GOLF ROOTS

Skills for life

# NATIONAL COMPETITION FOR PRIMARY SCHOOLS

OPEN TO KEY STAGE 2 PUPILS

SEPTEMBER 2010 TO JULY 2011

England Golf

Growing The Game

SPORT ENGLAND

RESOURCE PACK

www.golf-foundation.org

GOLF ROOTS
Skills for life

**Guidance**

The National Golf Roots Competition for Primary Schools is open to any primary school involved in a Golf Roots city or community project in England, Wales and Scotland. The target age group is key stage 2. Pupils play as a team of 10, consisting of 5 boys and 5 girls. The format has been standardised to 8 games that can be set up using Tri-Golf equipment. The standard unit of measurement is a Tri-Golf putter's length to ensure consistency. It is strongly recommended that young volunteers are involved in helping supervise the games and general management of the competition. Golf Roots projects are invited to each send two young volunteers, a PGA coach and a young volunteer coordinator to their regional young volunteer training day in February 2011 that will focus on how to run the KS2 competition. For dates, visit: www.golf-foundation.org

The games can be delivered inside using a sports hall or outside using a school field, playground or ideally from a school to club link perspective, the practice ground at the local golf club. Schools may run a virtual on-site competition using the Golf Roots Competition resources but their scores must be submitted to the local Partnership Development Manager or Competition Manager for consideration at the next round of competition i.e. a cluster or School Sport Partnership event. Schools can progress through rounds from cluster to SSP to county to regional to national. SSP round to be completed by 6th May, county round by 27th May, regional round by 17th June, national final to be held on the 6th July at Loughborough University. In the event of a tie for first place in any of the rounds, the score on game 8 (Down the Middle) will be taken.

| Event | National Golf Roots Competition for Primary Schools |
|---|---|
| Venue | Sports Hall, school field, golf club practice ground |
| Equipment | Tri-Golf equipment bag, extra cones, 2m velcro target, stopwatch, whistle |
| Resources required | Team scorecards<br>Game cards with explanation and diagram of game<br>Local club based opportunities flyer<br>Post event press release |
| Personnel required | Organiser<br>One person per group (scoring and safety)<br>One person per activity (explain activity and safety) young leader<br>Person to check and collate scores<br>Floating safety persons (optional) |
| Ideal numbers | 90 pupils including a bunker rest stop for one team and at least 12 young leaders |
| Format and scoring | I. 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.<br>II. Aim to allow each team 2 minutes practice time on each game before playing for 5 minutes.<br>III. 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.<br>IV. A young leader will explain the game to each team in the 2 minute practice round and keep score during the 5 minute playing round.<br>V. Scoring and safety is explained on each games card. |
| Pre event planning | Plan games and activities. Check appropriate kit for number of pupils |
| | Deliver Tri-Golf festival training for young volunteers |
| | Prepare results sheet |
| | Prepare scorecards and pens |
| On the day | Layout games |
| | Brief young leaders if Tri-Golf festival training for young volunteers has not been delivered<br>Run through games and scoring system<br>Emphasize safety<br>Demonstrate key teaching points |
| | Organise pupils into fairly equal teams. Assign each team a starting point |
| | Collate scores |
| | Results, prize-giving, certificates, Skills for Life award. This is for the team that demonstrated any one of the following social skills: the best cooperation, support for one another, team spirit, honesty, concentration or perseverance. |
| | Distribute club opportunities flyer |
| After the event | Display results sheet on noticeboard with photos |
| | Mention in assembly |
| | Review event and note improvements |
| | Forward results onto Competition Manager or School Sport Partnership and register the highlights of your event on the Golf Foundation website: **www.golf-foundation.org** |

**Other Considerations:** Link to local golf facility with follow-up leaflets and involvement of club coach. Time of year – all year round

