

# Golfway



# SKILLS FESTIVAL TOOLKIT

(4-GAME VERSION)

# GOLF FOR SCHOOLS AND COMMUNITY GROUPS

The Golfway Skills Festivals are popular amongst primary aged children who are new to golf and delivered using adapted Golfway equipment. The festivals can be delivered as a competitive or non-competitive School Games events such as Intra-School events, Inter-School Cluster events and County events. It can also be used in a community setting, such as youth centres and parks, and golf club environment.

*Here are 2 delivery options and ideas using the 4-game Skills Festival layout:*

- Virtual Golfway Skills Competition
- 'My PB' (Personal Best) Challenge

## Intra-School Competition:

At intra-school level, teachers can use the 'Virtual Golfway Skills Competition' or 'My PB' (Personal Best) Challenge.

## Inter-School Events and County Events:

At physical Inter-School and County levels, event organisers should use the full 8-game layout in the agreed county format i.e. 8-Game Golfway Skills Competition (see the full School Games Golf Toolkit for Primary Schools). The 'Virtual Golfway Skills Competition' could be used for these competitions as an alternative to physical competition.

## Community:

The 'Virtual Golfway Skills Competition' can be used to stage a competition where it is not possible to stage a central, physical competition. The 4-game Skills Festival layout allows community to include competition by practicing set games and then posting their team score onto the virtual leader board. Local community project organisers can sort the leader board alphabetically and see all the posted scores for a particular project.

## Club:

If a golf club delivers regular Golfway activity or as part of a holiday club, the coach or junior organiser can enter team scores onto the virtual leader board.

## The formats in more detail.

### • Virtual Golfway Skills Competition:

Using the 4-game Golfway Skills Festival layout and the web-based leader board, this competition is open to all groups (school, community, club). The 4 games are easy to setup using equipment you have in your Golfway bag.

- Split your group into teams of 10 (5 girls and 5 boys).
- Every player will take 3 shots on each of the 4 games giving you a total team score. Record the team score on the scorecard in this resource.
- The team score is then uploaded onto our dedicated website where you will see a live leader board. You will be able to see the group/team name, area and county for each team on the leader board.

• **Resource:** Use stations numbered 1 – 4 in this resource and find the leader board and further guidance here:

[www.golfwaycompetition.org](http://www.golfwaycompetition.org)

### • 'My PB' (Personal Best) Challenge:

Using the 4-game Golfway Skills Festival, the 'My PB' Challenge allows players to play the games and set an individual score. The player records their score on the 'My PB (Personal Best) scorecard in this resource and then try and improve on their personal best score. This universal format can be used in mass participation events, curriculum PE lessons, health week activity and more.

• **Resource:** Use stations numbered 1 – 4 in this resource and the 'My PB' Personal Best Challenge Scorecard

# 4-GAME GOLFWAY SKILLS LAYOUT

The games have been selected to ensure that the setup is easy, no specialist equipment is needed (just cones and hoops) and easy to understand and deliver.

**The 4-game Golfway Skills Festival is ideal for:**

## Intra-School Events

Teams of 10 (5 girls and 5 boys), 2 minutes practice on each game then 5 minutes scoring. The highest score across of 4 games wins.

## Delivering a curriculum time PE lesson

Once the 4 games are laid out, split the class into 4 groups and rotate around the 4 stations. 40 minute – 1 hour activity can easily be delivered.

## A golf taster session.

Provides a mixture of chipping and putting and a personal best activity. Ask a local PGA Professional from a local HSBC Golf Roots Centre to support the delivery of Golfway taster sessions.

## As part of a focused event such as National School Sport Week or Health Week

The 4-game Golfway Skills layout is a great way for pupils to sample golf. It raises the heart rate and allows them to develop new skills.

## 'My PB' (Personal Best) Challenge

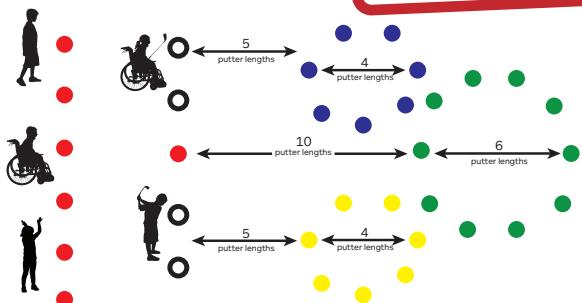
Use individual pupil scorecard in this resource. Pupils can track their own progress over a certain period. Each player has 3 shots on each game to set a personal best and then attempt to improve on their own score. Encourage practice or learning new skills in between attempts.

