

2019
SCHOOL
GAMES

KS2 Inclusive Tri-Golf

Wednesday 26th June 2019

Venue - Armitage Centre

Participants in this competition can be from the same or different schools in the borough

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 teams representing each of the boroughs in Greater Manchester.

Teams

Players must be from Key Stage 2 years (years 3-6)
Teams consist of 10 players, 5 girls and 5 boys.

Target Group

PAN Disability - Teams will comprise of individuals with differing impairments. To ensure the competition is fair and appropriate, specific adaptations will be made.

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>

Equipment

Tri-Golf equipment bag (right/left handed irons & putters, balls, game & team cards).

Extra cones.

2m velcro target.

Stopwatch & whistle.

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.

Activities

At SGO Area/Borough level any number of activities from the game card can be delivered, but all winning schools must have had an opportunity to practice all the elements of the 10 station game card before attending the County Final.

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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

Adaptations

Station 1: Bullseye

Move the tee closer to the target and make the target bigger.

Station 2: Dominoes

Use 2 or 3 cones together for the target as opposed to 1.

The cone that has been hit may become the tee (starting point) so the player moves forward. This will mean that all the putts will be of the same length.

Station 3: Drive for show, putt for dough

During the chip shot the ball only needs to ROLL over the line of blue cones as opposed to landing OVER the blue line.

During the putting shot the ball only needs to touch the hoop and not come to rest in it.

Station 4: Finders Keepers

Use 2 or 3 cones touching together for the target as opposed to 1.

Put more cones out as targets.

Station 5: Grand National

The ball can land or stop in an area to score points. Score points for lifting the ball off the ground.

Station 6: Tunnel ball

All players play from the blue cones but the scoring system from the white cones is applied.

Players have to hit the hoop but the ball does not have to remain in the hoop.

Station 7: Zone ball

Move the tee (starting point) half way towards the target.

Station 8: Down the middle

2 points can be awarded for hitting the ball in the air.
5 points can be awarded for hitting the ball over the blue line.

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.