## Games and layout

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

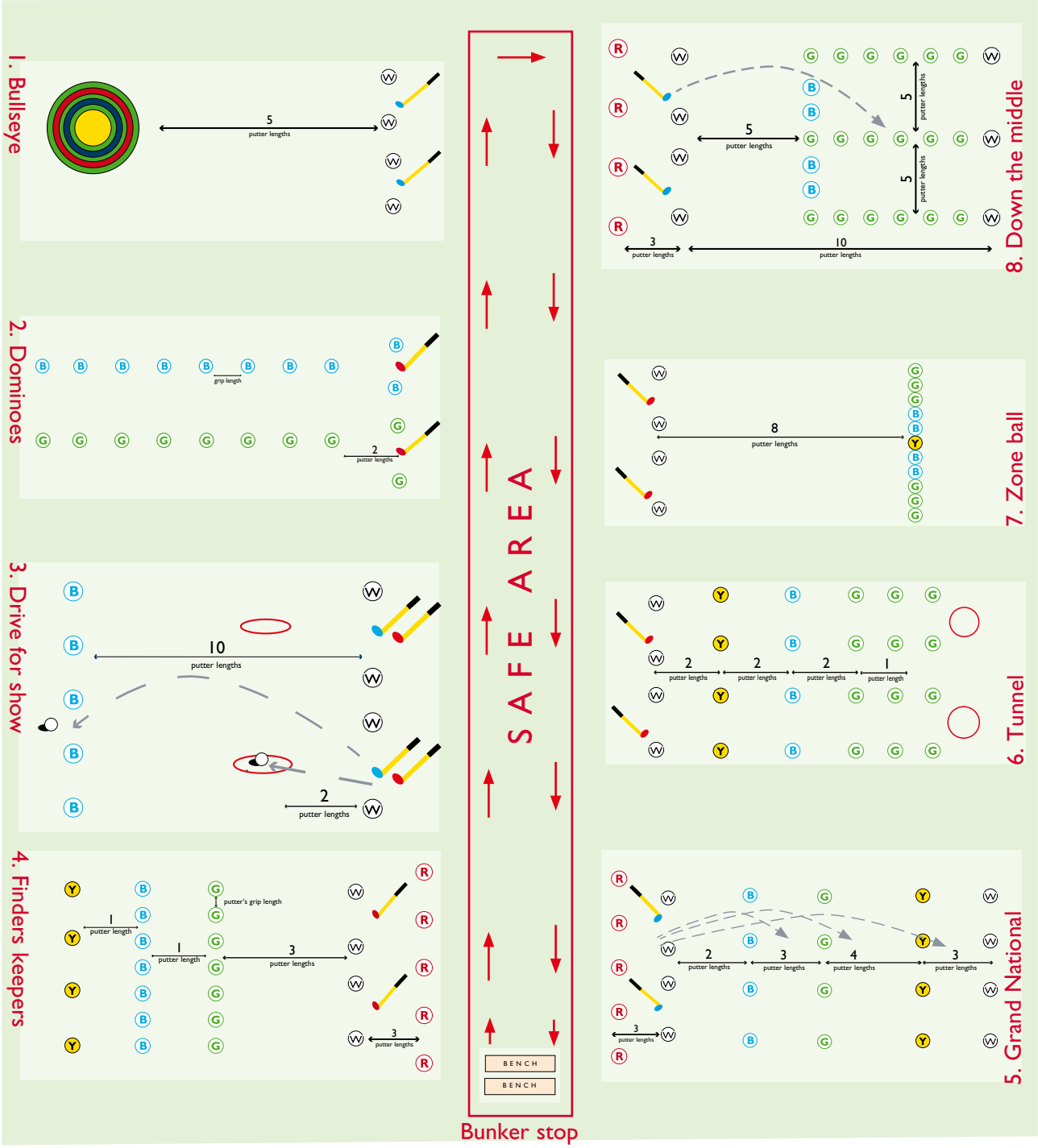
Up to 90 pupils participating

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 Tri-Golf Master Bag |
|---|---|---|---|
| Tri-Golf putters (red) | 8 | + 4 left handed | 9 RH + 1 LH |
| Tri-Golf chippers (blue) | 8 | + 4 left handed | 9 RH + 1 LH |
| Tri-Golf balls | 34 | | |
| Tri-Golf velcro balls | 20 | 5 x 4 colours | |
| Red cones | 24 | extra if setting out *Bullseye*, *Splashdown*, *Shootout*, *Play the course* with cones instead of a target, pool or goal | 10 |
| White cones | 44 | | 10 |
| Yellow cones | 18 | | 10 |
| Green cones | 39 | | 10 |
| Blue cones | 29 | | 10 |
| Tri-Golf 2m bullseye target | 1 | | |
| Tri-Golf 2m bullseye target | 1 | | |
| Benches | 4 | | |
| Pop up goal | 1 | | |
| Water | | for each player in *Bunker stop* | |
| Games and scoresheets | as required | | |
| Team and individual scorecards | | | |
| Whistle | one of each | | |
| Stopwatch | | | |



# Bullseye

Station 1

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**Instructions** Team of 5 on each tee (white cones).
Chip the ball in the air aiming at the centre of the target. Balls should not be collected until all balls have been hit and a command has been given. 2 minutes practice (if time allows), 5 minutes play.