## Virtual Golfway Skills Competition

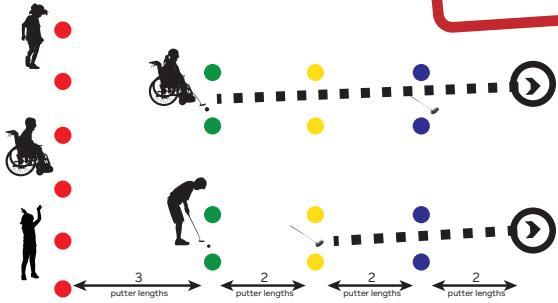
The 4-game Golfway Skills Festival layout is used in the Virtual Golfway Skills Competition. Visit the dedicated website [www.golfwaycompetition.org](http://www.golfwaycompetition.org)

## SAFETY AND REFLECTION ZONE

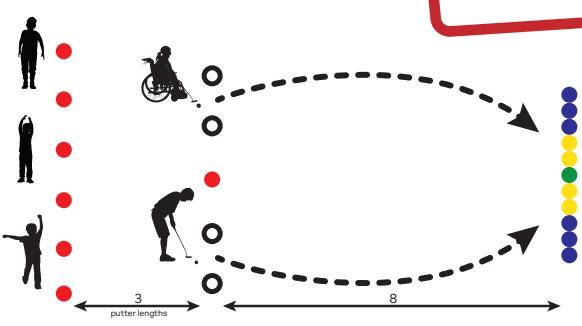
### Go for the Green



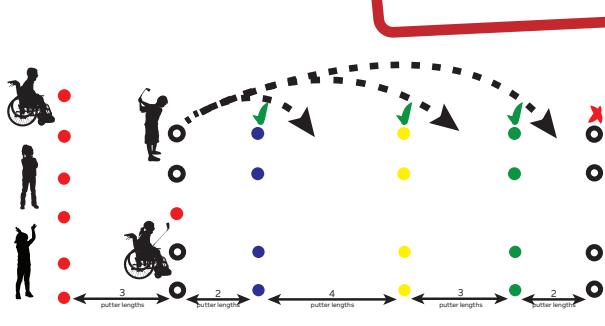
### Tunnel Ball



### Zone Ball



### Grand National



# STATION 1: GRAND NATIONAL

## INSTRUCTIONS

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

Players must collect their own golf balls and always return to the safety area after collecting.

## SCHOOL GAMES VALUE: SELF BELIEF

You've got to believe to achieve. Have the self-belief and confidence to succeed and reach your personal best. Really believe you can hit the centre of the target.

Value not demonstrated	= 1 point
Value displayed in parts	= 5 points
Value demonstrated throughout	= 10 points

## SCORING

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

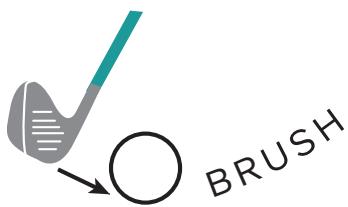
Score from where the ball lands, not where it stops.

## EQUIPMENT

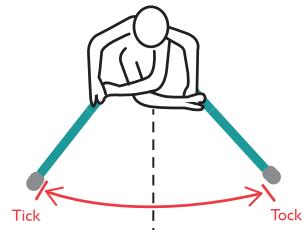
- 1 x chipper per team
- 1 ball per team
- Cones as below.

