggested games and layout

12 games (including a rest station.)

2 tees on each station.

Up to 5 team members per tee.

Maximum children = 120

(12 games x 2 tees x 5 children)

Play for a set time period.

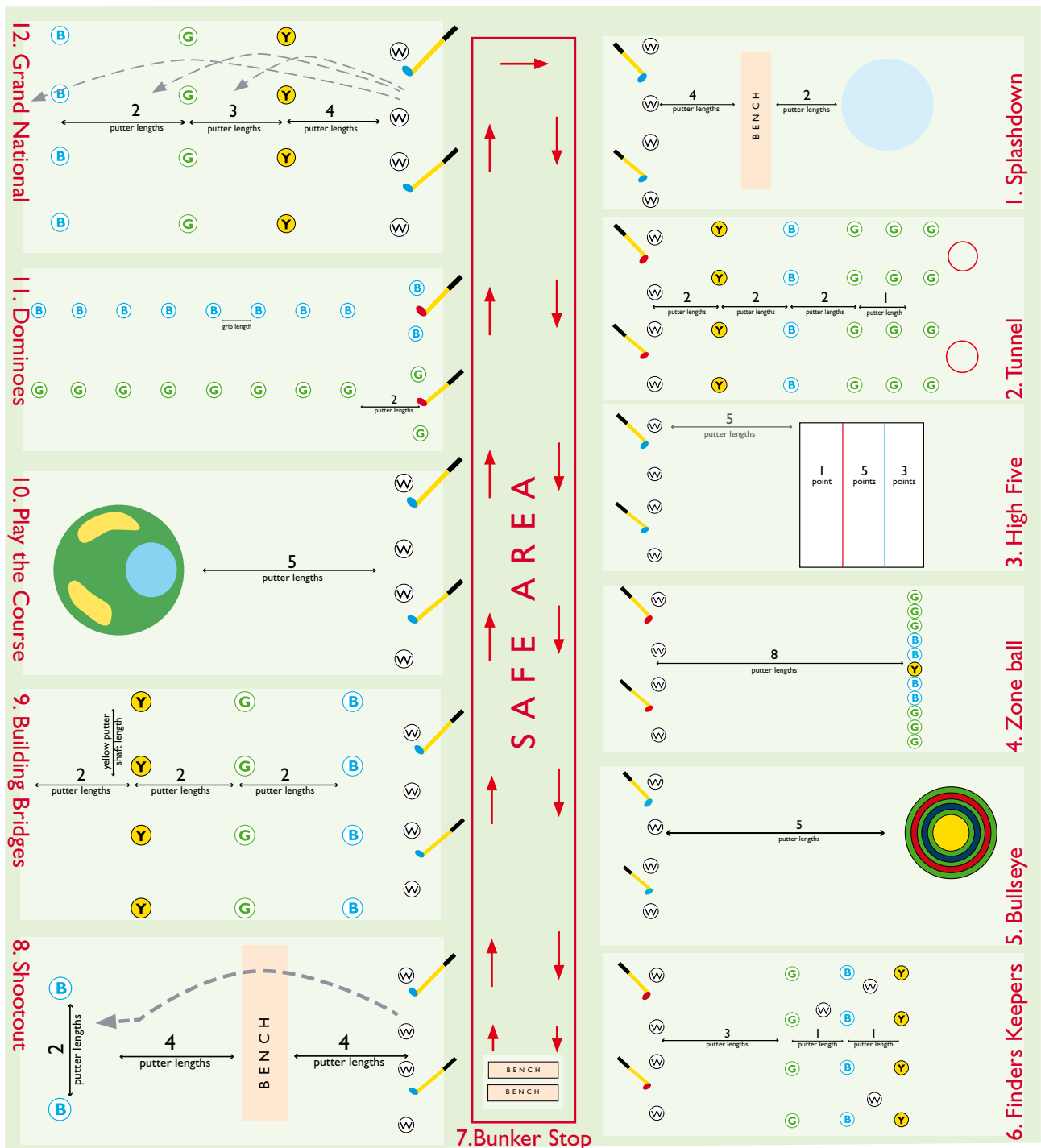
Allow time for explanation, demonstration, practice and team rotation.

See individual game scorecards for game and scoring details.

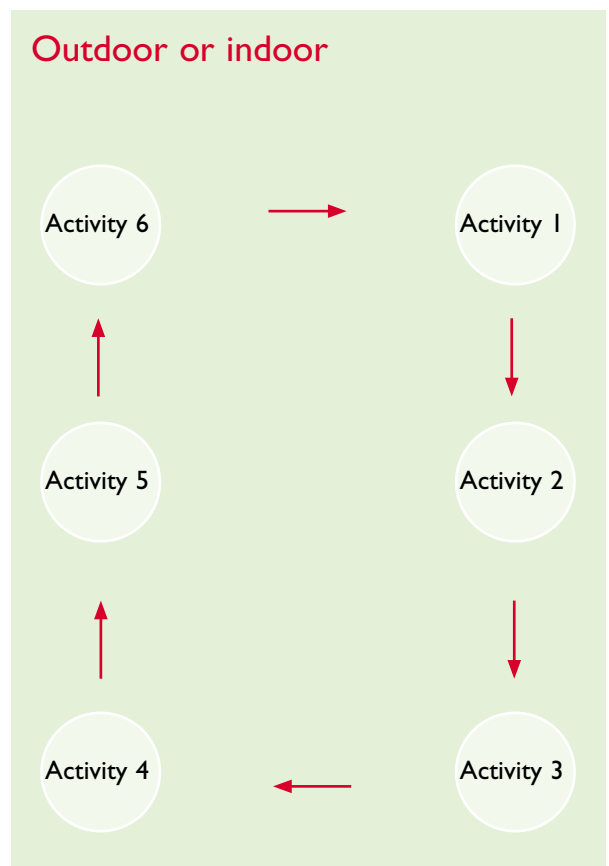
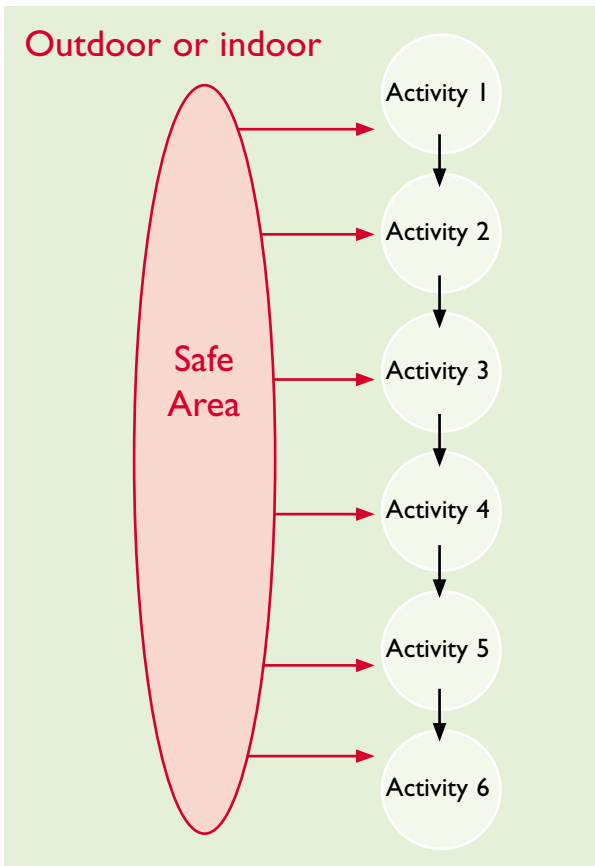
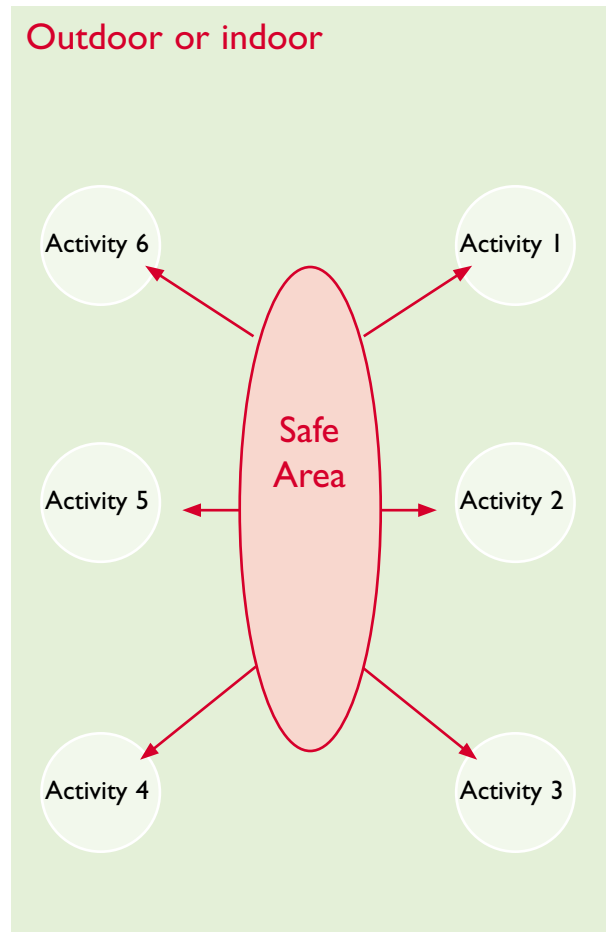
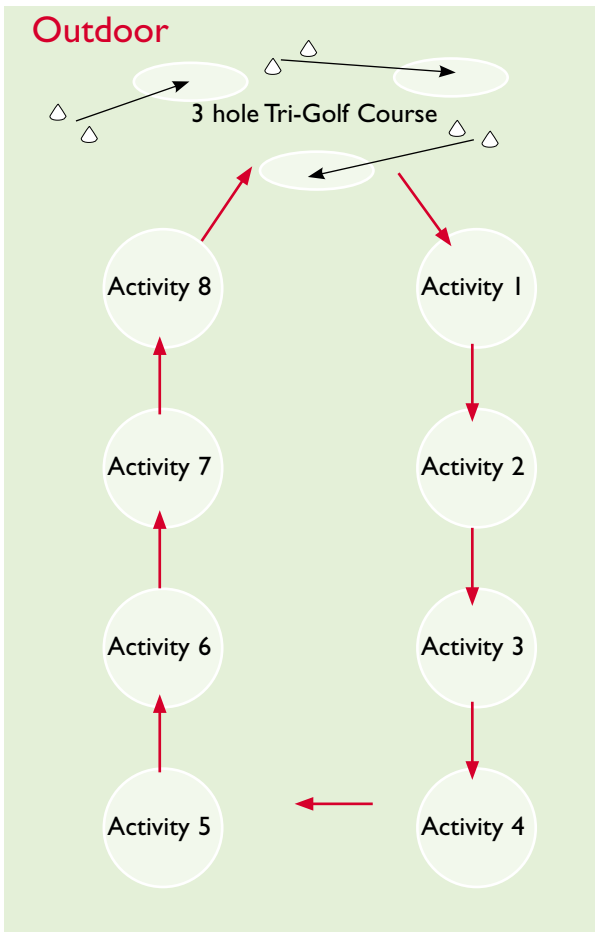
Games may be interchangeable or added from the 17 game sheets in this resource to allow for more players.

## Equipment needed (for suggested model below)

Equipment	Qty	Notes	Contents of one Tri-Golf Master Bag
Tri-Golf putters (red)	10	+ 2 left handed	9 RH + 1 LH
Tri-Golf chippers (blue)	12	+ 2 left handed	9 RH + 1 LH
Tri-Golf balls	34		
Tri-Golf velcro balls	20	5 x 4 colours	
Red cones	24	extra if setting out Bullseye,	10
White cones	44	Splashdown, Shootout, Play the course with cones instead of a target, pool or goal	10
Yellow cones	18		10
Green cones	39		10
Blue cones	29		10
Tri-Golf 2m bullseye target	1		
Chalk or tape to mark wall		High Five	
Tri-Golf 2m bullseye target	1		
Tri-Golf 2m double sided target	1	with stick-on bunker and water hazards	
Benches	4		
Pop up goal	1		
Water		for each player in Bunker Stop	
Games and scoresheets		as required	
Team and individual scorecards			
Whistle		one of each	
Stopwatch			



Alternative formats



# Bunker Stop

Station:



**Instructions** This is a rest point. It is important to have rest intervals whilst taking part in any physical activity including golf.

### Scoring

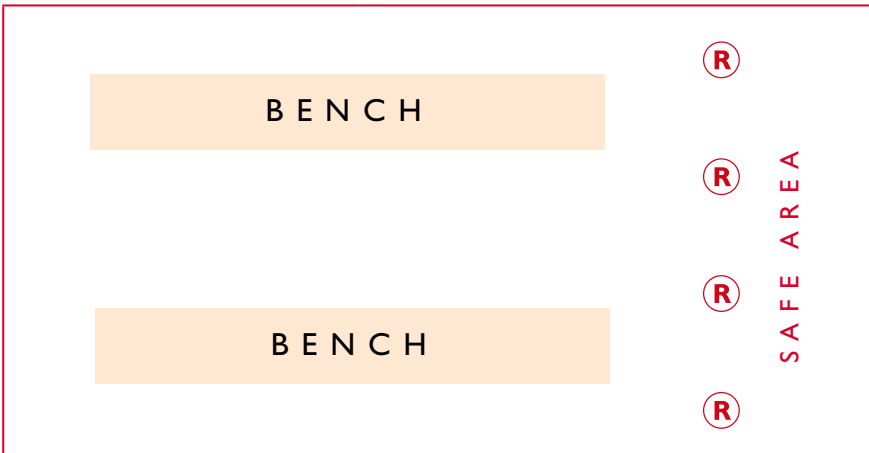
Bonus points for the best behaved team whilst in the bunker stop  
Pupils could be encouraged to think about their favourite game and why as well as recapping on things learnt

### Equipment

Table with water for each team member  
Benches and seating if required  
Leader supervisors

### Key point for success

Hydration (keeping the right levels of fluid) in your body is important in all sport in order to do your best.



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Primary School</b>	<b>Quiet and thoughtful - 10 pts bonus</b>	<b>10</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



# Building Bridges

Station:



**Instructions** Team members start in turn at the white cones and putt through the blue cones. Each successful player stands behind the blue cones with their feet as wide as the cones until a bridge of 3 players is formed. Then proceed to the green cones etc. If cones or feet are hit the team must restart.

### Scoring

Each completed bridge scores 10 points

### Equipment

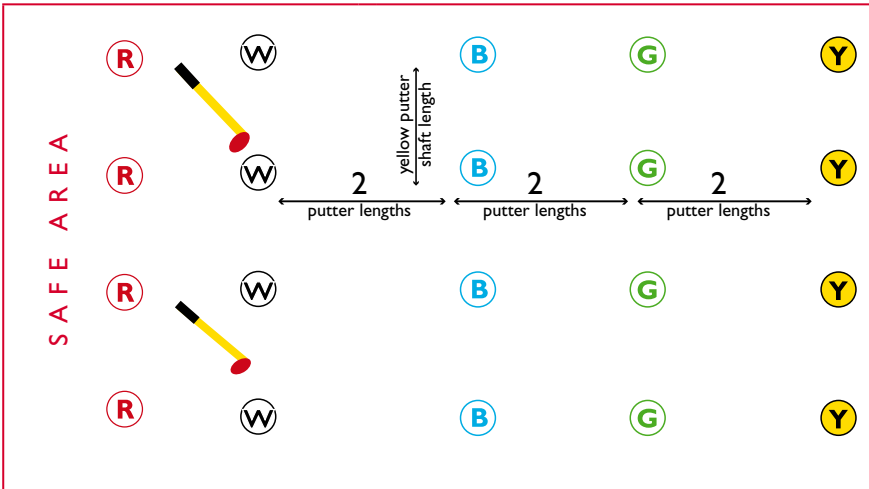
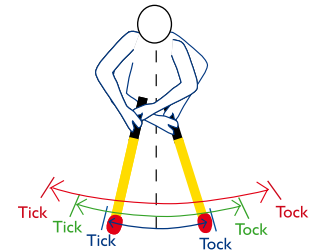
1 x Tri-Golf putter per team  
1 ball per team  
Cones as below

### Key points for success

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



2. Use Tick-tock swing to control the roll



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	10, 10 , 10	30
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Bullseye

Station:



**Instructions** The target is to be laid flat or rested against a wall 5 club lengths from the tee. Up to 2 teams on the station. 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.