## Scoring

Yellow inner = 10 points
Inside green = 5 points
Blue circle = 4 points
Middle green = 3 points
Red circle = 2 points
Outer green = 1point

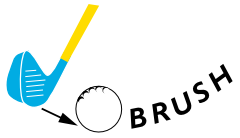
Score is taken from where the ball stops not where it lands

## Equipment

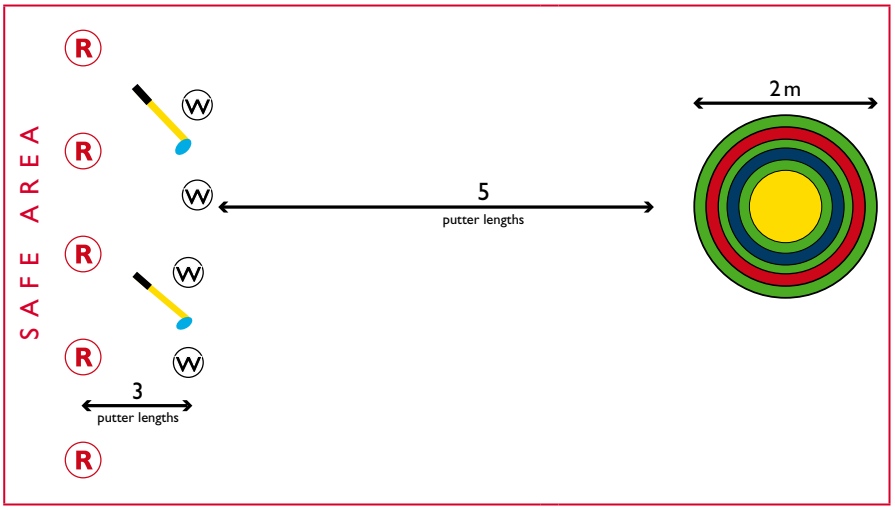
1 x Tri-Golf chipper per team
1 x 2m Tri-Golf pop up target
5 x velcro balls per team
Cones could be used if you do not have a Tri-Golf target

## Key points for success

1. *Tic-Toc Brush the ground* to get the ball into the air




2. Practise and then play for success




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A Primary School | 10 , 5 , 1 , 4 , 4 , 2 , 5 , 1 , 10 , 10 , 2 | 54 |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |

# Dominoes

Station 2

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Skills for life

**Instructions** Team of 5 on each tee (white cones). 10 cones of the same colour are in a straight line from the player. Players try to roll the ball with the putter to hit the cone nearest to them, if the player hits the cone they collect it. 2 minutes practice (if time allows), 5 minutes play.

