

2019  
SCHOOL  
GAMES

# Year 3/4 Tri-Golf

Wednesday 26th June 2019

Venue TBC

## Competition Pathway

### 1 SGO Area Events

Open to all schools in the area/borough with the winning school from each borough being invited to the School Games County Final.

NB. An athlete can only represent their school in one event at the Greater Manchester School Games County Finals

### 2 Greater Manchester School Games County Final

This stage is organised in partnership with the Golf Foundation and comprises of 10 schools representing each of the boroughs in Greater Manchester.

## Teams

Players must be from year 3 and/or year 4.  
Teams consist of 10 players, 5 girls and 5 boys.

## Equipment

Tri-Golf equipment bag (right/left handed irons & putters, balls, game & team cards).  
Extra cones.  
2m velcro target.  
Stopwatch & whistle.

## Competition Format

Teams will complete a 10 station Tri-golf cluster festival.

This comprises of 8 skill activities and 2 non scoring bunker rest stops.

Each team of 10 players will accumulate a score for each game and a total score for the festival.

The team with the highest score wins the event.

Each team of 10 players will be split into 2 teams of 5 so that there will be 2 groups of 5 players on each tee per game.

There will be 2 minutes practice time and 5 minutes scoring time allocated on each game.

For further information please refer to the Golf Foundation's School Games Competition Toolkit.

<http://www.golf-foundation.org/page.asp?section=280%A7ionTitle=School+Games>

## Scoring

Tri Golf competitions allow children to compete individually and as part of a team.

One person in each team is responsible for reading instructions and keeping score on scorecard. The scoring is explained on each card. A young leader would be ideal to assume this role.



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## Fair Play.

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

## Entry deadline Friday 14th June

If you enter past this deadline your school will not appear in pre-press material



## Health & Safety.

Before all matches this must be read and adhered to: Players are advised to wear suitable, comfortable clothing and footwear.

No jewellery to be worn.

All loose clothing must be tucked in and shoelaces tied.

No chewing gum or sweets.

Players should bring plenty of drinks.

All players are advised to warm up appropriately before each match.

When not competing, players must remain off the court and not get in the way or distract officials

Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers.

All team teachers must ensure their pupils are under adult supervision at all times, even when playing.

Please ensure students have been briefed on health and safety.



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## Skills Festival layout for Levels 2 and 3 of School Games

8 games and a bunker rest stop

2 tees per game station

5 pupils per tee

Ensure a left hand chipper is placed on each chipping game

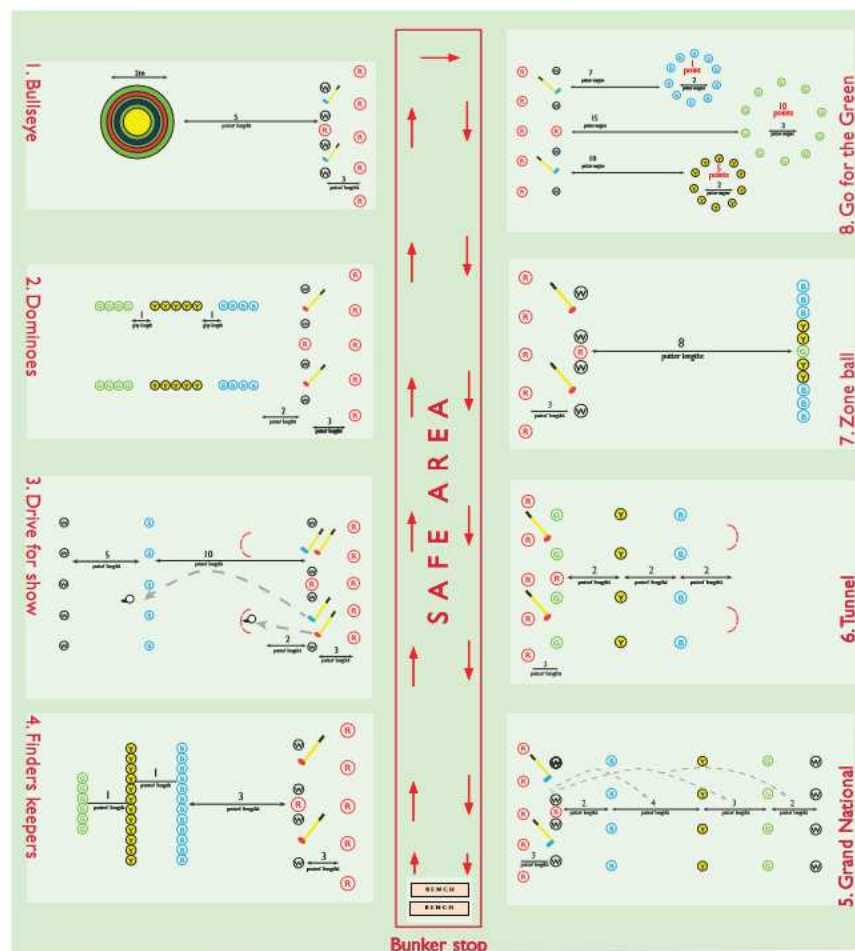
Up to 90 pupils participating

2 minutes practice time and 5 minutes scoring time on each game

See individual scorecards for each game

### Equipment needed

Equipment	Qty	Notes	Contents of one 18-Golf Player Bag
18-Golf putters (red)	10	7 4 ball handed	9 RED + 1 LIL
18-Golf chippers (blue)	8	4 4 ball handed	9 RED + 1 LIL
18-Golf balls	24		
18-Golf yellow balls	20	5 x 4 colours	
Red cones	48		
White cones	28		
Yellow cones	44		
Green cones	12		
Blue cones	45		
18-Golf 2m ballstop targets	1		
Handicap	4		
Holes	4		
Water		for each player in Bunker stop	
Cases and scorecards		as required	
Tees and individual scorecards			
Whistle		one of each	
Stopwatch			



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



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