### Scoring

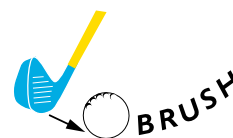
Yellow inner = 10 points    Inside green = 5 points  
 Blue circle = 4 points      Middle green = 3 points  
 Red circle = 2 points        Outer green = 1 point

### Equipment

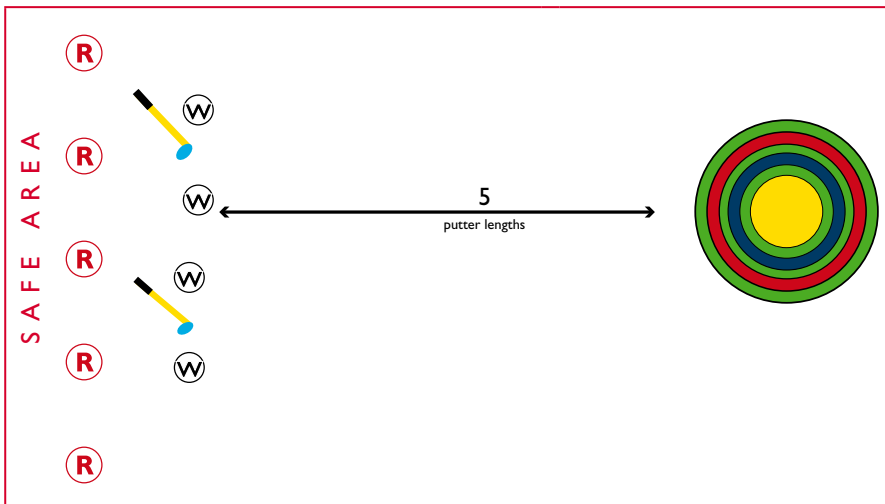
1 x Tri-Golf chipper per team  
 1 x 2m Tri-Golf pop up target  
 5 x velcro balls per team  
 Cones could be used if you do not have a Tri-Golf target

### Key points for success

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



2. Practice and then play for success



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	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				

# Cliffhanger

Station:



**Instructions** Putt the ball and try get it to finish between the green cones and the river (blue cones).

### Scoring

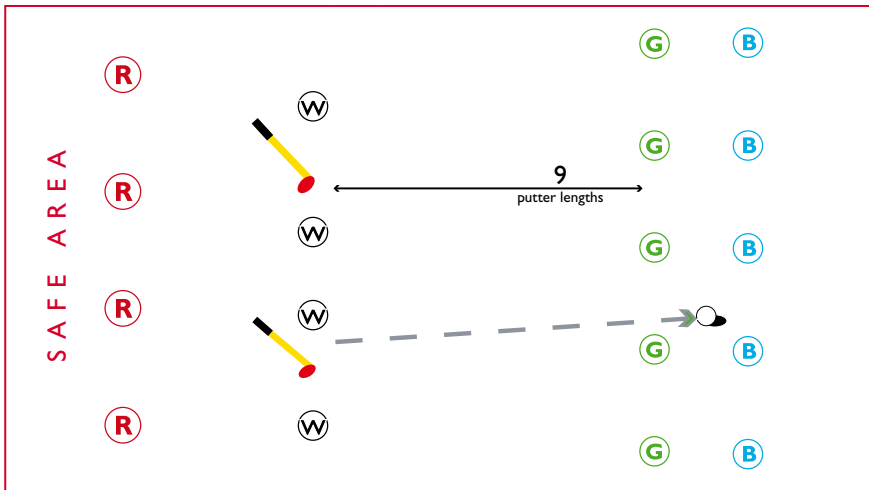
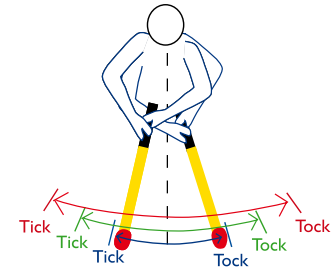
If the player putts the ball to finish between the green and blue cones they score 10 points

### Equipment

1 x Tri-Golf putter per team  
1 x Tri-Golf chipper per team  
10 balls per team  
Cones as below

### Key point for success

1. Concentrate on the size of your *Tick-tock* swing



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Primary School</b>	<b>10 , 10, 10 , 10 , 10</b>	<b>50</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Dominoes

Station:



**Instructions** 8 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.

### Scoring

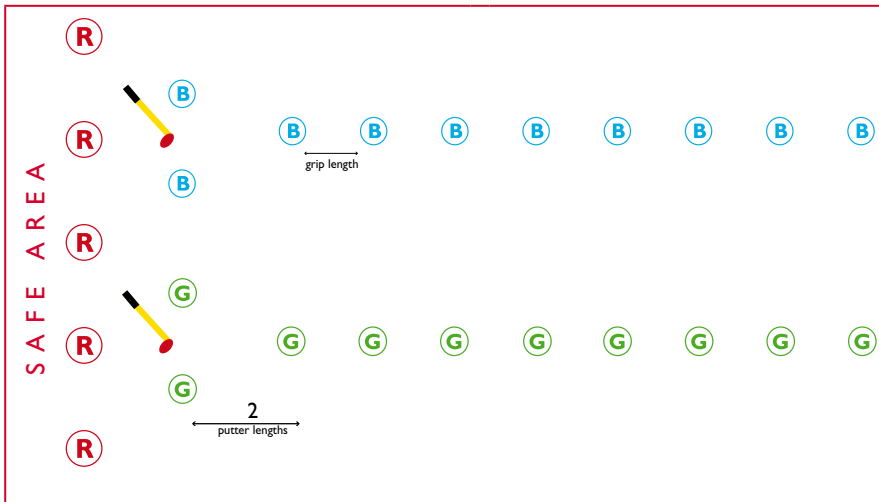
Team continues until all cones are hit  
 One point for each cone. If all cones are hit then the team scores 10 points  
 Play for a set number of goes per team or for set time period

### Equipment

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

### Key point for success

Club ready and aim using the red part of the club



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Primary School</b>	<b>10 , 10, 10 , 6</b>	<b>36</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Drive for Show, Putt for Dough

Station:



**Instructions** Chip the ball over the river and score by putting the ball into the hoop.

### Scoring

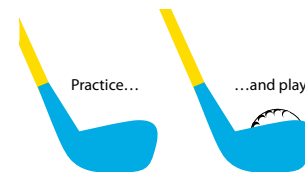
If the player hits the ball over the river (blue cones) they attempt a putt into the hoop.  
 Each successful drive = 5 points  
 Each successful putt = 5 points

### Equipment

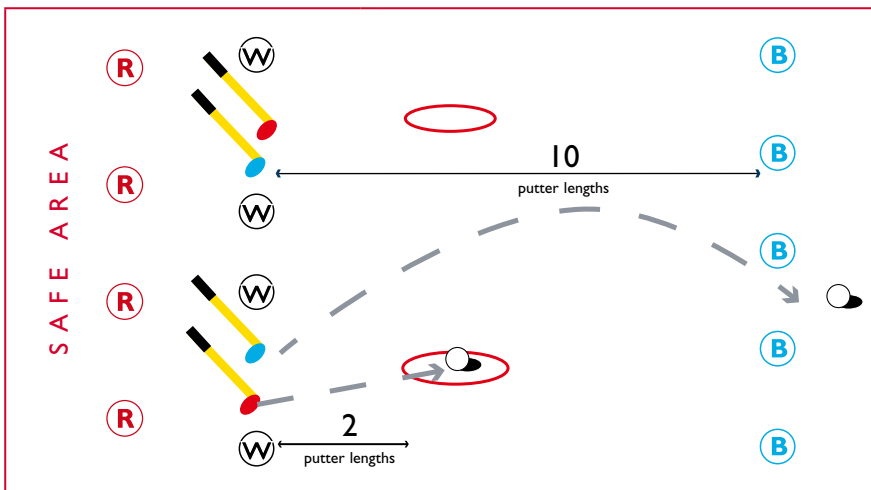
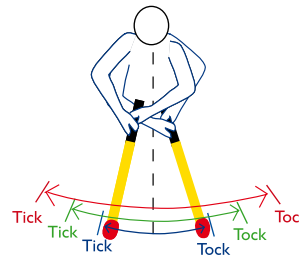
1 x Tri-Golf putter per team  
 1 x Tri-Golf chipper per team  
 2 balls per team  
 1 hoop per team  
 Cones as below

### Key points for success

1. Practice and play for success



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



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	5, 5, 5, 5, 5, 5, 5, 5, 5	45
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Driving Range

Station:



**Instructions** Drive the ball down the fairway (between the green lines of cones). The further down the fairway the more points you score.

### Scoring

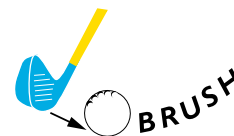
- Green zone = 1 point
- Yellow zone = 2 points
- Blue zone = 5 points
- Missing the fairway – No points

### 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



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	5, 2, 5, 5, 2, 5, 1, 5	30
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



# Finders Keepers

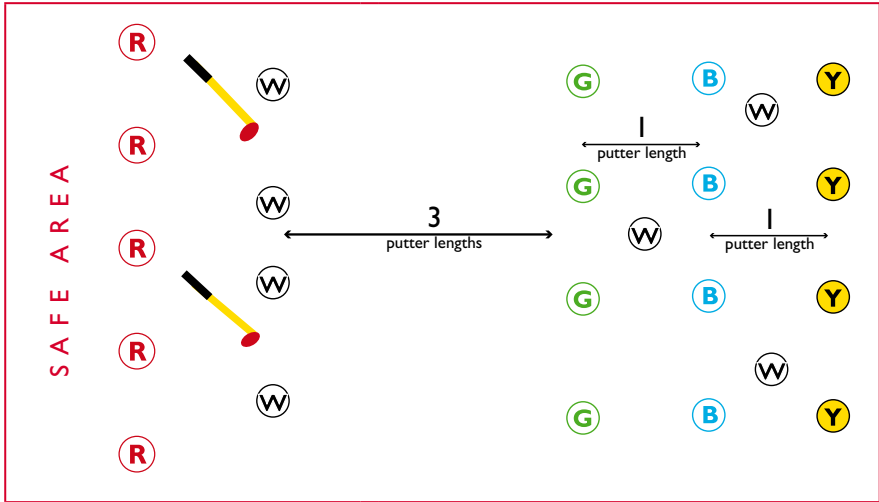
Station:

**Instructions** Putt the ball towards the cones, the first cone the ball hits, the player collects with the ball and returns it to the team. Avoid the white 'out of bounds' cones if you can! If all cones are hit within the time limit scatter again and continue.

**Scoring**  
 Yellow hit = 10 point  
 Blue hit = 5 points  
 Green hit = 1 point  
 White hit = minus 2 points

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

**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



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	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:



**Instructions** Chip the ball in the air over the 'fences' in turn to score points. Play for set number of goes per team, or for set period of time.

### Scoring

Over fence 1 (between green-yellow) = 2 points  
 Over fence 2 (between yellow-blue) = 5 points  
 Over fence 3 (between blue-red) = 10 points

### Equipment

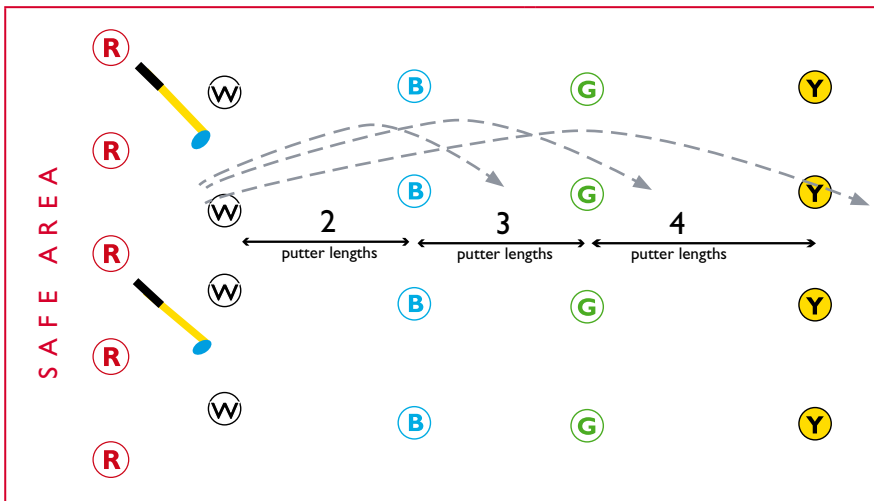
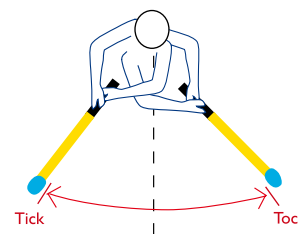
1 x Tri-Golf chipper per team  
 1 ball per team  
 Cones as below

### Key points for success

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



2. Make an equal *Tick-tock* swing



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	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				



# High Five

Station:



**Instructions** Chip the ball into the marked areas to score points. The more accurate you are, the more points you score!  
 Pupils should not collect the balls until all balls have been hit.

### Scoring

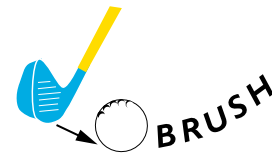
- Below red line = 1 points
- Above red and below blue = 5 points
- Above blue line = 3 points

### Equipment

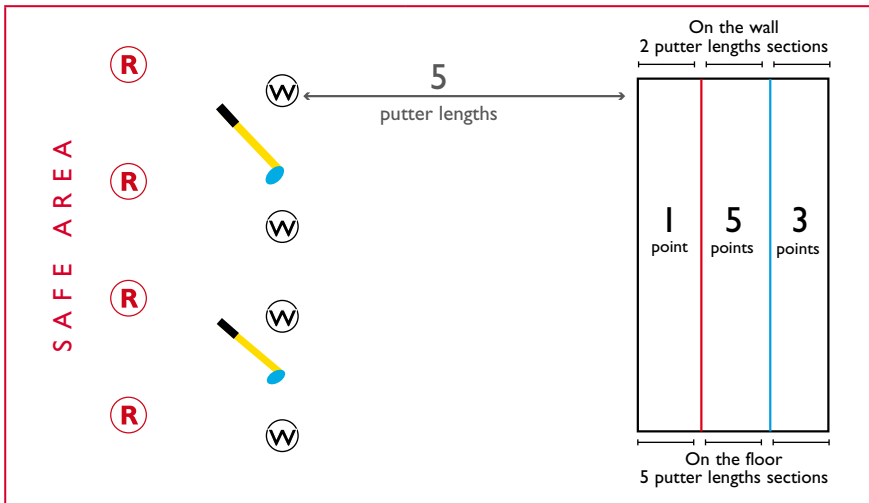
- 1 x Tri-Golf chipper per team
- 2 x Tri-Golf balls per team member
- Cones as below
- Use cones to mark the areas on the floor if not using a wall

### Key points for success

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



2. Keep feet still for good balance through the swing



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	5, 3, 5, 5, 3, 5, 1, 5	32
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Play the Course

Station:



**Instructions** Chip the ball onto the target to score points but avoid the obstacles that you will find on a real golf course such as bunkers and water hazards!

### Scoring

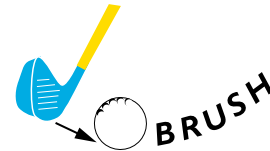
Green area on target (fairway)  
= 15 points  
Blue or yellow area on target  
(the water hazard or bunker)  
= 1 point

### Equipment

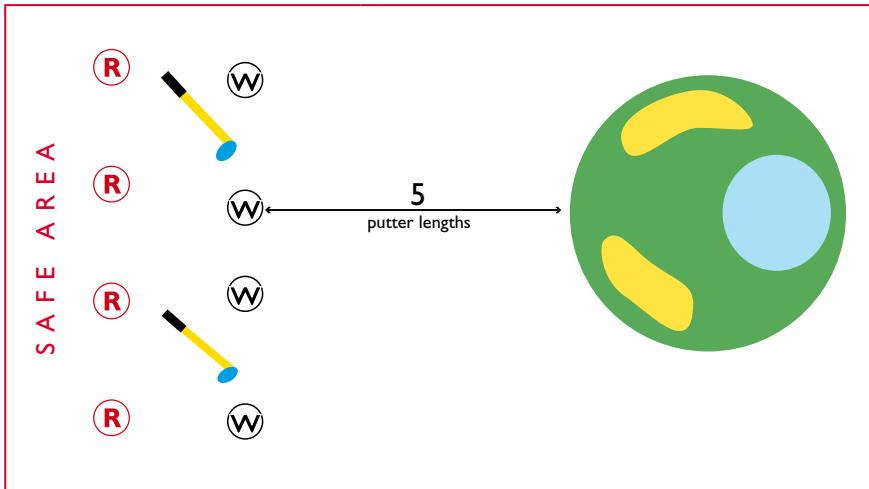
Double-sided 2m Tri-Golf pop-up target  
plus stick on bunkers and water hazard  
(could be marked with cones)  
1 x Tri-Golf chipper per team  
1 x velcro ball per team member  
Cones as below

### Key points for success

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



2. Point the blue part of the club towards the pool when you hit the ball



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	15, 1, 1, 1, 1, 15, 1, 15, 1, 15, 1	67
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Shootout

Station:



**Instructions** Chip the ball in the air over the obstacle and try and score a goal.

### Scoring

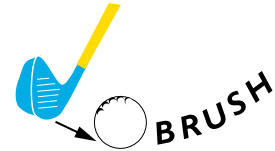
5 points for a successful goal  
2 points if ball is chipped over the bench but goal is missed

### Equipment

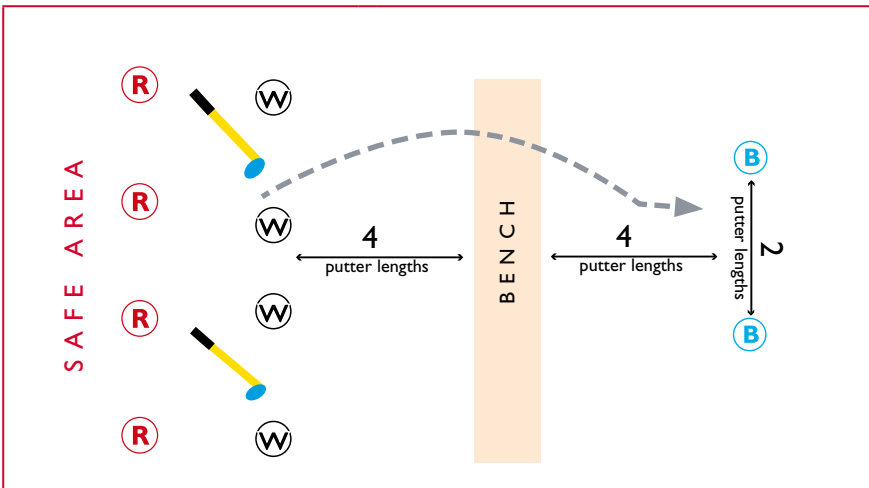
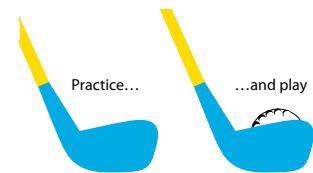
1 x Tri-Golf chipper per team  
1 x Tri-Golf ball per team member  
Bench Cones as below  
Suitable goal, cones or wall markings

### Key points for success

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



2. Practice and then play for success



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	5, 2, 5, 5, 2, 5, 2, 5	31
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



# Splashdown

Station:

**Instructions** Chip the ball into the paddling pool. On the course chipping the ball into water is not so good but this is fun!