## Scoring

Team continues until all cones are hit

Score 1 point for each cone collected

When all the dominoes are completed, lay them out using the putter to measure and play again

## Equipment

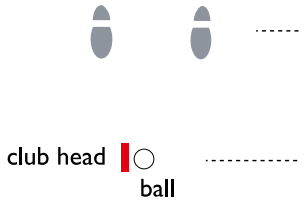
1 x Tri-Golf putter per team

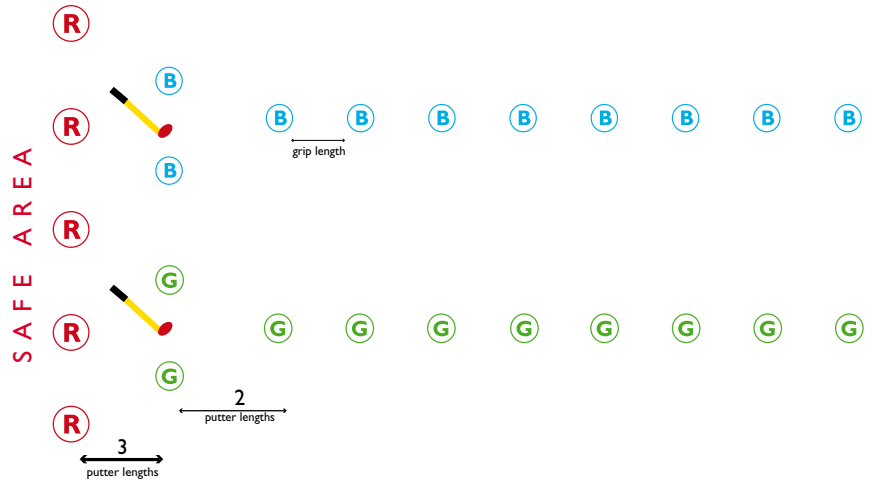
1 ball per team

Cones as below

## Key point for success

Club ready and aim using the red part of the club




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A Primary School | 10 , 10 , 10 , 6 | 36 |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
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# Drive for show, putt for dough

Station 3

GOLF ROOTS Skills for life

**Instructions** Team of 5 on each tee (white cones). Chip the ball over the river and score by putting the ball into the hoop.
2 minutes practice (if time allows), 5 minutes play

**Gifted and talented game - within the 5 minutes playing time, all players should have 7 attempts only. Two extra leaders are required to complete individual scorecards so that players who score above 50 can be identified. Also, watch for consistent repetition of putting and chipping stroke.**

## Scoring

If the player lands the ball over the river (blue cones) they attempt a putt into the hoop

Each successful drive = 5 points

Each successful putt = 5 points

Putt - the ball must stop in the hoop to score

## Equipment

1 x Tri-Golf putter per team

1 x Tri-Golf chipper per team

2 balls per team

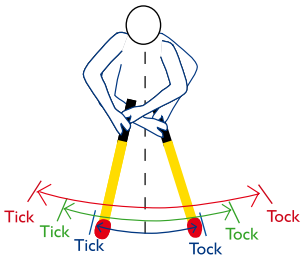
1 hoop per team

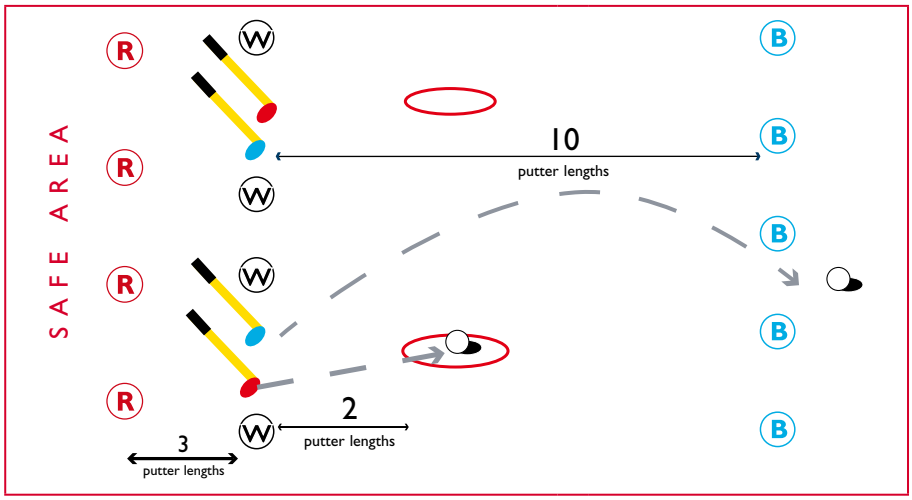
Cones as below

## Key points for success

1. Practise and play for success

2. Concentrate on the size of your *Tick-tock* swing




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A Primary School | 5 , 5 , 5 , 5 , 5 , 5 , 5 , 5 , 5 | 45 |
| 1 | | | | |
| 2 | | | | |
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| 11 | | | | |
| 12 | | | | |