### KEY POINTS FOR SUCCESS

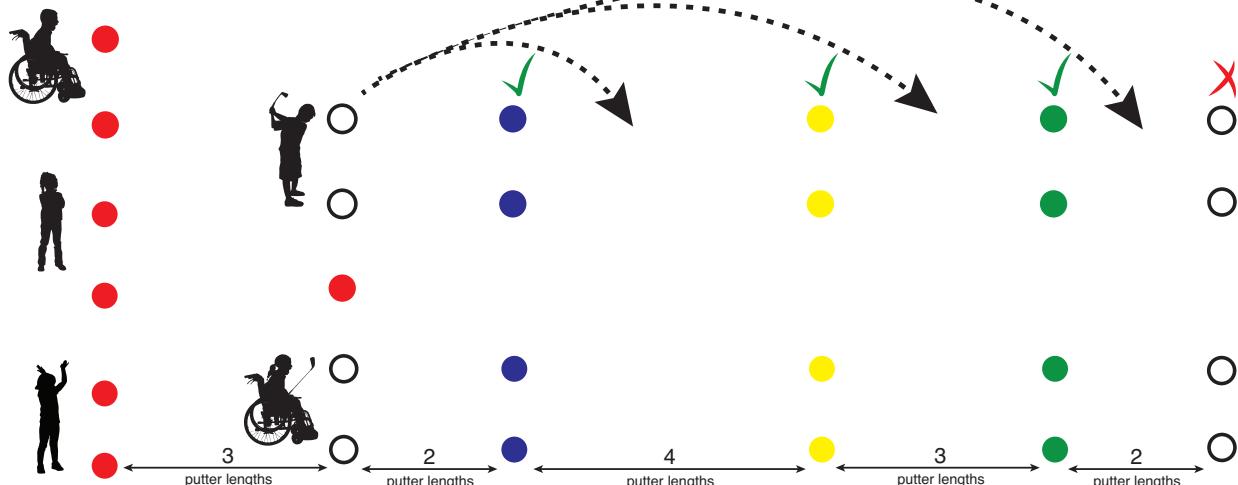
1. *Brush* the ground to get the ball into the air



2. Make an equal *Tick Tock* swing



## Grand National



## STATION 2: TUNNEL BALL

### INSTRUCTIONS

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

Players must collect their own golf balls and always return to the safety area after collecting.

### SCHOOL GAMES VALUE: RESPECT

Show respect for the young leader, for the opposition, for your teammates, for yourself and for the game. Respect other players decisions. Have respect every day, in every sport and for everyone.

Value not demonstrated = 1 point  
Value displayed in parts = 5 points  
Value demonstrated throughout = 10 points

### SCORING

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

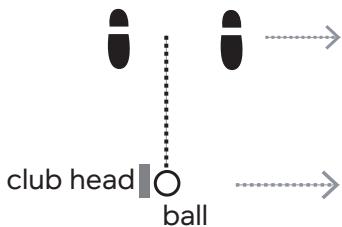
The ball must stay in the hoop to score.

### EQUIPMENT

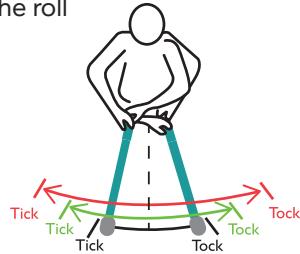
- 1 x putter per team
- 1 ball per team
- 2 half hoops, each made up from 3 sections
- Cones as below.

### KEY POINTS FOR SUCCESS

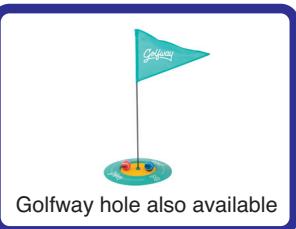
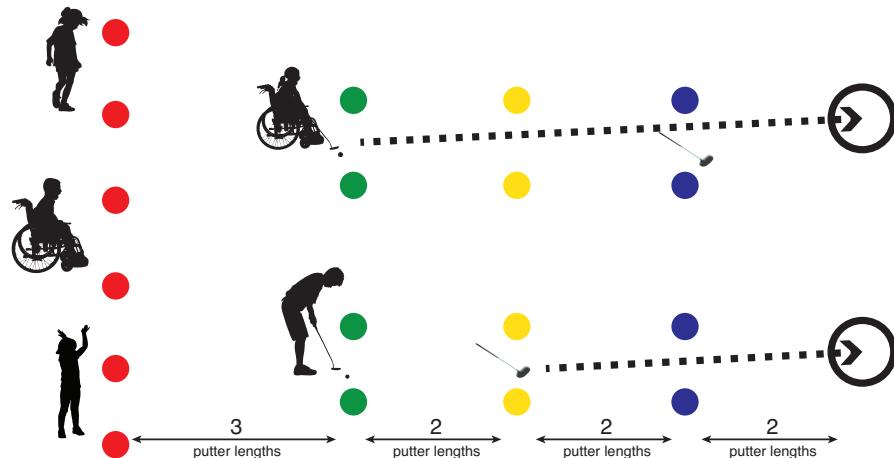
1. Club ready and aim using the grey part of the club