**Scoring**  
 5 points for a successful splash – ball needs to land in the pool  
 2 points if ball is chipped over the bench but misses the pool

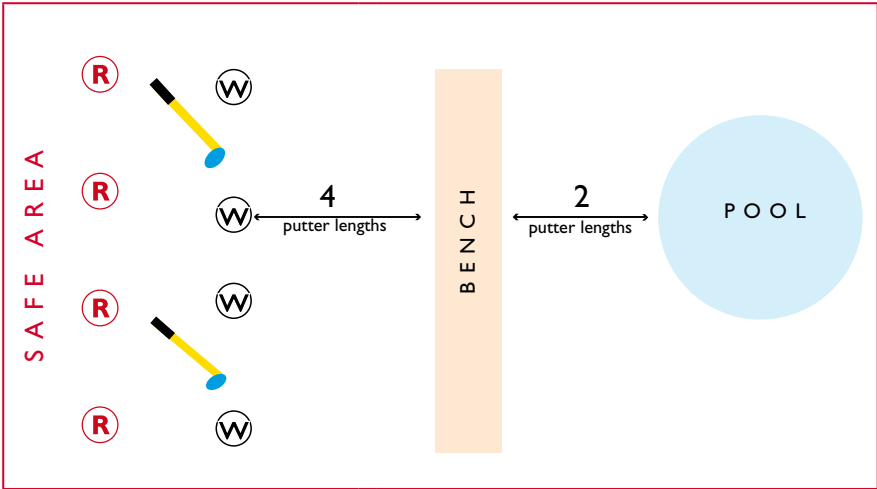
**Equipment**  
 1 x Tri-Golf chipper per team  
 1 x ball per team member  
 Paddling pool, or gym mat or circle of blue cones  
 Bench  
 Cones as below

**Key points for success**

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



2. Point the blue part of the club towards the pool when you hit the ball

Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A Primary School</b>	<b>5, 2, 5, 5, 2, 5, 2, 5</b>	<b>31</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



# Three-in-a-row

Station:

**Instructions** The team starts at the yellow cones. The first player will attempt to roll the ball into the hoop. If successful the next player will attempt putting from the green cones and then blue. If a player misses a putt from any level, then the next player will attempt from that same level.

**Scoring**  
 Yellow cone = 1 point  
 Green cone = 3 points  
 Blue cones = 5 points

**Equipment**  
 1 x Tri-Golf putter per team  
 1 ball per team  
 Half hoop per team  
 Cones as below

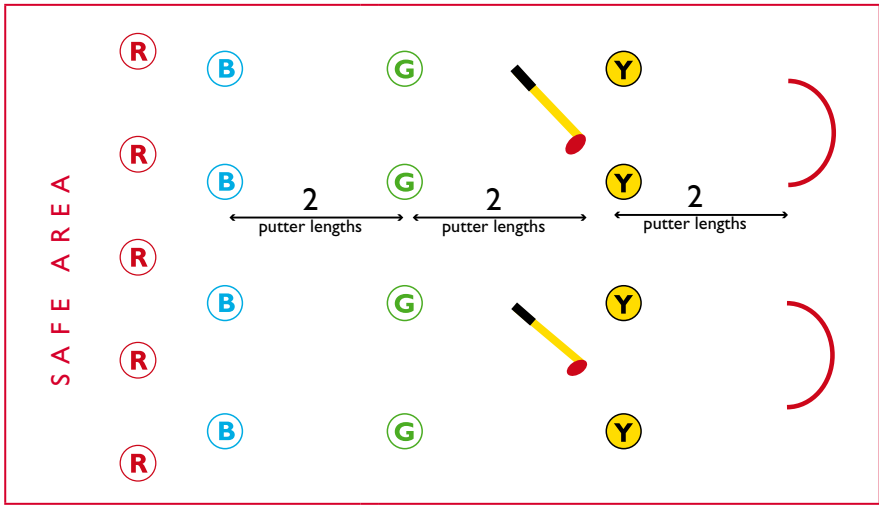
**Key points for success**

- Club ready and aim using the red part of the club

club head | O ball → target

- Use Tick-tock swing to control the roll

Tick Tock Tick Tock



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	5, 3, 5, 5, 3, 5, 1, 5	32
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Treasure Island

Station:



**Instructions** Decisions, decisions! Putt the ball towards one of the islands to score points. If you are daring and accurate, you will be rewarded with more points.

### Scoring

	Hit hoop	In hoop
Blue	1 point	2 points
Yellow	3 points	5 points
Red	5 points	10 points
Bunker – in yellow cones –	minus 2 points	

### Equipment

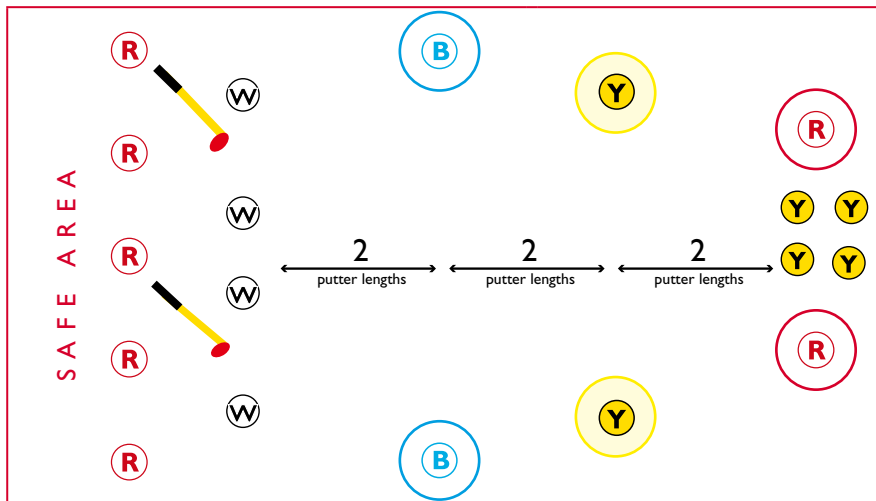
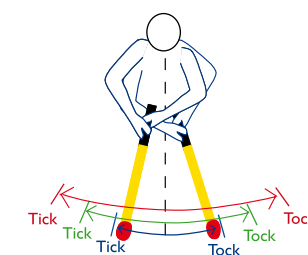
- 1 x Tri-Golf putter per team
- 1 ball per team
- 3 hoops
- Cones as below

### 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



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	10, 5, 1, 5, 5, 2, 2, 2, -2, 10	40
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Tunnel ball

Station:



**Instructions** Putt the ball down the tunnel towards the hoop without hitting any cones. Choose which tee you would like to play from. The furthest tees will reward you with more points.

### Scoring

	Hit hoop	In hoop
Blue	1 points	2 points
Yellow	3 points	6 points
White	5 points	10 points

### Equipment

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

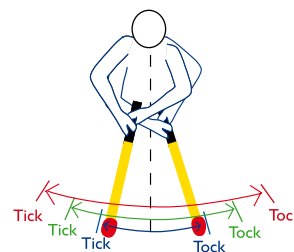
### Key points for success

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



club head | ball

2. Use Tick-tock swing to control the roll



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	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:



**Instructions** Using a putter, how accurate can you be with a long putt? Try and roll the ball as straight as you can towards the yellow cone. The closer you get to it, the more points you will receive.

**Scoring**

Yellow cone = 5 points  
 Blue cone = 3 points  
 Green = 1 point

**Equipment**

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

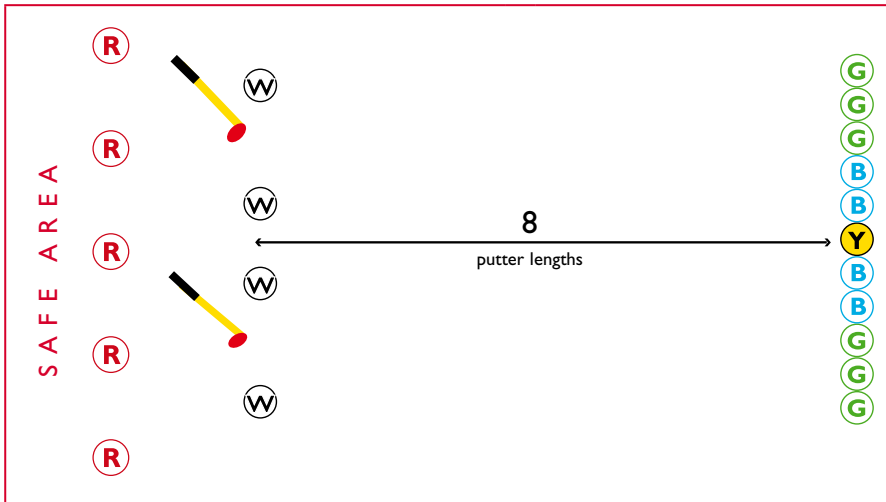
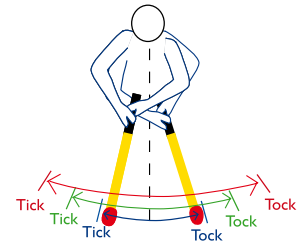
**Key points for success**

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



club head | ball

2. Use Tick-tock swing to control the roll



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A Primary School	5, 3, 5, 5, 3, 5, 1, 5	32
1				
2				
3				
4				
5				
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7				
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10				
11				
12				



# TRI-GOLF CLUSTER FESTIVAL CERTIFICATES

Copies of certificates are available on the pack CD.



**Certificate of participation**

Date \_\_\_\_\_

Signed \_\_\_\_\_  
Partnership Development Manager

Signed *Mike Round* \_\_\_\_\_  
Mike Round, Chief Executive, The Golf Foundation



England Golf  
Growing The Game



GOLF FOUNDATION  
Skills for life



**Certificate of participation**

Date \_\_\_\_\_

Signed \_\_\_\_\_  
Partnership Development Manager

Signed *Mike Round* \_\_\_\_\_  
Mike Round, Chief Executive, The Golf Foundation



England Golf  
Growing The Game



GOLF FOUNDATION  
Skills for life



**Golf Xtreme** is for use in secondary schools and builds on the success of the hugely popular Tri-Golf programme.



**Key Benefits:**

- Inclusive activity, ideal for disengaged groups or those not catered for by traditional team sports.
- Cost effective equipment including a safe, short-flight ball, distributed by Davies Sports.
- Easily delivered.
- Easily measurable targets mapped against the Junior Golf Passport (a national skills development programme) linked to the Schemes of Work, and education levels of attainment.

**Resources and Training:**

- Teacher's resource manual includes fun games and exercises.
- QCA standard KS3 and KS4 Schemes of Work.
- 3-hour inset training workshops run by the Golf Foundation development team.

**Teacher Feedback:**

"Excellent concept... well resourced, makes it easy for teachers."

"Very deliverable... great fun."

"My disaffected Year 11 girls love it – no changing into PE kit – plus leadership opportunities and linking to lifelong activity."

"A natural progression from Tri-Golf. Great kit, fun training – ticks all the boxes."

"The workshop is great, fun, informative. Without Golf Xtreme, golf would not be delivered in my secondary school."

"So many cross curricular links: PE, PHSE, numeracy, science, design technology, history, geography... the pupils love it."



For general information about Golf Xtreme contact: The Golf Foundation 01992 449830

To purchase a pack contact: Davies Sports 0870 6000 195

# Risk Assessment Hazard Checklist

Club/Society/Project Name		Assessment Date	
Assessed By		Approved By	

Locations		Activities	<b>Golf Xtreme Cluster Festival</b>
-----------	--	------------	-------------------------------------

<b>1</b>	<b>INDOOR HAZARDS</b>	
1.1	Inappropriate lighting	
1.2	Temperature	
1.3	Insufficient or unsuitable space	
1.4	Untidiness – causing trip or fire hazard	
1.5	Stairs – dark, steep, no handrail	
1.6	Lack of fire escapes, extinguishers or procedures	
1.7	Slip, trip or fall hazards	
1.8	Inadequate ventilation	
1.9	Inhalation of dust	
1.10	Poor surfaces for activities – slips, trips or impact	
1.11	Electrical hazards	

<b>2</b>	<b>SPORTING ACTIVITY HAZARDS</b>	
2.1	Uneven playing surface	
2.2	Playing surface too hard or soft	
2.3	Hard or sharp objects on pitch	
2.4	Sliding on artificial surface or tarmac	
2.5	Collisions or conflict with surrounding objects or people	
2.6	Impact from sports equipment	
2.7	Contact sport injury	
2.8	Personal injury – fracture, sprains or cuts	

<b>3</b>	<b>PEOPLE AND ORGANISATIONAL HAZARDS</b>	
3.1	Lack of information, training or instruction	
3.2	Poor activity planning or preparation	
3.3	Poor activity delivery or organisation	
3.4	Ignorance of rules or procedures	
3.5	Unsafe behaviour or attitude	
3.6	Lack of appropriate first aid equipment and experience	
3.7	Medical conditions of participants	
3.8	Poor safety control from group leaders	
3.9	Poor safety awareness from participants	
3.11	Lack of cooperation within group	
3.12	Differing skill levels within group	
3.13	Low level of physical fitness or strength	
3.14	Aggression between participants	
3.15	Aggression from crowd or public	
3.16	Contact between participants increasing risk	

<b>4</b>	<b>EQUIPMENT AND OTHER HAZARDS</b>	
4.1	Cash handling	
4.2	Transport to and from your activity	
4.3	Food poisoning	
4.4	Hazardous substances	
4.5	Equipment with moving or hot parts	
4.6	Heavy equipment	
4.7	Electrical hazards from equipment	
4.8	Noise from equipment	
4.9	Risk of trapping body or clothing in equipment	
4.10	Inadequate environment for equipment operation	
4.11	Inadequate protective equipment	
4.12	Equipment in unsuitable condition	

<b>5</b>	<b>OTHER HAZARDS SPECIFIC TO YOUR ACTIVITY</b>	
5.1	Litter on field	
5.2	Dog faeces on field	
5.3	Toilet breaks – managing group	
5.4		
5.5		
5.6		
5.7		
5.8		
5.9		
5.10		
5.11		
5.12		
5.13		
5.14		
5.14		

# Risk Assessment Hazard Checklist – sample

Club/Society/Project Name		Assessment Date	
Assessed By		Approved By	

Locations		Activities	<b>Golf Xtreme Cluster Festival</b>
-----------	--	------------	-------------------------------------

<b>1</b>	<b>INDOOR HAZARDS</b>	
1.1	Inappropriate lighting	
1.2	Temperature	
1.3	Insufficient or unsuitable space	Y
1.4	Untidiness – causing trip or fire hazard	
1.5	Stairs – dark, steep, no handrail	
1.6	Lack of fire escapes, extinguishers, procedures	
1.7	Slip, trip or fall hazards	Y
1.8	Inadequate ventilation	
1.9	Inhalation of dust	
1.10	Poor surfaces for activities – slips, trips or impact	
1.11	Electrical hazards	

<b>2</b>	<b>SPORTING ACTIVITY HAZARDS</b>	
2.1	Uneven playing surface	
2.2	Playing surface too hard or soft	
2.3	Hard or sharp objects on pitch	Y
2.4	Sliding on artificial surface or tarmac	Y
2.5	Collisions or conflict with surrounding objects or people	Y
2.6	Impact from sports equipment	Y
2.7	Contact sport injury	
2.8	Personal injury – fracture, sprains or cuts	Y