# Finders keepers

Station 4

GOLF ROOTS
Skills for life

**Instructions** Team of 5 on each tee (white cones). Putt the ball towards the cones, the first cone the ball hits, the player collects with the ball and returns it to the team. Play until all the cones have been hit and collected, then the game ends.
2 minutes practice (if time allows), 5 minutes play.

## Scoring

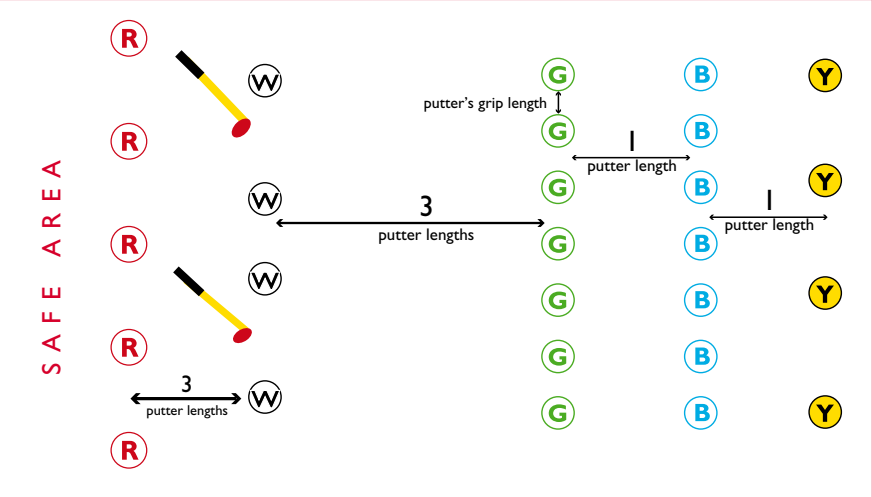
Yellow hit = 10 point
Blue hit = 5 points
Green hit = 1 point
Pick up one cone only

## Equipment

1 x Tri-Golf putter per team
1 ball per team
7 green cones, 7 blue cones, 4 yellow cones

## Key points for success

1. Choose a cone to try to hit then get your aim
2. The waiting players can act as a coach and give encouragement




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A Primary School | 10 , 5 , 1 , 5 , 5 , 2 , 2 , 2 , 2 , 10 | 44 |
| 1 | | | | |
| 2 | | | | |
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| 10 | | | | |
| 11 | | | | |
| 12 | | | | |

# Grand National

Station 5

GOLF ROOTS Skills for life

**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.

## Scoring

Over fence 1 (between blue-green) = 2 points

Over fence 2 (between green-yellow) = 5 points

Over fence 3 (ball must land between yellow and white ) = 10 points

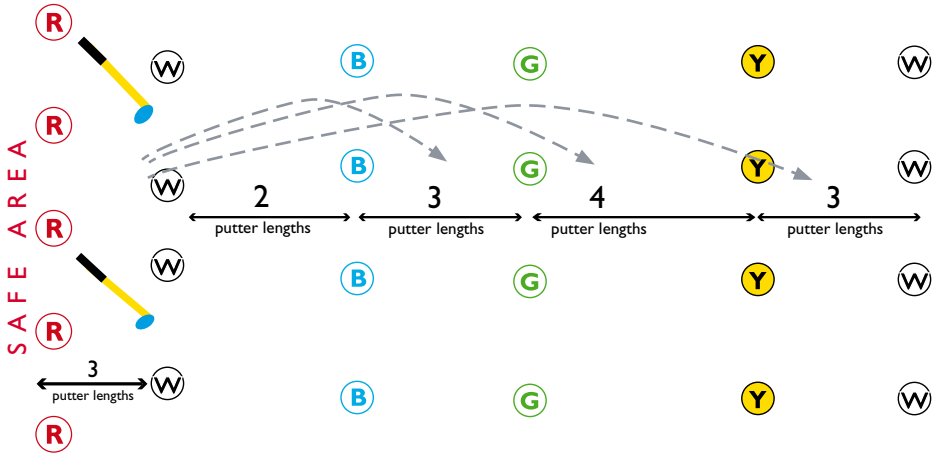
Score from where ball lands not where it stops

