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## ENTRY DATES & HOW TO ENTER

Document Version: **2**

<b>Intention to Enter:</b>	Friday 30 <sup>th</sup> April 2021	i. Deadline for School Games Organisers to submit their ITE to London Youth Games via survey.
<b>Submit Entry:</b>	Friday 9 <sup>th</sup> July 2021	i. Deadline for School Games Organisers to submit their overall participation information.

For schools competitions the School Games Organiser will co-ordinate entries. Entries are submitted online.

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## TEAM INFORMATION

<b>Age:</b>	Primary	<b>Likely School Year:</b>	Y3-6
<b>Gender:</b>	Mixed		
<b>Team Size:</b>	This is a participation event. We encourage as many young people in your borough to take part as possible.		

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## COMPETITION INFORMATION

<b>Competition Intent :</b>	To develop character and life skills
<b>Competition Format:</b>	There is not a strict format to this virtual event. Schools can adapt where needed, the format below should be used as guidelines.
<b>Final Positions:</b>	London Youth Games will share an overall London-wide participation leader board.

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## SUGGESTED SPACE, KIT & EQUIPMENT

We appreciate schools have varied provision, therefore the details of equipment and space below are suggestions. Schools are encouraged to use alternative resources if those listed below are unavailable to them.

<b>Space:</b>	The Tri Golf games can be delivered indoors or outdoors, but please ensure you mark out enough space for each station to allow the games to be played safely.
<b>Kit &amp; Equipment:</b>	<ul style="list-style-type: none"><li>○ 1 x chipper per team</li><li>○ 1 ball per team</li><li>○ 1 x putter per team</li><li>○ 2 half hoops, each made up from 3 sections</li></ul>

Schools can access the Golf Foundation's Equipment Offer as part of this year's School Games [here](#).

## SPORT SPECIFIC RULES

1. The London Youth Games Tri-Golf offer is participation focused and no scores are required to be reported. However, if schools would like to be entered into a National Leaderboard for the Virtual Skills Competition, you can head to the Golf Foundation's website [www.tri-golfvirtualcompetition.org](http://www.tri-golfvirtualcompetition.org) and enter your scores for the 4 games outlined below.
2. For the Virtual Skills offer, schools will split into teams (ideally groups of 10), with every player taking 3 shots of the 4 games.
3. Alternatively or additionally, schools can take part in the 'My PB' Challenge, which uses the same 4 games and can be delivered as a circuit or separate games. You can find the 'My PB' Challenge Scorecard within the Toolkit.
4. You can find the full School Games Golf Toolkit including diagrams and additional information for schools [here](#).

## RECORDING PARTICIPATION

1. Schools will be required to submit a [Participation Spreadsheet](#) to their SGO's recording their overall school participation in the Virtual Tri Golf.
2. SGO's will be then required to submit their Overall Borough Participation to LYG by the deadline.

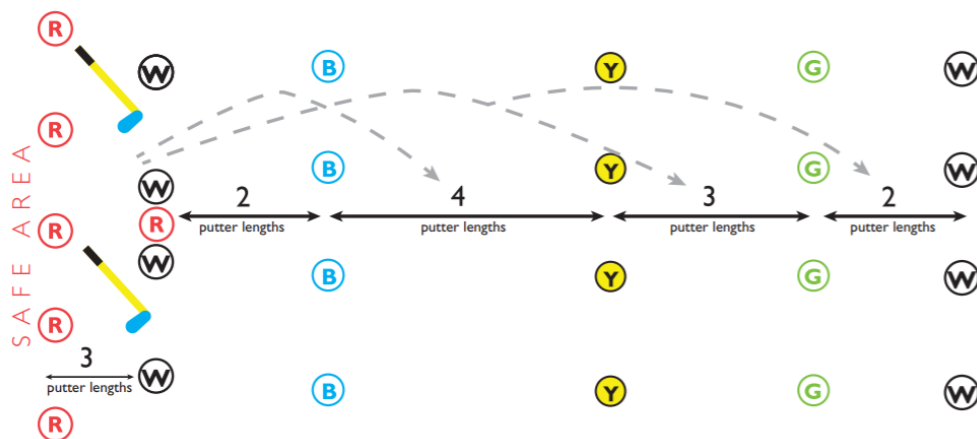
### Golf Skills Stations:

#### Station- Grand National

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

#### Scoring

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



# VIRTUAL TRI GOLF (Y3-6)



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

## Equipment

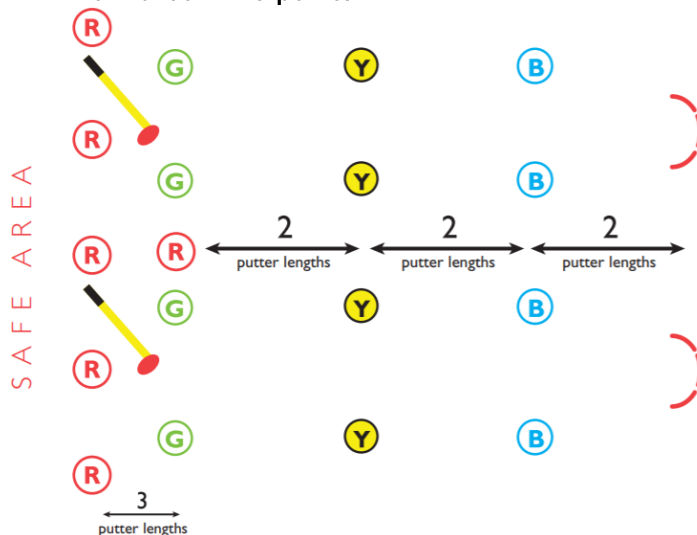
- 1 x chipper per team
- 1 ball per team

## Station – Tunnel Ball

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

## Scoring

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



The ball must stay in the hoop to score.

## Equipment

- 1 x putter per team
- 1 ball per team
- 2 half hoops, each made up from 3 sections

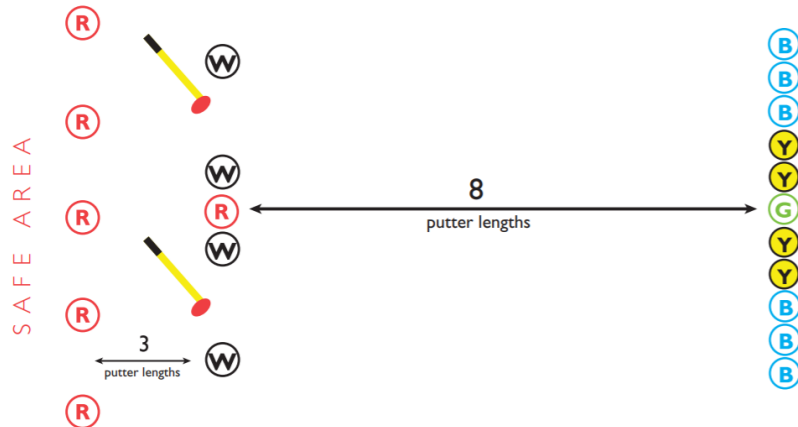
## Station – Zone Ball

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

## Scoring

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

# VIRTUAL TRI GOLF (Y3-6)



The ball must stay in the hoop to score.

## Equipment

- 1 x putter per team
- 1 ball per team

## Station - Go for the Green

Team of 5 on each tee (white cones). Players start from the white cones and try to strike the ball onto the green target. 2 minutes practice (if time allows), 5 minutes play.

## Scoring

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



Score from where the ball lands if game isn't on grass.

## Equipment

- 1 x chipper per team
- 1 ball per team