<b>3</b>	<b>PEOPLE AND ORGANISATIONAL HAZARDS</b>	
3.1	Lack of information, training or instruction	
3.2	Poor activity planning or preparation	
3.3	Poor activity delivery or organisation	
3.4	Ignorance of rules or procedures	Y
3.5	Unsafe behaviour or attitude	Y
3.6	Lack of appropriate first aid equipment and experience	
3.7	Medical conditions of participants	
3.8	Poor safety control from group leaders	Y
3.9	Poor safety awareness from participants	
3.11	Lack of cooperation within group	
3.12	Differing skill levels within group	Y
3.13	Low level of physical fitness or strength	
3.14	Aggression between participants	
3.15	Aggression from crowd or public	
3.16	Contact between participants increasing risk	

<b>4</b>	<b>EQUIPMENT AND OTHER HAZARDS</b>	
4.1	Cash handling	
4.2	Transport to and from your activity	
4.3	Food poisoning	
4.4	Hazardous substances	
4.5	Equipment with moving or hot parts	
4.6	Heavy equipment	Y
4.7	Electrical hazards from equipment	
4.8	Noise from equipment	
4.9	Risk of trapping body or clothing in equipment	
4.10	Inadequate environment for equipment operation	
4.11	Inadequate protective equipment	
4.12	Equipment in unsuitable condition	Y

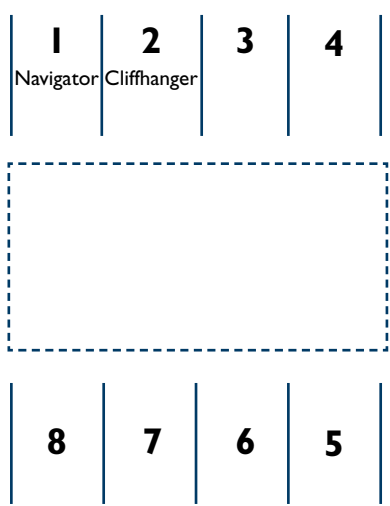
<b>5</b>	<b>OTHER HAZARDS SPECIFIC TO YOUR ACTIVITY</b>	
5.1	Litter on field	Y
5.2	Dog faeces on field	Y
5.3	Toilet breaks – managing group	Y
5.4		
5.5		
5.6		
5.7		
5.8		
5.9		
5.10		
5.11		
5.12		
5.13		
5.14		
5.14		

# Risk Assessment – sample

<b>Site</b>		<b>Date of review</b>	
<b>Assessor(s)</b>		<b>Area</b>	
<b>Activity</b>	<b>Golf Xtreme Cluster Festival</b>		

Hazard	Possible cause	Arrangements to examine	Estimated risk 1 to 6	Result and action required	Action complete	Update and signature
2.3	Litter on field	Organiser to check playing area		Field sweep by young leaders and sport organiser		
2.4	Sliding on artificial surface or concrete	Possible trip areas or uneven ground				
2.5	Collisions or conflict with surrounding objects and people	Balls fly off into other areas  Pupils collide when collecting balls		Games setup to avoid possible issue taking into account wind conditions. Almost balls are low density so would cause no injury. Issue would only be distraction of other events taking place  Pupils given guidance to be aware of other player collecting balls		
2.6	Possible injury from golf clubs or golf balls	Leaders and coaches trained to safely coach golf. Rules clearly explained to children		Pupils to be instructed of playing boundaries. (Safe areas). Game leaders to monitor closely participants and regularly re-enforce  If a person was seen to be playing unsafely then they would be removed from practice or the game		
2.8	Possible injury from impact on mats	Staff trained to safely coach golf		Rules of practices and games explained prior to participation. Use tees for less able students  PGA Pros to assist in striking activities		
3.4	Ignorance of rules due to lack of playing experience			Rules of practices and games explained prior to participation.		
3.5	Unsafe behavior or attitude	Guidance given clearly at start of sessions		Re-enforced by game leaders during session  If a person was seen to be playing unsafely then they would be removed from practice or the game		
3.8	Poor safety control from group leaders			Briefing to all leaders before session starts, including individual issues for each game  Organiser to oversee throughout and re-enforce		
3.12	Players may cause an injury to themselves or others if they do not know how to play			Rules of practices and games explained prior to participation  Simple exercises given by game leaders to assist		
4.6	Heavy equipment	Carrying of Golf Xtreme equipment – drag bag on wheels		Co-ordinator to transport to track via car pre-session		
4.12	Equipment in unsafe condition	All clubs to be checked for grip, shaft and head condition prior to sessions		Striking actives point away for all other activities		
5.1	Litter, cans, bottles on field	Sport organizer to check playing area		Field sweep by young leaders and sport organiser		
5.2	Dog faeces left on field	Sport organizer to check playing area		Field sweep by young leaders and sport organiser		
5.3	Toilet breaks	Pupils to be supervised by leader		Numbers counted on leaving field and back in to ensure no pupils go missing		

# 45 minute teacher-led festival preparation workshop

Timings	Outcomes	Delivery	Venue and resources
Intro	1. Pupils to understand why a festival is important	Tutor led	Close to activity area
5-10 mins	2. Key roles and responsibility of festival volunteer	Tutor led: Setting up stations and games Safety for pupils and volunteers Explanation of activity Basic instruction Scoring	Close to activity area
10-25 mins	3. Experience game play	Tutor led delivery: Tutor already set up Golf Xtreme festival layout safety area using red cones with 6-8 specific areas defined for the festival games Set up and play a mini putting and chipping game according to festival score sheet <b>Show festival score sheets</b> <b>Layout</b> <b>Safety area</b> <b>Left handed players</b> <b>One club and limited number of balls per team</b> <b>Scoring system</b> <b>Timings: eg. 2 mins practice and explanation, 5 mins scoring. Then move to next game.</b> <b>Focus on communication, clear precise instructions, body language and enthusiasm</b> During the two games highlight key tips to help improvement: <b>Hold</b> – Hand near target at top, hand further away at bottom, linking into the two thumb holes marker on the grip <b>Aim</b> – Ready position, club close behind ball <b>Aim</b> – Use plastic feet to assist aim and stance <b>Striking</b> – <i>Tick-tock</i> and <i>Brush the ground, Clip the tee</i>	
25-35 mins	4. Provide volunteers with experience of setting up activities and scoring sheets	Group split into 8 groups or equivalent depending on numbers. Each group to receive a festival game card and asked to go into a safety area to set up game  <b>Note: No clubs handed out at this point, only cones. Once area set up, the group can request clubs and balls to practice playing the game</b>	8 festival score sheets  Target, cones, clubs and balls  <b>In preparation for the festival allocate the specific games to leaders so that the game delivered is the same for the actual festival</b>
35-45 mins	5. Rotation around games to give each team a chance to clearly explain game and provide one teaching point per activity to clarify learning	Pupils split tasks into: One pupil to organise group and make sure all listening and safe One pupil to introduce and explain game One pupil to demonstrate game One pupil to provide one teaching point to help children achieve	If time, volunteers can organise group into teams and play and score the game.  May only rotate around 2 or 3 games. No need to go through the 6 remaining games.  <b>Note: In larger festivals more than 8 games may be used</b>
	6. Evaluation	Re-cap on festival formats and ask questions to clarify understanding	



# PLAYER QUIZ

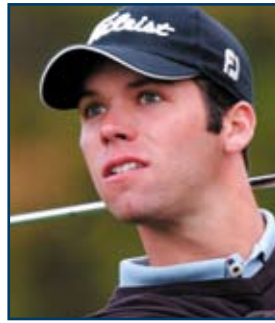
Can you name the players?



1 \_\_\_\_\_



2 \_\_\_\_\_



3 \_\_\_\_\_



4 \_\_\_\_\_



5 \_\_\_\_\_



6 \_\_\_\_\_



7 \_\_\_\_\_



8 \_\_\_\_\_



9 \_\_\_\_\_



10 \_\_\_\_\_



11 \_\_\_\_\_



12 \_\_\_\_\_



13 \_\_\_\_\_



14 \_\_\_\_\_



15 \_\_\_\_\_



16 \_\_\_\_\_



# GOLF XTREME SKILLS CHALLENGE



## Principles

The Golf Xtreme Skills Challenge is designed as a one-off event for a school class, to be run at an individual secondary school either on a field or all weather pitch. With 6 standardised games, it could also be used as an intra-school competition between forms.

The target group is Key Stage 3 and Key Stage 4 and the key intention is that pupils can score for themselves, introducing the philosophy of trust and honesty, a core aspect of golf as a sport.

Pupils can either play as a team or as an individual.

The challenges can be set up using kit found in the basic Golf Xtreme equipment.

The standard unit of measurement for all the games is a putter length or walking stride.

This allows either the teacher or pupils themselves to set up the activity stations. Games could be white line marked on a field to limit set up time.

The Skills Challenge could be run as:

- a final session in a half-term block of Golf Xtreme during curriculum time
- a one-off event
- a inter house lunchtime event

Several of the challenges involve games that link directly to Junior Golf Passport.

The whole emphasis of the Skills Challenge is on **fun** with skill development.

**Safety should be ensured by setting up a safe waiting area for each activity at least 5 putter lengths behind the tees.**

Event	Golf Xtreme Skills Challenge – Virtual Festival – Years 3 to 6
Venue	Secondary school field or all-weather pitch
Equipment	Standard Golf Xtreme bag, possibly extra cones
Resources required	Scorecards Game cards with explanation and diagram of game Local club based opportunities flyer Post event press release
Personnel required	Teacher Extra adult helper (optional) Possible young leaders
Ideal numbers	Up to 36 pupils
Format and scoring	5 minutes on each game 2 stations per game. 3 pupils per station One person in each team responsible for reading instructions and keeping score on scorecard Scoring is dependent on game and varies. Use game cards and score sheet to familiarise yourself
Planning Pre event	Plan games and activities, check appropriate kit for number of pupils Prepare results sheet Deliver Golf Xtreme Festival preparation workshop for young leaders if possible Prepare scorecards and pens
On the day	Layout challenges or allow time for pupils to do so Brief young leaders Golf Xtreme Festival preparation workshop has not been delivered Run through games and scoring system Emphasize safety Demonstrate key teaching points Organise pupils into equal teams Collate scores Results, prize-giving, certificates, skills award Distribute club opportunities flyer
After the event	Display results sheet on noticeboard with photos Mention in assembly Review event and note improvements Email results to Competition Organiser

## Other Considerations:

Link to local golf facility with follow-up leaflets and involvement of club coach

Time of year – ideally Summer Term

# GOLF XTREME SKILLS CHALLENGE



## Equipment needed

Equipment	Qty	Notes	Contents of one Golf Xtreme Master Bag
Golf Xtreme putters	4		10
Golf Xtreme irons	12	+ 1 left handed	10+2
Golf Xtreme Mini tennis balls	22		30
Almost golf balls	74		120
Red cones	16	areas could be laid out	10
White cones	24	with cones or lines	10
Green cones	37+	painted on a field to	10
Yellow cones	14+	ease regular set up	10
Blue cones	35		10
Orange hoop sections	2	use one or the other	30
Golf Xtreme velcro 'holes'	2		9
Team scorecards	as required		
Whistle	one of each		
Stopwatch			

## Suggested games and layout

6 games with 2 tees on each. Up to 3 team members per tee.

Maximum 36 pupils – 3 children x 6 games x 2 tees.

Play for a set time period. Allow time for an explanation, demonstration, practice and ball collection with team rotation.

See individual game scorecards for game and scoring details.

**1. Navigator**

**2. Cliffhanger**

**3. Jockeys Revenge**

SAFE AREA

**4. Down the Middle**

**5. Grid iron**

**6. Bullseye**



SCORECARD				
Team name		Game	Score	Total
Team No				
1	Navigator			
2	Cliffhanger			
3	Grand National			
4	Down the Middle			
5	Grid iron			
6	Bullseye			
Grand total				
Signature				



SCORECARD				
Team name		Game	Score	Total
Team No				
1	Navigator			
2	Cliffhanger			
3	Grand National			
4	Down the Middle			
5	Grid iron			
6	Bullseye			
Grand total				
Signature				

## Navigator

Station 1



**Instructions** Up to 2 teams on their own station. The first team member plays from the blue tee and attempts to 'hole' the putt into the hoop or target. If successful the next team member can move to the yellow tee and so on. The team continue until all balls are played or time runs out. Up to 3 Navigator stations could be set up.

### Scoring

Holed putts score:  
 From blue tee = 1 point  
 From yellow tees = 3 points  
 From green tees = 5 points  
 From white tees = 10 points

### Equipment

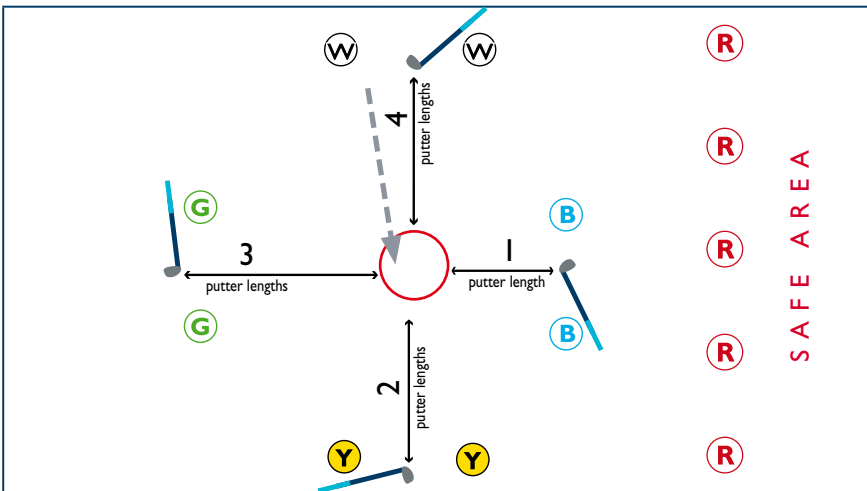
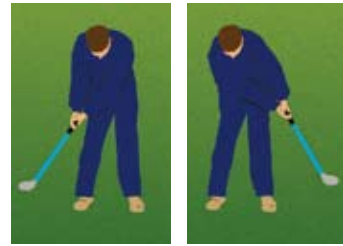
1 x Golf Xtreme putter per team  
 Golf Xtreme velcro target or hoop  
 1 x mini tennis ball per team  
 Cones as below

### Key points for success

1. Use the line on the putter to aim



2. Use Tick-tock swing to control the roll



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>1, 3, 5, 10, 1, 3, 5, 10, 1, 3, 5, 10</b>	<b>54</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Cliffhanger

Station 2



**Instructions** Up to 2 teams on the station. Players start from the white cones and attempt to roll the ball at the correct speed to finish between the blue cones.

### Scoring

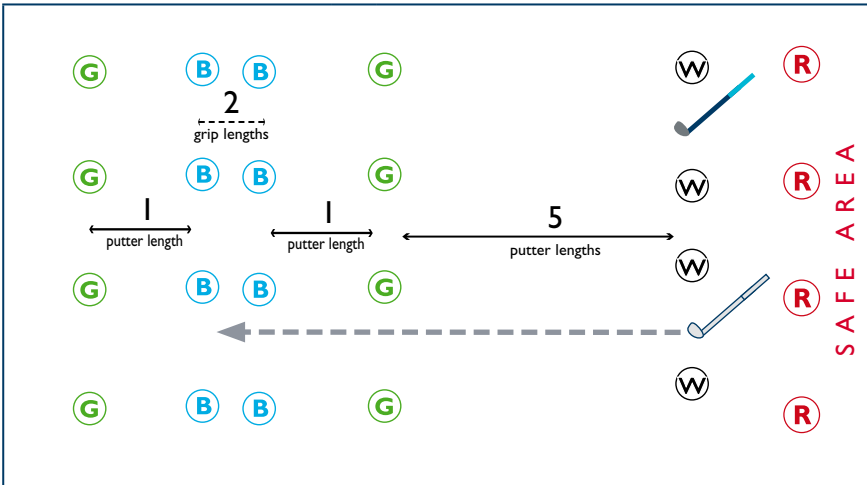
Landing in the zone:  
 Balls finishing between blue cones = 5 points  
 Balls finishing between green and blue cones = 1 point  
 No points for outside these areas

### Equipment

1 x Golf Xtreme putter per team  
 5 x mini tennis ball per team  
 Cones as below

### Key point for success

1. Use *Tick-tock* swing to control how far the ball rolls



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>5, 1, 5, 1, 1, 5, 1, 5, 1, 5</b>	<b>30</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Jockeys Revenge

Station 3



**Instructions** Up to 2 teams on the station. Players start from the white cones and try to chip the ball into the area and over the fences in turn. The next team member chips to the next zone if their partner was successful. Once a ball has landed in all 3 zones the team starts again to the first zone. Players should only collect balls once they have all been hit.

