



# WHY GOLF

## What are the benefits of playing my sport?

- **Skills for life:** competing fairly and honestly with respect for other golfers and the playing environment.
- **A game for life:** you can play golf at any age.
- **Taskmastery:** improving individually and developing intrinsic motivation.
- **Innovative schools programmes:** adapted equipment and activities through Tri-Golf and StreetGolf.
- **Involvement of young volunteers:** opportunities for young people to develop leadership skills.
- **Strong links with clubs:** access to an extensive network of golf facilities and qualified PGA coaches.

## TOP Tip!

Golf's offer in the School Games is the perfect opportunity for children and young people to have a positive first experience of the game. The adapted equipment develops the competence of the players as the clubs and balls are designed for early success.

We encourage our events to be a celebration of sport rather than an elite event that includes interval physical activity of walking and running. Positive behaviour is measured through our 'Skills for Life' scoring, encompassing the School Games Values.

Our formats particularly appeal to girls and we insist on an equal gender split at primary school age. They enjoy performing on an equal standing to the boys and working together as a team.

# GOLF

**Spirit of the Games:**  
**Excellence through competition**  
How does your sport exemplify these values?



As an individual sport, golfers have control over their performance, enjoy the challenge and creativity of playing a new shot each time and develop an intrinsic focus on task mastery.



Golfers remain quiet and still when another golfer is taking their shot, acknowledge another golfer playing a good shot, leave the golf course as they found it by repairing divots and pitch marks so that other golfers can enjoy the same playing surface, take pride in the integrity of the game and respect the rules.



Golfers keep their own score and acknowledge any playing mistakes that lead to added penalty shots.



Golfers can set their own individual goals and targets in practice and in competitions which develops self-confidence and intrinsic motivation.



Golf Roots competitions promote pupils working together as a team, supporting and encouraging one another.



Golfers show perseverance and determination in overcoming bad shots and sticking to the task.

## Priority competitions:

Name of the competition:  
Age group:  
What level/location:  
Who can run it?  
How to enter it:  
When does it take place?  
Next steps after this competition:

### Tri-Golf Skills

Years 3-4 and mixed  
Played in a school or club  
Teacher, coach, SGO, vol  
Golf Roots project  
March to June  
County Final - Inter School Competition (Level 3) in June/July

### StreetGolf Sixes:

Year 7-10 (mixed)  
Played in a school or club  
Teacher, coach, SGO, Vol.  
Via SGO  
March to June  
County Final - Inter School Competition (Level 3) in June/July

## Where do young people go next? (from School to Club/Community)

We encourage Inter School Competition (Level 2) events to take place at local Golf Roots Centre hub clubs. This helps to form a direct link to their local club where they can access coaching and further playing opportunities through our learning programme, the Junior Golf Passport. Here is a link to find your local Golf Roots Centre:

[www.golf-foundation.org/find-a-facility](http://www.golf-foundation.org/find-a-facility)

## Young Leader/Officials courses/qualifications available:

Young volunteer School Games Activators two-hour training workshop.  
Can be run based on format required or a combination of them.

## Embracing the School Games Vision

**Development Competitions** provide an opportunity to engage all young people. Utilising the NGB format, consider:

- Identifying targeted participant groups (i.e. gender, physical activity levels, impairment groups).
- Using the STEP principles to condition activities.
- Consider how to reward success – what does it look like?

## Relevant web links:

[www.golf-foundation.org/schools/school-games](http://www.golf-foundation.org/schools/school-games)

## Signposted competitions:

- Alternative Golf Foundation School Games formats  
[www.golf-foundation.org/schools/school-games](http://www.golf-foundation.org/schools/school-games)
- Tri-Golf Sixes Year 5-6 mixed
- Tri-Golf Skills Year 5-6 mixed
- StreetGolf Skills Year 7-13
- Inclusive Golf (separate Toolkit)
- Golf Club Members and Players with Handicaps Year 7 and above:
- English Schools Golf Association  
[www.englishschoolsgolf.org](http://www.englishschoolsgolf.org)
- British Schools Challenge and Colleges Tour  
[www.britishschoolsgolf.com](http://www.britishschoolsgolf.com)
- Independent Schools Golf Association  
[www.isga.co.uk](http://www.isga.co.uk)

## Competition Card 1

### Primary or Secondary:

Primary

### Name of competition:

Tri-Golf Skills

### Age group:

Years 3 and 4 or Years 5 and 6  
(for schools where Tri-Golf is new)

### How to enter:

As part of local Golf Roots project and linked to Schools Games Organiser

### Tournament format:

Intra school format within toolkit can be played using three games for up to 30 children in a small hall.

A virtual competition could be played at both intra and inter school events as long as game dimensions, and surface are kept consistent and as described in toolkit.

The traditional format would be to have a one off event either between classes in school or at Inter School Competition (Level 2).