2. Make an equal *Tick Tock* swing to control the roll



### Tunnel Ball



# STATION 3: ZONE BALL

## INSTRUCTIONS

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

Players must collect their own golf balls and always return to the safety area after collecting.

## SCHOOL GAMES VALUE: HONESTY

Be honest with others and with yourself. Have the courage to do the right thing and what you know is right. Let the best person win, not the best cheat. Which cone did you honestly hit?

Shout your score to the leader.

Value not demonstrated	= 1 point
Value displayed in parts	= 5 points
Value demonstrated throughout	= 10 points

## SCORING

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

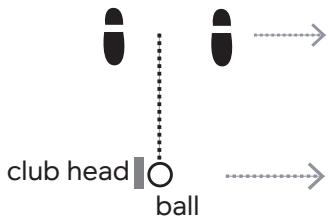
The ball must stay in the hoop to score.

## EQUIPMENT

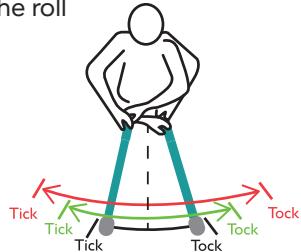
- 1 x putter per team
- 1 ball per team
- Cones as below, must be touching

## KEY POINTS FOR SUCCESS

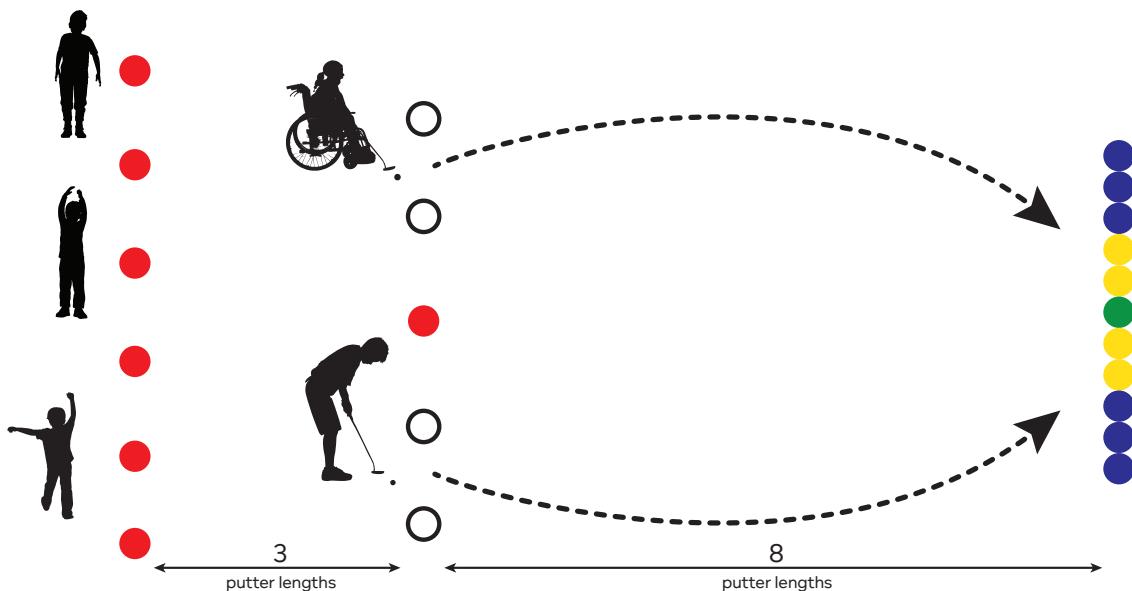
1. Club ready and aim using the grey part of the club



2. Make an equal *Tick Tock* swing to control the roll



## Zone Ball



# STATION 4: GO FOR THE GREEN

## INSTRUCTIONS

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

Players must collect their own golf balls and always return to the safety area after collecting.