### Scoring

Landing in the zone:  
 Blue to yellow = 2 point  
 Yellow to green = 5 points  
 Green to red = 10 points

### Equipment

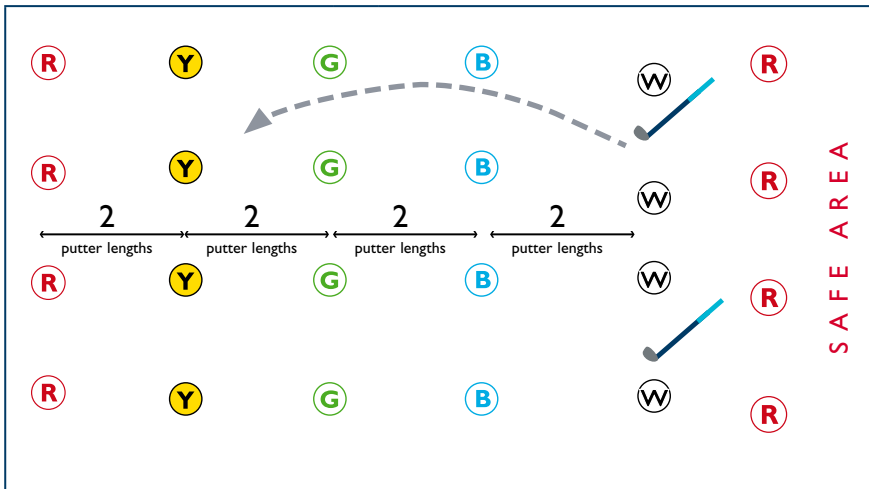
1 x Golf Xtreme iron per team  
 Golf Xtreme velcro target or hoop  
 5 x mini tennis ball per team  
 Cones as below

### Key points for success

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



2. Use Tick-tock swing to control how far the ball flies



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A School	10, 5, 1, 5, 5, 2, 2, 2, 2, 10	44
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

## Down the Middle

Station 4



**Instructions** Up to 2 teams on the station. 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. **Players should only collect balls once they have all been hit.**

### Scoring

Over the river = 2 points  
 Over the river and in the fairway = 5 points  
 Extra bonus points can be scored for balance, technique or ball collection

### Equipment

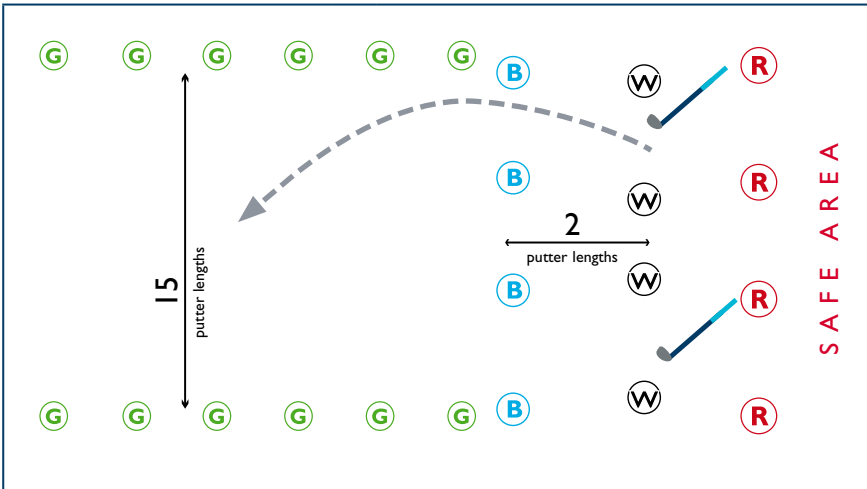
1 x Golf Xtreme iron per team  
 Golf Xtreme velcro target or hoop  
 5 x mini tennis ball per team  
 Cones as below

### Key points for success

1. *Brush the ground or Clip the tee* to get the ball into the air



2. Players should count to 2 and hold their finish position



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>5, 2, 5, 5, 2, 5, 2, 5 + 10 bonus</b>	<b>41</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

## Grid iron

Station 5



**Instructions** Up to 3 teams on the station. Players start from the white cones and try to pitch the ball into the grid. Highest points for nearest the centre of the grid. The grid should be squares 5 x 5 putter lengths. **Players should only collect balls once they have all been hit.**

### Scoring

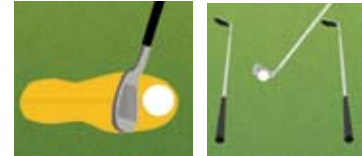
As per the grid below  
Extra points could be awarded for balance, technique or for getting the ball into the air for younger players.

### Equipment

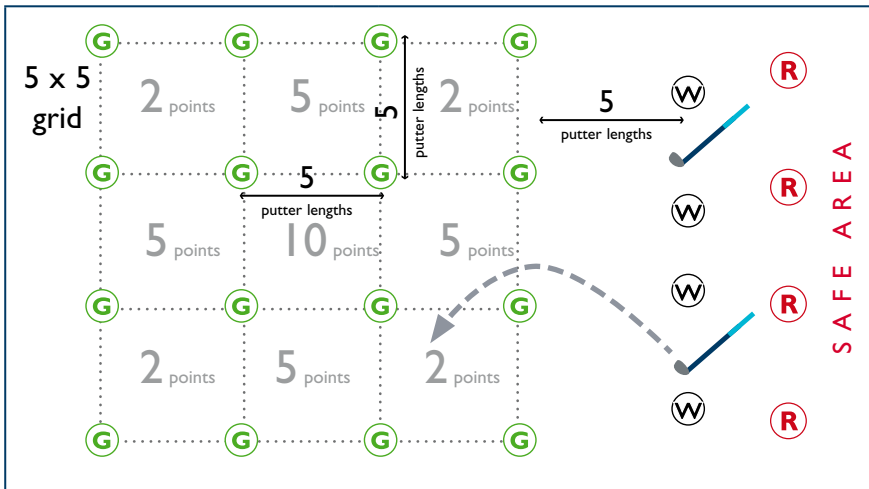
1 x Golf Xtreme iron per team  
12 x almost golf balls per team  
Cones as below

### Key points for success

1. Players should check their aim and body alignment before the shot



2. Turn and point for an accurate shot



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>10, 5, 2, 5, 5, 2, 2, 2, 2, 10 + 10 bonus</b>	<b>55</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



## Bullseye

Station 6



**Instructions** Up to 2 teams on the station. Players start from the white cones and try to strike the ball into the circles of cones. Points are scored for where the ball finishes. **Players should only collect balls once they have all been hit.**

### Scoring

Inside the blue circle = 2 Points  
 Inside the yellow circle = 5 Points  
 Inside the green circle = 10 points  
 Extra points could be given for good balance, technique or for getting the ball in the air for younger groups

### Equipment

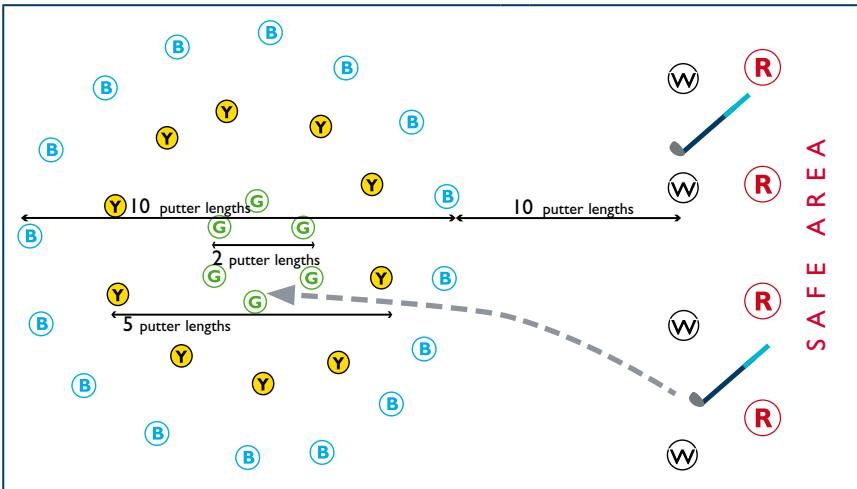
1 x Golf Xtreme iron per team  
 12 x almost golf balls per team  
 Hoop and flag  
 Cones as below

### Key points for success

1. *Brush the ground or Clip the tee* to get the ball into the air



2. Players should check their aim and body alignment



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>10, 5, 2, 5, 5, 2, 2, 5, 2, 10</b>	<b>46</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# GOLF-EXTREME SKILLS CHALLENGE CERTIFICATES

Copies of certificates are available on the pack CD.



## Certificate of participation

Date \_\_\_\_\_

Signed \_\_\_\_\_

Partnership Development Manager

A stylized signature in blue and black ink that reads 'Mike Round'.

Signed \_\_\_\_\_

Mike Round, Chief Executive, The Golf Foundation



## Certificate of participation

Date \_\_\_\_\_

Signed \_\_\_\_\_

Partnership Development Manager

A stylized signature in blue and black ink that reads 'Mike Round'.

Signed \_\_\_\_\_

Mike Round, Chief Executive, The Golf Foundation



# GOLF XTREME CLUSTER FESTIVAL



## Principles

The Golf Xtreme Cluster Festival is an event for a group of schools or classes at a central venue such as a school field, all-weather pitch or golf club practice ground.

The target group is Key Stage 3 and Key Stage 4 and the key intention is that pupils can score for themselves, introducing the philosophy of trust and honesty, a core aspect of golf as a sport.

Pupils play as a team.

The challenges can be set up using kit found in the basic Golf Xtreme equipment.

The standard unit of measurement for all the games is a putter length or walking stride. This allows either the teacher or pupils themselves to set up the activity stations. Games could be white

line marked on a field to limit set up.

The festival could be run as:

- a final session in a half-term block of Golf Xtreme during curriculum time
- a one-off event

Several of the challenges involve games that link directly to Junior Golf Passport.

The whole emphasis of the Skills Challenge is on FUN with skill development.

**Safety should be ensured by setting up a safe waiting area for each activity at least 5 putter lengths behind the tees.**

Event	Golf Xtreme Skills Challenge – Cluster Festival – Key Stage 3
Venue	Secondary school field or all-weather pitch
Equipment	Standard Golf Xtreme bag, possibly extra cones
Resources required	Invitation letter, team sizes, venue details and times Confirmation letter, repeat start and finish time Scorecards Results sheet Local club based opportunities flyer
Personnel required	Organiser Timer Person to check and collate scores. CSLA and Step into Sport volunteers Adult presence to monitor behaviour
Ideal numbers	80-100 children 1½ hours to 2 hours
Format and scoring	Event can be done competitively or non-competitively Each game has own scoring system Each team carry a score board with them Scores collated after the event Each team has 10-15 mins on each activity
Pre event planning	Send invite letters to schools Collate entries Deliver Golf Xtreme Festival preparation workshop for young leaders if possible Decide on specific games and equipment needed Prepare scorecards Send out press release, invite local press and photographer
On the day	Brief young leaders Golf Xtreme Festival preparation workshop has not been delivered Safety rules e.g. never walk in front of safety line etc Explain rotation format 10-15 mins on each activity Scoring Key points for success School teams register 20 minutes before start time Start groups Teams of 10 placed on each activity Collate scores Results, prize-giving, certificates Distribute club opportunities flyer Forward results sheet and photo to schools
After the event	Circulate results sheet on noticeboard with photos

## Other Considerations:

Warm up

Girls only teams may help them engage in the activity more

Timing of event: Spring or Summer Term



## Suggested games and layout

8 games with 3 tees on each plus a rest station. Up to 4 team members per tee.

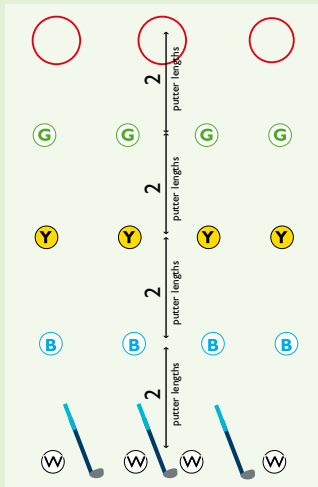
Maximum 96 children – 4 children x 8 games x 3 tees.

Play for a set time period. Allow time for explanation, demonstration, practice, and ball collection with team rotation.

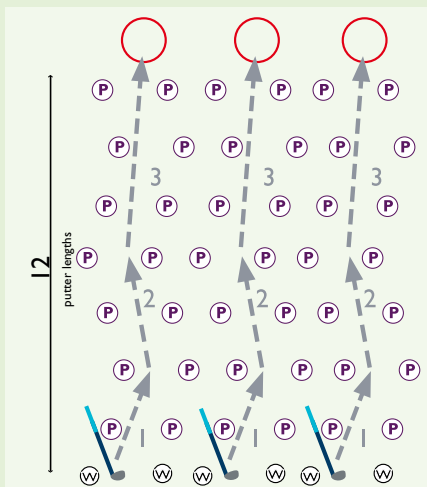
See individual game scorecards for game and scoring details.

## Equipment needed

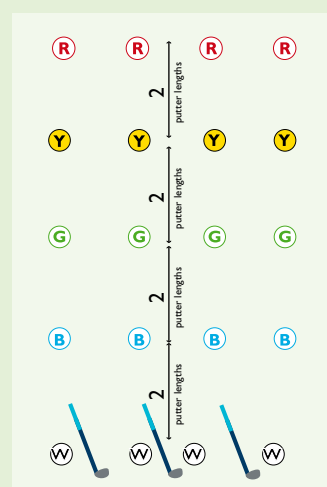
Equipment	Qty	Notes	Contents of one Golf Xtreme Master Bag
Golf Xtreme putters	6	+ 2 left handed	10
Golf Xtreme irons	15	+ 4 left handed	10+2
Golf Xtreme Mini tennis balls	21		30
Almost golf balls	144		120
Red cones	27	areas could be laid out with cones or	10
White cones	42	lines painted on a	10
Green cones	39+	field to ease regular	10
Yellow cones	32+	set up	10
Blue cones	34		10
Purple cones	15		10
Orange hoop sections	6	use one or the other	30
Golf Xtreme velcro 'holes'	6		9
Bench	2		
Guess the player quiz	As required	Optional	
	1 per team		
Team scorecards	as required		
Whistle	one of each		
Stopwatch			



Penalty Shoot Out



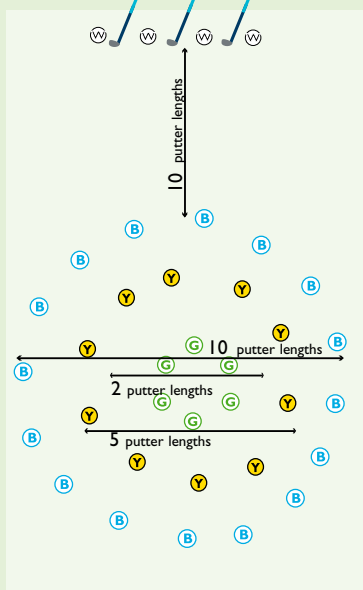
Slalom



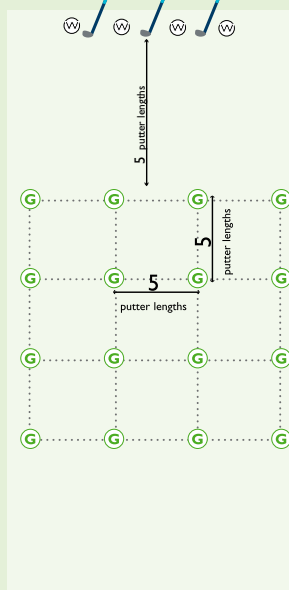
Jockeys Revenge



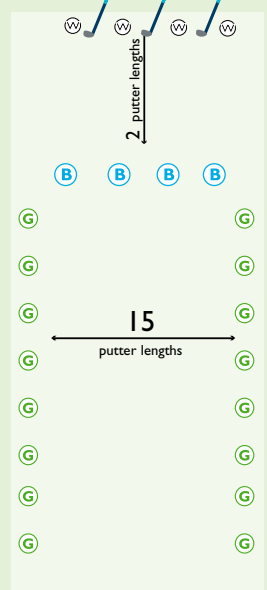
Bullseye



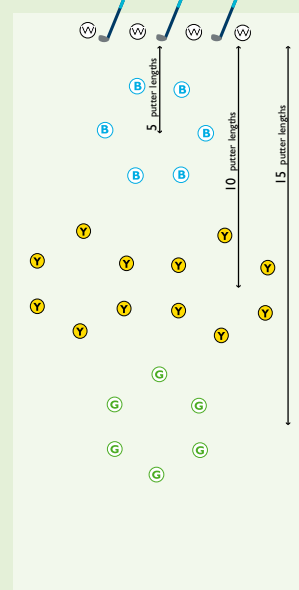
Grid iron



Down the Middle



Island Hopper





SCORECARD			
Team Name		Game	Score
Team No	Game	Score	Total
1	Penalty Shoot Out		
2	Slalom		
3	Jockeys Revenge		
4	Bullseye		
5	Bunker Stop		
6	Grid iron		
7	Down the Middle		
8	Island Hopper		
Grand total			
Signature			



SCORECARD			
Team Name		Game	Score
Team No	Game	Score	Total
1	Penalty Shoot Out		
2	Slalom		
3	Jockeys Revenge		
4	Bullseye		
5	Bunker Stop		
6	Grid iron		
7	Down the Middle		
8	Island Hopper		
Grand total			
Signature			

# Bullseye

Station



**Instructions** Up to 3 teams on the station. Players start from the white cones and try to strike the ball into the circles of cones. Points are scored for where the ball finishes. **Players should only collect balls once they have all been hit.**

### Scoring

Inside the blue circle = 2 points  
 Inside the yellow circle = 5 points  
 Inside the green circle = 10 points  
 Extra points could be given for good balance, technique or for getting the ball in the air for younger groups

### Equipment

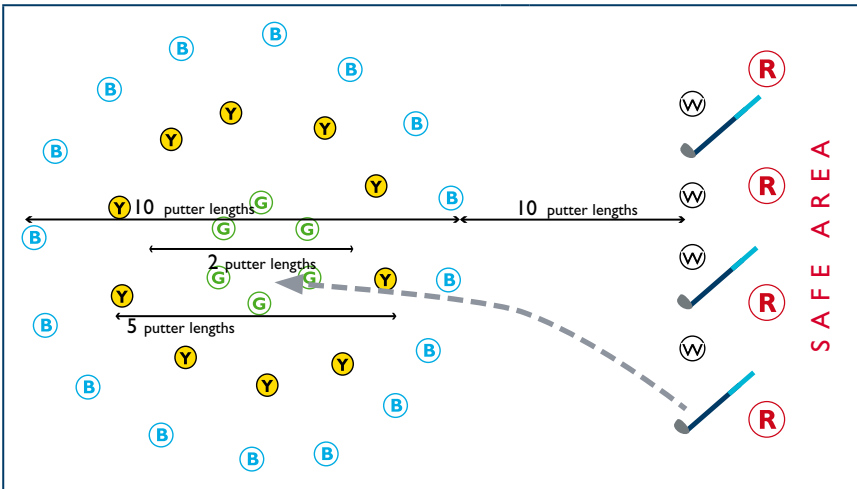
1 x Golf Xtreme iron per team  
 12 x almost golf balls per team  
 Hoop and flag  
 Cones as below

### Key points for success

1. *Brush the ground or Clip the tee* to get the ball into the air



2. Players should check their aim and body alignment



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>10, 5, 2, 5, 5, 2, 2, 5, 2, 10</b>	<b>46</b>
1				
2				
3				
4				
5				
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8				
9				
10				
11				
12				

## Bunker Stop

Station:



**Instructions** This is a rest point. It is important to have rest intervals whilst taking part in any physical activity including golf.