### Simple rules:

- Teams of 10 (five boys and five girls) rotating around eight skill challenges with five minutes on each game.
- Guidance available within HSBC Golf Roots School Games Toolkit and online: [www.golf-foundation.org/schools/school-games](http://www.golf-foundation.org/schools/school-games)
- Tri-Golf kit can be purchased from [www.daviessports.co.uk](http://www.daviessports.co.uk)
- Each game has its own game card and scorecard that can be delivered by a leader or teacher.
- This format can be delivered on a variety of surfaces; sports hall, flat grass area, playground, golf course practice area.
- For an eight-team competition, a space of four badminton courts is the minimum size required.
- Up to four additional games can be played at County Final - Inter School Competition (Level 3) at the Golf Foundation's discretion; Long Drive, Nearest the pin, Keepy Ups, Selfy stop.
- Bunker (rest) stops should also be included.

### How can depth in competition through extra teams be achieved?

Schools may enter more than one team of 10 pupils into a cluster festival and they may wish to run an intra competition for two classes involving 60 pupils.

- Golf appeals to a wide range of young people and can be a great leveler to those that are not 'sporty' in the traditional school sports. Golf is less physically demanding than some sports and is more individual skill based.
- All of our school formats can be played on a variety of surfaces and in a variety of spaces so a lack of specialised facilities is not an issue.
- Life skills are an important part of the scoring system. The way in which the games are played is as important as how many points are scored. Golf's 'Skills for Life' message is important in developing the child.

### Relevant web links:

[www.golf-foundation.org/schools/school-games](http://www.golf-foundation.org/schools/school-games)

### Roles for young people:

- Event managers
- Timekeepers
- Game supervisors
- Team managers

Young volunteer training related to competition roles.

### Think inclusively!

Teams of 10 must have five boys and five girls. The format of the skills challenge allows all abilities to play together. A separate festival format for severely disabled young people can also be offered using adaptations to rules and layout highlighted in competition resources.

### The route from here to County Final - Inter School Competition (Level 3)

Winning teams progress through to a county final that will be managed and run by a Golf Foundation RDO and supported by a SGO which will take place in June/July.

### How can regularity be achieved?

Regular cluster and area festivals hosted by local Golf Roots Centre (i.e. golf facility). These can incorporate a league scoring system to encourage schools to compete regularly.



## Competition Card 2

### Primary or Secondary:

Secondary

### Name of competition:

StreetGolf Sixes

### Age group:

Years 7 to 10

### How to enter:

As part of local Golf Roots project and linked to Schools Games Organiser

### Tournament format:

Central venue.

A virtual competition could be played at both intra and inter school events as long as game dimensions, and surface are kept consistent and as described in toolkit.

The traditional format would be to have a one off event either between classes in school or at Inter School Competition (Level 2).

### Simple rules:

- Teams of six pupils (3 boys, 3 girls) play in pairs against another school over six holes.
- Shot gun start: all pairs tee off together on six tees.
- Texas Scramble: each player in pair hits their shot, they choose best shot, and both play from that position. Continue process until ball is holed.
- Stroke Play: Count how many shots are taken, the team with the lowest score across the 3 pairs are the winners.
- Can be played on a school site where the course is built from marker cones or at a golf club on a short course.
- Completed in an hour.
- StreetGolf kit can be purchased from [www.daviessports.co.uk](http://www.daviessports.co.uk)
- Scorecards and example draw sheets are included on this link: [www.golf-foundation.org/schools/school-games](http://www.golf-foundation.org/schools/school-games)
- This format can be delivered on a variety of surfaces; grass area, playground, golf course practice area, shortened golf course.

### How can depth in competition through extra teams be achieved?

Pairs are ranked A, B, and C but all scores count towards the overall team score. Schools may also enter more than one team of six pupils or run intra competitions for pupils who have played in a skills festival. The host venue may build a second six hole course to accommodate a further 24 pupils or allow three pairs per hole allowing six teams to play at once.

- Golf appeals to a wide range of young people and can be a great leveler to those that are not 'sporty' in the traditional school sports. Golf is less physically demanding than some sports and is more individual skill based.
- All of our school formats can be played on a variety of surfaces and in a variety of spaces so a lack of specialised facilities is not an issue.
- Life skills are an important part of the competition. The way in which the games are played is as important as how many shots taken. Golf's 'Skills for Life' message is important in developing the child.

### Roles for young people:

- Team managers
- Event organisers
- Match supervisors

Young volunteer training related to competition roles.

### Think inclusively!

Teams of six must have three boys and three girls. The format of texas scramble allows disabled and non-disabled to play together in a pair. Adaptations to the layout of the hole can be made for severely disabled young people playing together, highlighted in the competition resource.

### The route from here to County Final - Inter School Competition (Level 3)

Winning teams progress through to a county final that will be managed and run by a Golf Foundation RDO and supported by a SGO. This should be played at a golf club, and can use standard golf balls, which will be played in June/July.

### How can regularity be achieved?

The format lends itself well to regular central venue matches and also to home and away fixtures where schools build their own six hole golf course and host matches.

### Relevant web links:

[www.golf-foundation.org/schools/school-games](http://www.golf-foundation.org/schools/school-games)