## SCHOOL GAMES VALUE: DETERMINATION

Keep going no matter what. Determination is about pushing yourself to achieve. Have the mental strength and self-discipline to try again if a shot doesn't go to plan. Try again and don't give up.

Value not demonstrated	= 1 point
Value displayed in parts	= 5 points
Value demonstrated throughout	= 10 points

## SCORING

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

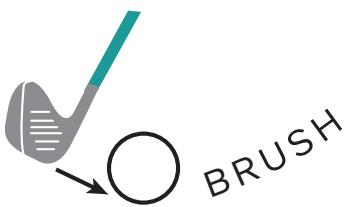
Score from where the ball lands if game isn't on grass.

## EQUIPMENT

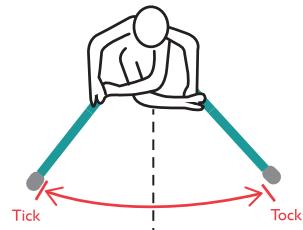
- 1 x chipper per team
- 1 ball per team
- Cones as below.

### KEY POINTS FOR SUCCESS

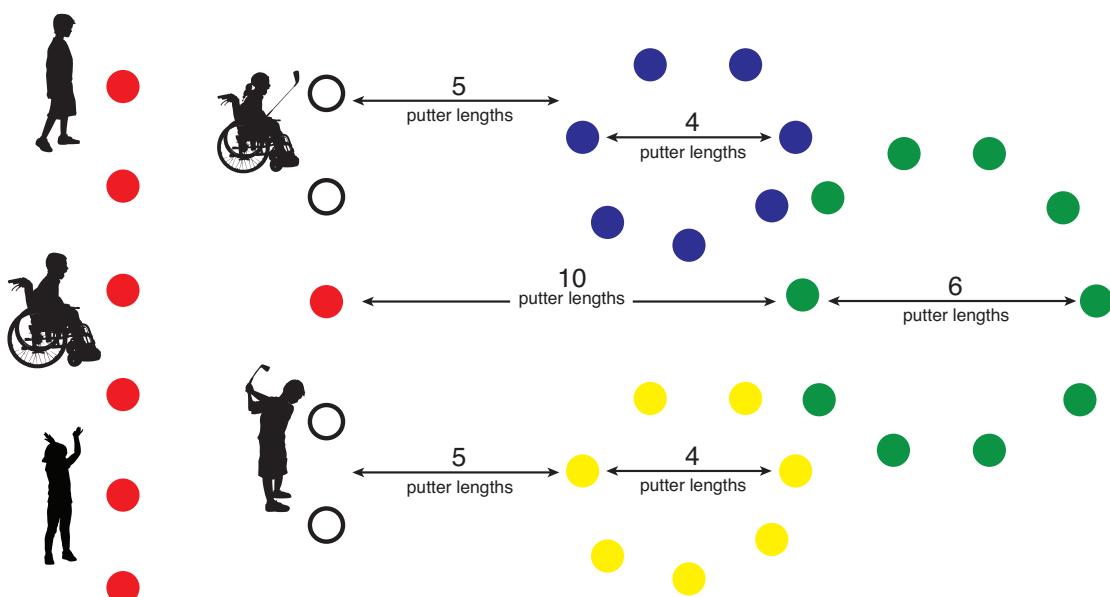
1. *Brush* the ground to get the ball into the air



2. Make an equal *Tick Tock* swing



## Go for the Green



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SCORECARD			
Game Name		Score	School Games Values Score
Game No	Game	Score	School Games Values Score
1	Grand National		
2	Tunnel Ball		
3	Zone Ball		
4	Go for the Green		
		Grand total	
		Signature	

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'My PB' Challenge Scorecard			Name:		
Game	Date:	Date:	Date:	Date:	Date:
Grand National					
Tunnel Ball					
Zone ball					
Go for Green					
<b>Totals</b>					

'My PB' Challenge Scorecard			Name:		
Game	Date:	Date:	Date:	Date:	Date:
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