### Scoring

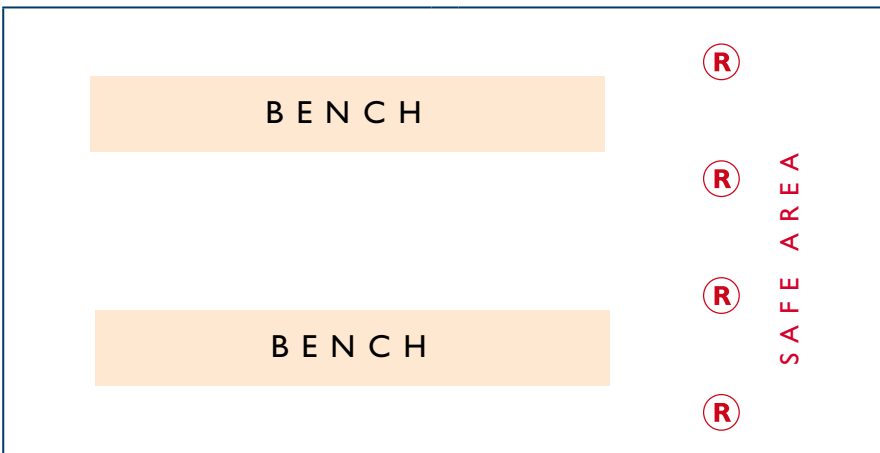
Bonus points for the best behaved team whilst in the bunker stop  
 Pupils could be encouraged to think about their favourite game and why as well as recapping on things learnt  
 Alternatively players could be given the guess the player sheet

### Equipment

Table with water for each team member  
 Benches and seating if required  
 Leader supervisors

### Key point for success

Hydration (keeping the right levels of fluid) in your body is important in all sport in order to do your best



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>Quiet and thoughtful - 10 pts bonus</b>	<b>10</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Cliffhanger

Station



**Instructions** Up to 3 teams on the station. Players start from the white cones and attempt to roll the ball at the correct speed to finish between the blue cones.

### Scoring

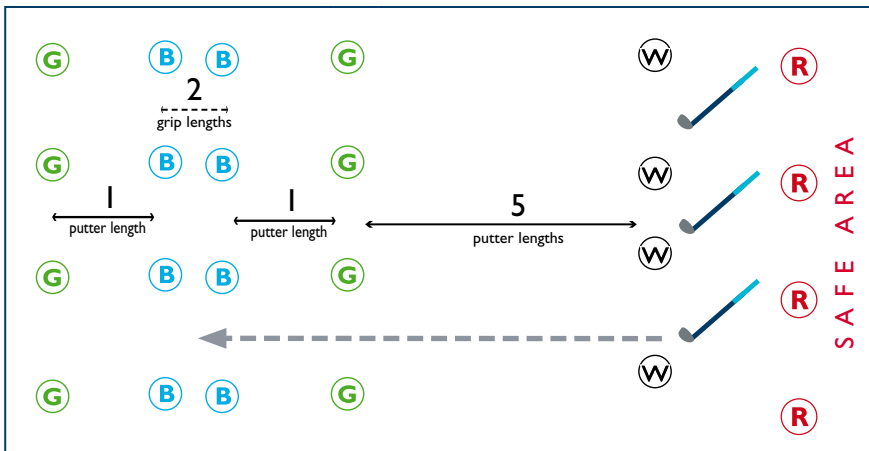
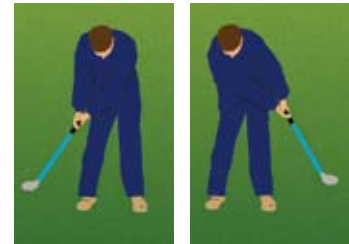
Landing in the zone:  
 Balls finishing between blue cones = 5 points  
 Balls finishing between green and blue cones = 1 point  
 No points for outside these areas

### Equipment

1 x Golf Xtreme putter per team  
 5 x mini tennis ball per team  
 Cones as below

### Key point for success

1. Use *Tick-tock* swing to control how far the ball rolls



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A School	5, 1, 5, 5, 1, 5, 1, 5	28
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



# Down the Middle

Station



**Instructions** Up to 3 teams on the station. 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. **Players should only collect balls once they have all been hit.**

### Scoring

Over the river = 2 points  
 Over the river and in the fairway = 5 points  
 Extra bonus points can be scored for balance, technique and ball collection

### Equipment

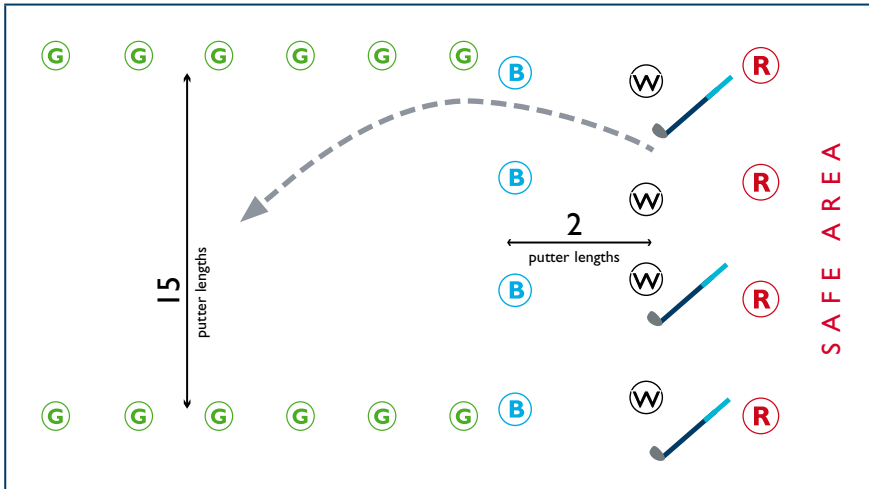
1 x Golf Xtreme iron per team  
 Golf Xtreme velcro target or hoop  
 5 x mini tennis ball per team  
 Cones as below

### Key points for success

1. Brush the ground or Clip the tee to get the ball into the air



2. Players should count to 2 and hold their finish position



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>5, 2, 5, 5, 2, 5, 2, + 5pts bonus</b>	<b>29</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Grid iron

Station



**Instructions** Up to 3 teams on the station. Players start from the white cones and try to pitch the ball into the grid. Highest points for nearest the centre of the grid. The grid should be squares 5 x 5 putter lengths. **Players should only collect balls once they have all been hit.**

### Scoring

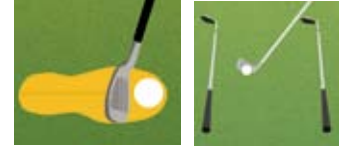
As per the grid below  
Extra points could be awarded for balance, technique or for getting the ball into the air for younger players

### Equipment

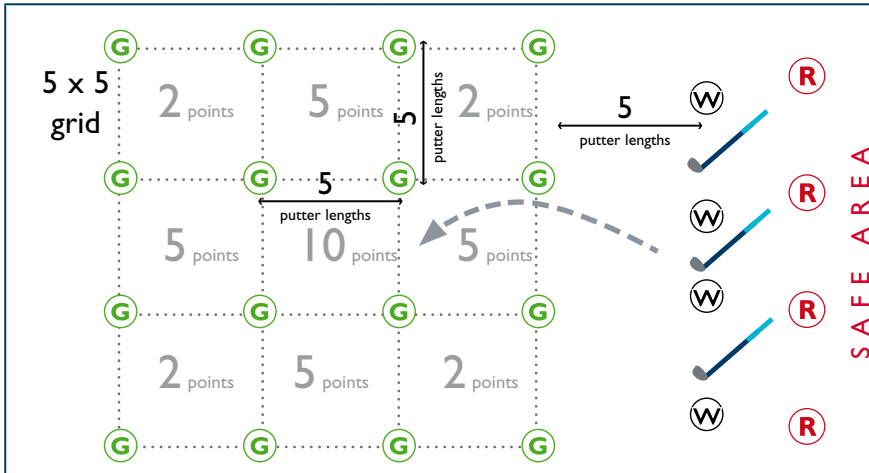
1 x Golf Xtreme iron per team  
12 x almost golf balls per team  
Cones as below

### Key points for success

1. Players should check their aim and body alignment before the shot



2. Turn and point for an accurate shot



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>10, 5, 1, 5, 5, 2, 2, 2, 2, 10</b>	<b>44</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Island Hopper

Station



**Instructions** Up to 3 teams on the station. Players start from the white cones and try to strike the ball into the circles of cones. Points are scored for where the ball finishes. All targets 6 x 6 putter lengths.

Players should only collect balls once they have all been hit.

### Scoring

Inside the blue circle = 2 points  
 Inside the yellow circle = 5 points  
 Inside the green circle = 10 points  
 Extra points could be given for good balance, technique or for getting the ball in the air for younger groups

### Equipment

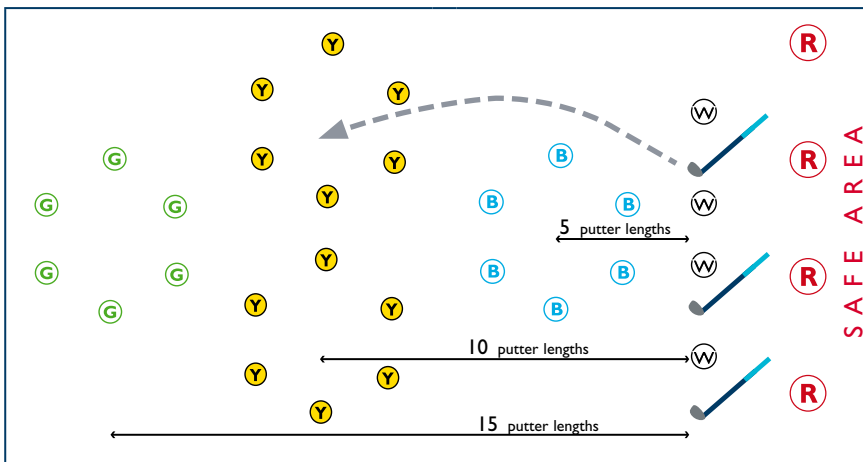
1 x Golf Xtreme iron per team  
 12 x almost golf balls per team  
 Hoop and flag  
 Cones as below

### Key points for success

1. Brush the ground or Clip the tee to get the ball into the air



2. Turn and Point for an accurate shot



Team No	Bib colour	School or Team name	Score	Total
<b>Example</b>	<b>Blue</b>	<b>A School</b>	<b>10, 5, 1, 5, 5, 2, 2, 2, 2, 10 + 10 pt bonus for consistently good striking</b>	<b>54</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Jockeys Revenge

Station



**Instructions** Up to 3 teams on the station. Players start from the white cones and try to chip the ball into the area and over the fences in turn. The next team member chips to the next zone if their partner was successful. Once a ball has landed in all 3 zones the team starts again to the first zone. Players should only collect balls once they have all been hit.

### Scoring

Landing in the zone:  
 Blue to yellow = 2 point  
 Yellow to green = 5 points  
 Green to red = 10 points

### Equipment

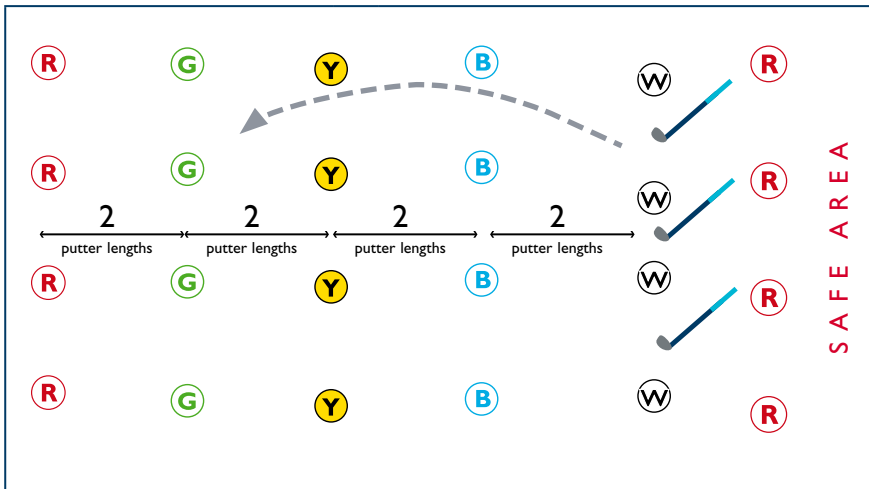
1 x Golf Xtreme iron per team  
 5 x mini tennis ball per team  
 Cones as below

### Key points for success

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



2. Use Tick-tock swing to control how far the ball flies



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A School	2, 5, 10, 2, 5, 10, 2, 5, 10, 2	36
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Navigator

Station



**Instructions** Up to 3 teams on their own station. The first team member plays from the blue tee and attempts to 'hole' the putt into the hoop or target. If successful the next team member can move to the yellow tee and so on. The team continue until all balls are played or time runs out. Up to 3 Navigator stations could be set up.

### Scoring

Holed putts score:  
 From blue tee = 1 point  
 From yellow tees = 3 points  
 From green tees = 5 points  
 From white tees = 10 points

### Equipment

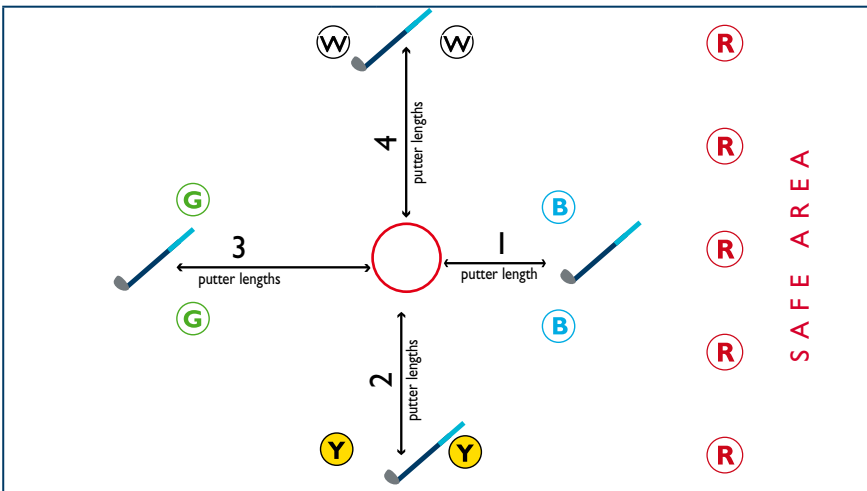
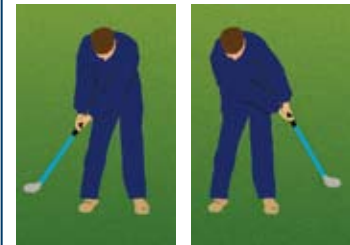
1 x Golf Xtreme putter per team  
 Golf Xtreme velcro target or hoop  
 1 x mini tennis ball per team  
 Cones as below

### Key points for success

1. Use the line on the putter to aim



2. Use Tick-tock swing to control the roll



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A School	1, 3, 5, 10, 1, 3, 5, 10, 1, 3, 5, 10	54
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Penalty Shoot Out

Station



**Instructions** Up to 3 teams on the station. Players start from the green cones and try to putt into the hoop. The next team member putts from the next line of tees if their partner was successful. Once a ball has been 'holed' from all 4 tees the team starts again from the green tees.

### Scoring

Holed putt from the:  
 Green tees – 1 point  
 Yellow tees – 3 points  
 Blue tees – 5 points  
 White tees – 10 points

### Equipment

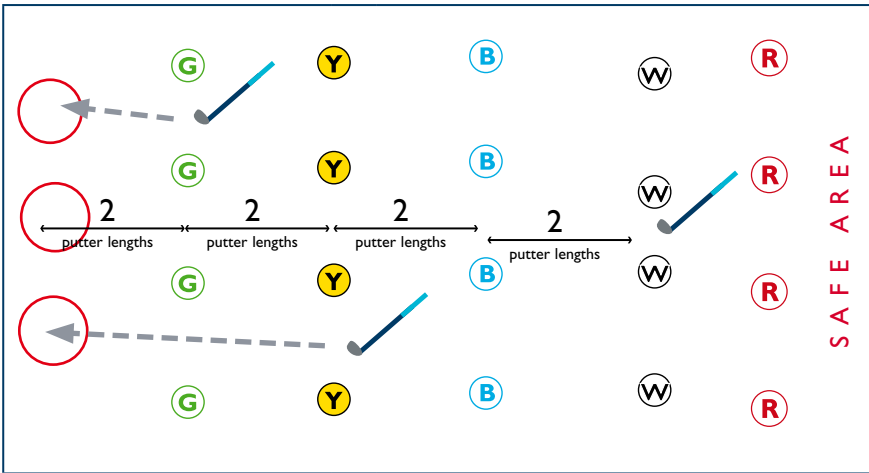
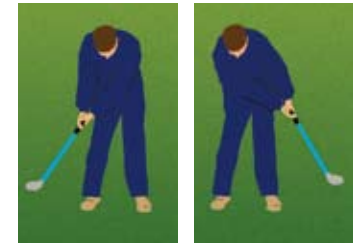
1 x Golf Xtreme putter per team  
 Golf Xtreme velcro target or hoop  
 1 x mini tennis ball per team  
 Cones as below

### Key points for success

1. Use the line on the putter to aim



2. Use Tick-tock swing to control the roll



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A School	1, 3, 5, 10, 1, 3, 5, 10, 1, 3, 5, 10	54
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

# Slalom

Station



**Instructions** Up to 3 teams on the station. Players start at the white cones and putt through the gates into the hoop in as few strokes a possible. Hitting a purple cone or going outside the cones scores minus one point. The ball should be placed back in the centre of the cones where it went out.

### Scoring

5 points for each course completed in 3 strokes or less

### Equipment

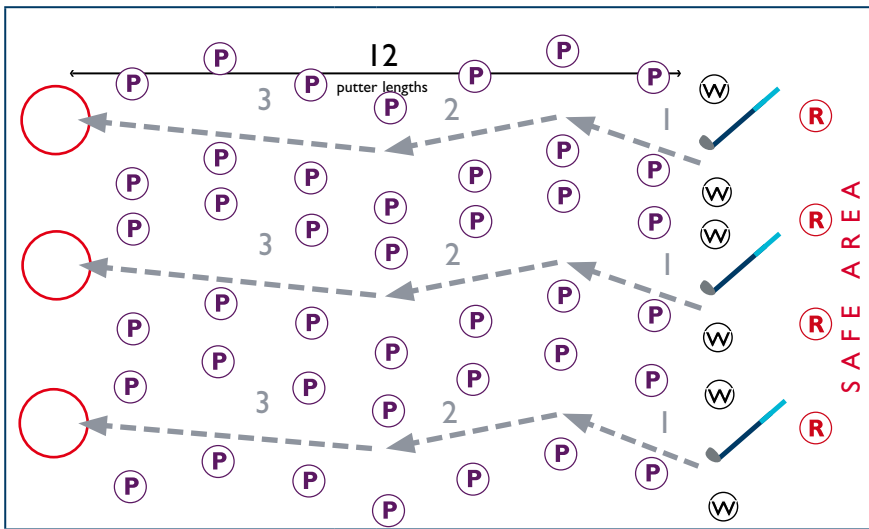
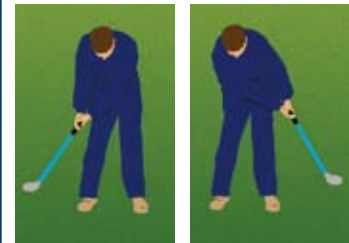
1 x Golf Xtreme putter per team  
 Golf Xtreme velcro target or hoop  
 1 x mini tennis ball per team Cones as below

### Key points for success

1. Use the line on the putter to aim



2. Use Tick-tock swing to control the roll



Team No	Bib colour	School or Team name	Score	Total
Example	Blue	A School	5, 5, 5, 5, 5, 5, 5, 5, 5	45
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

Copies of certificates are available on the pack CD.



Certificate of participation

Date \_\_\_\_\_

Signed \_\_\_\_\_

Partnership Development Manager

Signed \_\_\_\_\_

Mike Round, Chief Executive, The Golf Foundation



England Golf  
Growing The Game



GOLF FOUNDATION  
Skills for life



Certificate of participation

Date \_\_\_\_\_

Signed \_\_\_\_\_

Partnership Development Manager

Signed \_\_\_\_\_

Mike Round, Chief Executive, The Golf Foundation



England Golf  
Growing The Game



GOLF FOUNDATION  
Skills for life



# GOLF XTREME 6 HOLE-COURSE COMPETITION



## Principles

The Golf Xtreme 6-hole course competition is designed to be played on a secondary school field using an area approximately the size of a football pitch.

The target group is Key Stage 3 and Key Stage 4 and the main intention is that pupils score for themselves, introducing the philosophy of trust and honesty, a core aspect of golf as a sport.

Pupils play as a team of 2 to 4 or as individuals.

The course can be set up using kit found in the basic Golf Xtreme equipment. It could also be marked using white lines for greens or tees to save time.

The standard unit of measurement for all the games is a putter length or walking stride. This

allows either the teacher or pupils themselves to set up the activity stations. Games could be white line marked on a field to limit set up.

The competition could be run as:

- A final session in a half-term block of Golf Xtreme during curriculum time
- As an inter-house event at lunchtime

The whole emphasis of the Skills Challenge is on FUN with skill development.

**Safety should be ensured by setting up a safe waiting area for each activity at least 5 putter lengths behind the tees.**

Event	School 6 hole course
Venue	School football or rugby fields
Equipment	Golf Xtreme clubs (1 putter and 1 chipper per team) 6 hoops, 6 flags, 12 cones
Resources required	Course and set plan Scorecards Results sheet Local club based opportunities flyer
Personnel required	Organiser Person to check and collate scores Adult presence to monitor behaviour
Ideal numbers	24 children – 2 pairs on each hole or 4 individuals on each hole      1 hour per 24 children
Format and scoring	6 standard holes Children count how many shots they take to play hole Children play in pairs and take alternate shots or they play individually Each pair keep their own score or each player Best individual score – boys and girls
Pre event planning	Prepare scorecards Prepare results sheet
On the day	Brief students Expected behaviour Simple rules Start groups Each group starts on a different hole Collate scores Results, prize-giving, certificates Distribute club opportunities flyer
After the event	Circulate post event press release and photos
	Review

## Other Considerations:

Warm up

Girls only events

Progression to designing own Golf Xtreme courses see example layouts on next page

# GOLF XTREME COURSE SUGGESTIONS



Using velcro targets, flags, and cones, allow each team to design and set up their own hole in the area. Different teams should set up 'Par 3', 'Par 4' and 'Par 5' holes of different lengths and with different hazards.

Suggested hole lengths:

Par 3 = 40 club lengths

Par 4 = 75 club lengths

Par 5 = 115 club lengths

Avoid holes that cross over one another and try to keep some space between greens and the next tee.

Use green cones in a circle around the hole for the 'green', the area where the putter will be used (8 putter lengths diameter).

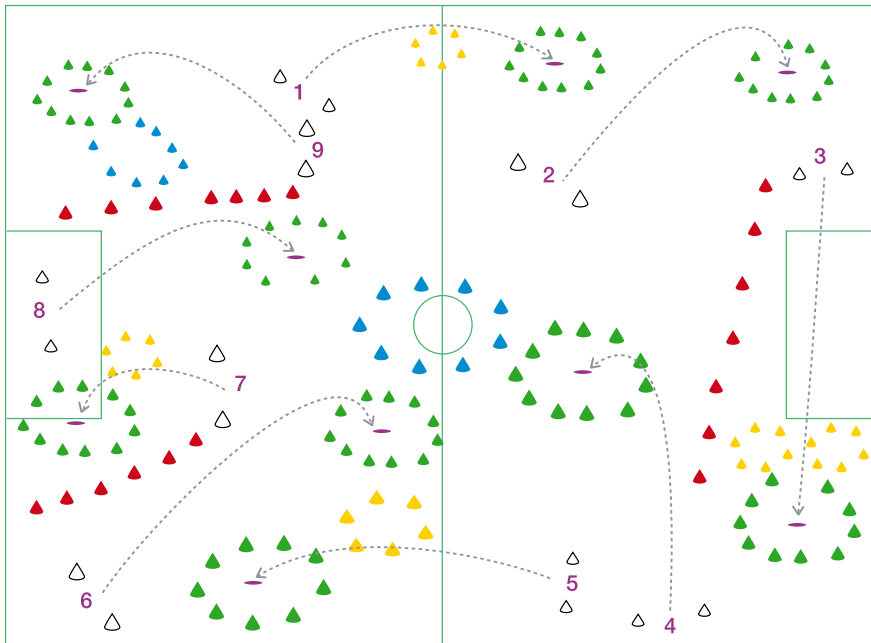
Use white cones for a 'tee'.

Use yellow cones for a 'bunker' – any ball finishing in the bunker the player puts the ball in an up turned yellow cone and strikes it out.

Use blue cones for a 'water hazard' – any ball finishing in the water hazard the player drops the ball out to the side of the hazard (not nearer the hole) and adds a one stroke penalty.

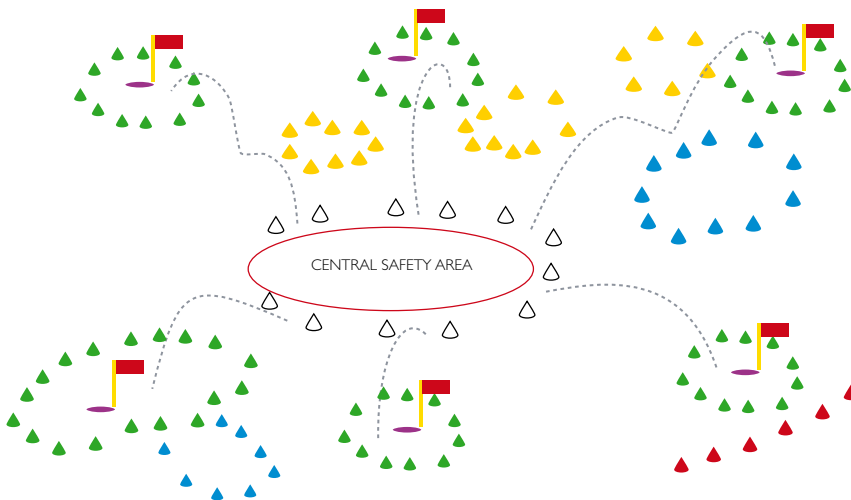
Use red cones as 'out of bounds' areas – if the ball crosses these areas on a hole the player must play another ball from the place the previous stroke was played from adding one penalty shot.

Teams can play their own hole and challenge other teams to better their score.



## Five steps back and 'Safe'

Players reach their ball, take 5 steps back directly away from the target, place the spare club on the ground and shout 'Safe'. Upon the command of 'Safe', the player whose turn it is steps up to the ball and takes their shot.



# GOLF XTREME SCORECARDS

Scorecard templates - can be photocopied and distributed for use with playing games

Name \_\_\_\_\_

Date \_\_\_\_\_

Hole No.	Distance in paces	Number of strokes or time taken
1		
2		
3		
4		
5		
6		
7		
8		
9		
Total		

Signature \_\_\_\_\_

Name \_\_\_\_\_

Date \_\_\_\_\_

Hole No.	Distance in paces	Number of strokes or time taken
1		
2		
3		
4		
5		
6		
7		
8		
9		
Total		

Signature \_\_\_\_\_

Name \_\_\_\_\_

Date \_\_\_\_\_

Hole No.	Distance in paces	Number of strokes or time taken
1		
2		
3		
4		
5		
6		
7		
8		
9		
Total		

Signature \_\_\_\_\_

Name \_\_\_\_\_

Date \_\_\_\_\_

Hole No.	Distance in paces	Number of strokes or time taken
1		
2		
3		
4		
5		
6		
7		
8		
9		
Total		

Signature \_\_\_\_\_





# PESSCL School Club Link

## Introduction

School Links is a government funded programme aimed at delivering a junior golf programme locally in both schools and clubs as part of the national Physical Education and School Sport Club Links (PESSCL) strategy. The key challenge is to ensure that young people can progress from school based activity into regular club activity. The England Golf Partnership has defined a School Club 'link' as a written commitment between a School Sport Partnership and a golf club that has achieved GolfMark club accreditation or is working towards GolfMark (to be achieved within 2 years). Other golf facilities under the Community Links programme are also invited to work alongside the GolfMark facility in offering coaching and playing opportunities.

## The Role of the Regional Development Officers (RDOs)

Working together under the England Golf Partnership through a team of Regional Development Officer, the Golf Foundation will support the recruitment of juniors in schools and the community while the English Golf Union and English Women's Golf Association will support retention of players in clubs. Essentially, the Golf Foundation RDO will work with the Partnership Development Manager, providing training and support on the schools programmes, Tri-Golf and Golf Xtreme. The Golf Foundation RDO will also liaise with the club (usually the PGA Professional Coach) about the introduction of the pupils to the golf club and their beginner coaching experience. This introductory experience might include a schools golf festival hosted at the club. The English Golf Union and English Women's Golf Association RDO will liaise directly with the club (usually the secretary or junior organiser) about the development of the juniors within the club and the policies and procedures in place at the club to support juniors, through GolfMark.

## The Role of the School Sport Partnership Coordinator

The schools coordinator, usually the Partnership Development Manager, will oversee the roll-out of Tri-Golf in primary schools and Golf Xtreme in secondary schools, providing curriculum and after-school golf opportunities for pupils and training for teachers through the Golf Foundation workshops. They will also be responsible for liaising with the club(s) about providing entry opportunities for the pupils at the club(s). The level of activity planned is evidenced by the Partnership Agreement and the Development Plan.

## The Role of the Club Coordinator

The club coordinator, usually the junior organiser, coach or secretary, will oversee the programme of coaching at the club, utilising the Junior Golf Passport, and lead the club in working towards GolfMark. They will also be responsible for liaising with the school coordinator. The level of activity planned is evidenced by the Partnership Agreement and the Development Plan.



# SCHOOL CLUB LINKS COMPETITION

## Principles

The School Club Link competition is designed to be played at a local golf facility over 9 holes. (Full course or par 3).

The target group is Key Stage 3 and Key Stage 4 pupils for those actively engaged in golf and those starting the game through local club coaching programmes, school, and after school clubs.

Pupils play in groups of 3 or 4.  
Handicap categories can be divided as: 0-12, 12-20, 21-36 and pre-handicap. Ideally, at least one girl should take part in each schools team.

The emphasis of the School Club Link competition is on FUN, co-operation and visiting a golf facility.

**Safety should be ensured by players staying a safe distance behind the player at all times and teachers monitoring play at various points on the course.**

It is hoped a link club facility would provide a number of tee times for the event free of charge as part of its commitment to local development. This will need to be discussed through a planning meeting.

Event	Secondary School Competition (Y7 to 11)
Venue	Local Link Golf Facility – over 9 holes. (Full course or par 3)
Equipment	Provided by pupils
Resources required	Invitation letter Confirmation letter Tee times list Scorecards Results sheet (how to check cards, what to do in the event of a tie) Pre-event press release One page brief to pupils re – expectations – behaviour – simple rules – scoring Local club based opportunities flyer Post-event press release
Personnel required	Organiser Starter Person to check and collate scores Adult presence to monitor behaviour
Ideal numbers	40-80 children 1½-2 hours tee times
Format and scoring	9 hole stableford – 8 mins between tee times– groups in mixed schools – A ‘golfer’ in each group responsible for scoring all of their group on 1 scorecard – ½ handicap (9 holes) – Pre-handicap competitors will receive 18 strokes (2 per hole) – Best individual score for both boys and girls – Best school – an average of the pupils scores (minimum 6 competitors)
Pre event planning	Planning meeting with club, Competition Manager or other organiser Send invite letters to schools Collate entries Create start time sheet Send confirmation email or letter to schools Prepare results sheet Prepare scorecards Send out press release, invite local press and photographer
On the day	Schools teams register 30 minutes before first tee time Brief students – expected behaviour – simple rules – scoring Start groups – each group announced on the tee Collate scores Results, prize-giving, certificates Distribute club opportunities flyer
After the event	Circulate post event press release and photos Review meeting with venue

### Other considerations and options:

Warm up

Managing large groups of students at club venue – keeping them engaged before and after play

Girls only start times – promoted as such

Adult presence on course to keep groups engaged and encourage correct behaviour

Teacher with each group playing.

Timing of event

– get info from schools exam officer

– possibly mid May – earlier if feeding into wider event – cluster to partnership-wide to inter-partnership (county) to inter-county

# Risk Assessment Hazard Checklist

Club/Society/Project Name		Assessment Date	
Assessed By		Approved By	

Locations		Activities	<b>School Links Competition</b>
-----------	--	------------	---------------------------------

<b>1</b>	<b>INDOOR HAZARDS</b>	
1.1	Inappropriate lighting	
1.2	Temperature	
1.3	Insufficient or unsuitable space	
1.4	Untidiness – causing trip or fire hazard	
1.5	Stairs – dark, steep, no handrail	
1.6	Lack of fire escapes, extinguishers, procedures	
1.7	Slip, trip, fall hazards	
1.8	Inadequate ventilation	
1.9	Inhalation of dust	
1.10	Poor surfaces for activities – slips, trips, impact	
1.11	Electrical hazards	

<b>2</b>	<b>SPORTING ACTIVITY HAZARDS</b>	
2.1	Uneven playing surface	
2.2	Playing surface too hard or soft	
2.3	Hard or sharp objects on pitch	
2.4	Sliding on artificial surface or tarmac	
2.5	Collisions or conflict with surrounding objects or people	
2.6	Impact from sports equipment	
2.7	Contact sport injury	
2.8	Personal injury – fracture, sprains or cuts	

<b>3</b>	<b>PEOPLE AND ORGANISATIONAL HAZARDS</b>	
3.1	Lack of information, training or instruction	
3.2	Poor activity planning or preparation	
3.3	Poor activity delivery or organisation	
3.4	Ignorance of rules or procedures	
3.5	Unsafe behaviour or attitude	
3.6	Lack of appropriate first aid equipment and experience	
3.7	Medical conditions of participants	
3.8	Poor safety control from group leaders	
3.9	Poor safety awareness from participants	
3.11	Lack of cooperation within group	
3.12	Differing skill levels within group	
3.13	Low level of physical fitness or strength	
3.14	Aggression between participants	
3.15	Aggression from crowd or public	
3.16	Contact between participants increasing risk	

<b>4</b>	<b>EQUIPMENT AND OTHER HAZARDS</b>	
4.1	Cash handling	
4.2	Transport to and from your activity	
4.3	Food poisoning	
4.4	Hazardous substances	
4.5	Equipment with moving or hot parts	
4.6	Heavy equipment	
4.7	Electrical hazards from equipment	
4.8	Noise from equipment	
4.9	Risk of trapping body or clothing in equipment	
4.10	Inadequate environment for equipment operation	
4.11	Inadequate protective equipment	
4.12	Equipment in unsuitable condition	

<b>5</b>	<b>OTHER HAZARDS SPECIFIC TO YOUR ACTIVITY</b>	
5.1	Litter on field	
5.2	Dog faeces on field	
5.3	Toilet breaks – managing group	
5.4		
5.5		
5.6		
5.7		
5.8		
5.9		
5.10		
5.11		
5.12		
5.13		
5.14		
5.14		



# Risk Assessment Hazard Checklist – sample

Club/Society/Project Name		Assessment Date	
Assessed By		Approved By	

Locations		Activities	<b>School Links Competition</b>
-----------	--	------------	---------------------------------

<b>1</b>	<b>INDOOR HAZARDS</b>	
1.1	Inappropriate lighting	
1.2	Temperature	
1.3	Insufficient or unsuitable space	
1.4	Untidiness – causing trip or fire hazard	
1.5	Stairs – dark, steep, no handrail	
1.6	Lack of fire escapes, extinguishers, procedures	
1.7	Slip, trip, fall hazards	
1.8	Inadequate ventilation	
1.9	Inhalation of dust	
1.10	Poor surfaces for activities – slips, trips, impact	
1.11	Electrical hazards	

<b>2</b>	<b>SPORTING ACTIVITY HAZARDS</b>	
2.1	Uneven playing surface	
2.2	Playing surface too hard or soft	
2.3	Hard or sharp objects on pitch	Y
2.4	Sliding on artificial surface or tarmac	
2.5	Collisions or conflict with surrounding objects or people	
2.6	Impact from sports equipment	Y
2.7	Contact sport injury	
2.8	Personal injury – fracture, sprains, cuts	Y

<b>3</b>	<b>PEOPLE AND ORGANISATIONAL HAZARDS</b>	
3.1	Lack of information, training or instruction	
3.2	Poor activity planning or preparation	
3.3	Poor activity delivery or organisation	
3.4	Ignorance of rules and procedures	
3.5	Unsafe behaviour or attitude	
3.6	Lack of appropriate first aid equipment and experience	
3.7	Medical conditions of participants	
3.8	Poor safety control from group leaders	
3.9	Poor safety awareness from participants	
3.11	Lack of cooperation within group	
3.12	Differing skill levels within group	
3.13	Low level of physical fitness or strength	
3.14	Aggression between participants	
3.15	Aggression from crowd or public	
3.16	Contact between participants increasing risk	

<b>4</b>	<b>EQUIPMENT AND OTHER HAZARDS</b>	
4.1	Cash handling	
4.2	Transport to and from your activity	
4.3	Food poisoning	
4.4	Hazardous substances	
4.5	Equipment with moving or hot parts	
4.6	Heavy equipment	Y
4.7	Electrical hazards from equipment	
4.8	Noise from equipment	
4.9	Risk of trapping body or clothing in equipment	
4.10	Inadequate environment for equipment operation	
4.11	Inadequate protective equipment	
4.12	Equipment in unsuitable condition	Y

<b>5</b>	<b>OTHER HAZARDS SPECIFIC TO YOUR ACTIVITY</b>	
5.1	Litter on field	Y
5.2	Dog faeces on field	Y
5.3	Toilet breaks – managing group	
5.4		
5.5		
5.6		
5.7		
5.8		
5.9		
5.10		
5.11		
5.12		
5.13		
5.14		
5.14		

An overview of the details of the competition  
It is available on the pack CD.

## School Sports Partnership Golf Competition (Date)

Venue: (Golf Club)

Format: 9 hole stableford

Tee times: from 11:00am – 2:00pm

Maximum of 72 entrants, with pupils to play in groups of 4.

Schools will all arrive at 10:30 and pupils will be split into groups of 4. They will go out and play at their designated tee time.

Staff bringing the teams are actively encouraged to bring their clubs and join a group of pupils to help manage, manage and deal with any queries on the course as they play their rounds.

### Schedule for the day

10:30 Arrive for introduction and briefing

11:00 First tee time

15:00 Approximate time of last group in

15:30 Debrief and presentations

15:45 Players depart

### Handicaps

All handicap ranges and even non-handicappers can participate. Golfers fall into one of 4 categories:  
handicap of 0-12      handicap of 13-20      handicap of 21-36      non-handicappers

Players go out in groups of 4 of mixed ability. Groups preferably made up with one player from each handicap category, and mixed players from different schools.

Players will receive ½ of their handicap for the 9 holes.

The low handicap player from the group will be responsible for marking the scorecard.

Non-handicappers will be given 2 shots a hole (36 handicap).

### Dress code and clubs

Players wear their school trousers, or skirt and school polo shirt.

Players wear appropriate footwear (trainers allowed)

Players to bring their own clubs.

### Prizes and presentations

Prizes will be awarded for:

**Best School** (average stableford score – min of 5 golfers entered)

**Best Individual female score**

**Best Individual male score**

**Best scores from each handicap category**

An initial invitation to the competition  
It is available on the pack CD.

## (School Sports Partnership) Golf Competition – (date)

Dear Head of Physical Education/School Sport Co-ordinator,

A golf competition is currently being planned by a partnership of .....(CSP)....., The Golf Foundation and the ..... (School Sports Partnership)..... The competition will be the culmination of the school based development opportunities happening in a number of local schools this term. The competition will be held over 9 holes and will take place at .....(Golf Course)..... in ....(town).....on .....(date).

The competition provides a unique school based opportunity for young people within the School Sports Partnership and will be repeated on an annual basis over the next few years.

The competition will be aimed at all of Key Stage 3 and 4, for both boys and girls of all abilities. As well as overall individual winners and an overall winning school there will also be winners declared in numerous handicap categories, detailed below, with schools entering no more than 3 golfers per handicap category.

Category 1 – handicap of 0-12

Category 2 – handicap of 13-20

Category 3 – handicap of 21-36

Category 4 – pre-handicap

Scoring will follow a stableford format with the highest individual scores being the winning scores. The winning school will be decided on who has the highest average score taken from all their entrants (optional) with the lowest and highest scores being discarded (Minimum of 5 students required to qualify for school competition).

Teams will be limited to a maximum of 9 students of which we would like at least 2 to be girls where possible (Girls groups will be paired together). Students must bring their own clubs. It is not possible to share equipment, as on the day they may not be paired with the person they intend to share with. The dress code of the club must be respected with the competitors being asked to wear school trousers or skirt, school PE polo shirt and suitable footwear (trainers are acceptable).

I would be grateful if you could confirm your interest to me at your earliest convenience and by ..... (closing date)..... at the latest. Timings of the day and further details will then be forwarded to interested schools at a later date.

Yours sincerely

..... (your name) .....

Competition Manager – .....(CSP).....

*Running the event.  
It is available on the pack CD.*

## (School Sports Partnership) Golf Competition – (date)

### On the day – A guide to running the event

#### Registration

Check each player is here as they arrive and adjust any names that may have changed  
Hand out pupil behaviour expectation sheet  
Hand out club promotional info

#### Student briefing

Gather all pupils together, welcome them to the competition

Distribute 'our expectations of you' sheets. Review expectations and explain:

Behaviour – Control language, stay quiet and still when other players are playing.

Safety – Explain 'FORE', stay well behind the player who is playing a shot.

Looking after the course – replace divots and rake bunkers.

Keep play moving.

Scoring:

Lowest handicap player in the group will be responsible and will mark the scorecard.

Stableford scoring system – 2 points for a par, 1 for a bogey, 3 for a birdie, etc

Team and individual competition.

Rules:

If unsure of a rule, players should play 2 balls, record both scores and check the rule with the organiser before handing in their scorecard.

Encourage all groups to be at the tee 15 minutes before their allotted start time.

#### Starting

Get group together, encourage them to introduce themselves to other players, shake hands etc.

Make players aware of starting order.

Announce each player onto the tee: "On the tee, representing ..... (school name), ..... (pupil name)"

Encourage all other players to applaud each player onto the tee

Call next group to the tee

#### Completing results sheet

Checking scorecards:

A member of staff should be allocated to checking scorecards for the correct scores.

Each card should be checked for the following:

Correct scoring and addition

Stableford scoring: 1 point for a nett bogey (1 higher than the par), 2 points for a nett par

3 points for a nett birdie (1 lower than the par), 4 points for a nett eagle (2 lower than the par)

5 points for a nett albatross (3 lower than the par)

Each player must have signed the card to confirm it as a true record of the scores.

The score for each player should be entered into the results sheet

If a player is tied for the lead the last 6 holes, 3 holes, and the last hole scores should be recorded on the results sheet to resolve possible ties.

#### Prize presentation

Gather all participants together:

Thank club for hosting, all volunteers for helping, all pupils for playing.

Announce all winners – present certificates.

Thanks again and encourage all to take up opportunities in coaching programmes at local clubs.

# LETTER TO CONFIRM COMPETITION DETAILS

*A letter to confirm the competition details  
It is available on the Pack CD.*

## (School Sports Partnership) Golf Competition – (date)

Dear SSSCo/Head of Department,

Thank you very much for your support and co-operation in returning your entries to me this week.  
The final arrangements and details are as follows:

### Schedule for the day

- 10:30 Schools arrive at ...(Golf Course)...
- 10:40 Staff and student briefing on format of day and stableford scoring system
- 11:00 First tee time
- 15:00 Approximate time of last group in
- 15:30 Debrief and presentations
- 15:45 Players depart
- 14:30 Schools depart

(The last timings in particular are subject to change depending of the speed of play)

Staff are reminded that students need their own clubs and are asked to remind their golfers that they need to wear their school uniform (school PE polo shirt and trousers or skirt).

Staff are also invited to bring their own clubs and play with the students. Staff will be required to walk the course as the students play to help manage them and deal with any queries relating to rules or scoring. If you would like to combine that with a round yourself you are more than welcome (If you are planning on doing so, please let me know so I can place you in a group to play).

Finally, if you haven't done so already, could you please forward me the names and handicaps of your golfers by the end of the week so that I can arrange the order of play before we all arrive on Monday on the fax number or email address below, thank you!

Any questions before the day, please feel free to give me a call on ... (mobile phone number)....

Once again, thanks for your support.

I look forward to seeing you on the day.

Yours sincerely

.....(your name).....

Competition Manager .....(CSP/SSP).....

Email: .....(your email address).....

Fax: .....(your fax number).....

[\(School Sports Partnership\) Golf Competition – \(date\)](#)

**Our expectations of you**

**P**lay a second ball if you are not sure of the rules

**L**eave the course as you would like to find it

**A**lways stand in a safe place, to the side of the person playing

**Y**ell FORE if your ball is going towards another player

**Y**ou should keep up with the group in front of you

**O**ther people will see you behaviour – you are representing your school

**U** are responsible for your behaviour

**R**eplace divots and rake bunkers

**B**ad language is not acceptable

**E**njoy yourself

**S**tableford scoring

**T**ry your best on every shot

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# START TIMES EXAMPLE

Available on the pack CD.

## (School Sports Partnership) Golf Competition – (date)

8 min tee times			Participant numbers		
Example start times			Group No	Groups of 3	Groups of 4
10am	0	mins	1	3	4
10.08	8	mins	2	6	8
10.16	16	mins	3	9	12
10.24	24	mins	4	12	16
10.32	32	mins	5	15	20
10.40	40	mins	6	18	24
10.48	48	mins	7	21	28
10.56	56	mins	8	24	32
11.04	64	mins	9	27	36
11.12	72	mins	10	30	40
11.20	80	mins	11	33	44
11.28	88	mins	12	36	48
11.36	96	mins	13	39	52
11.44	104	mins	14	42	56
11.52	112	mins	15	45	60
12 noon	120	mins	16	48	64
12.08	128	mins	17	51	68
12.16	136	mins	18	54	72
12.24	144	mins	19	57	76
12.32	152	mins	20	60	80
12.40	160	mins	21	63	84
12.48	168	mins	22	66	88
12.56	176	mins	23	69	92
1.04	184	mins	24	72	96
1.12	192	mins	25	75	100
1.20	200	mins	26	78	104
1.28	208	mins	27	81	108
1.36	216	mins	28	84	112
1.44	224	mins	29	87	116
1.52	232	mins	30	90	120
2.00	240	mins	31	93	124
2.08	248	mins	32	96	128
2.16	256	mins	33	99	132
2.24	264	mins	34	102	136
2.32	272	mins	35	105	140
2.40	280	mins	36	108	144
2.48	288	mins	37	111	148
2.56	296	mins	38	114	152

# PLAYING ORDER AND TEE TIMES

Available on the pack CD.

## (School Sports Partnership) Golf Competition – (date) Playing order and tee times

10:00		
Name	School	H-Cap

10:56		
Name	School	H-Cap

10:08		
Name	School	H-Cap

11:04		
Name	School	H-Cap

10:16		
Name	School	H-Cap

11:12		
Name	School	H-Cap

10:24		
Name	School	H-Cap

11:20		
Name	School	H-Cap

10:32		
Name	School	H-Cap

11:28		
Name	School	H-Cap

10:40		
Name	School	H-Cap

11:36		
Name	School	H-Cap

10:48		
Name	School	H-Cap

11:42		
Name	School	H-Cap



# RESULTS AND SCORES

Available on the pack CD.

## Results and scores

<b>0-12 handicap</b>				Countback		
Start time	Name	School	Score	6	3	1

<b>13-20 handicap</b>				Countback		
Start time	Name	School	Score	6	3	1

<b>21-36 handicap</b>				Countback		
Start time	Name	School	Score	6	3	1

<b>Pre-handicap</b>				Countback		
Start time	Name	School	Score	6	3	1