## Equipment

1 x Tri-Golf chipper per team

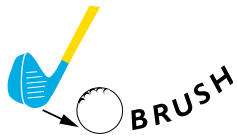
1 ball per team

Cones as below

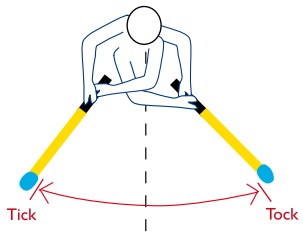



## Key points for success

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




2. Make an equal *Tick-tock* swing




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A Primary School | 10 , 5 , 5 , 5 , 2 , 2 , 2 , 2 , 10 | 43 |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
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| 11 | | | | |
| 12 | | | | |

# Tunnel ball

Station 6

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Skills for life

**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 or white. The furthest tees will reward you with more points. 2 minutes practice (if time allows), 5 minutes play.

## Scoring

| | Hit hoop | In hoop |
|---|---|---|
| Blue | 1 points | 2 points |
| Yellow | 3 points | 6 points |
| White | 5 points | 10 points |

## Equipment

1 x Tri-Golf putter per team

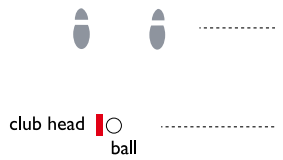
1 ball per team

2 large hoops, each made up from 6 sections in the Tri-Golf bag

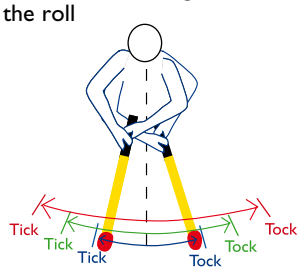
Cones as below

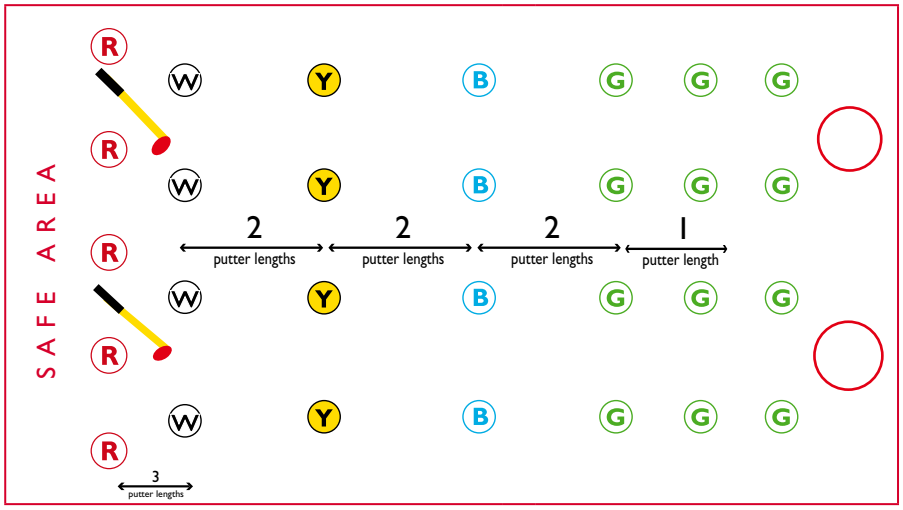
## Key points for success

1. Get the club ready and aimed using the red part of the club




2. Use *Tick-tock* swing to control the roll




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A Primary School | 10 , 5 , 1 , 2 , 3 , 6 , 6 , 3 , 5 , 10 | 51 |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |

# Zone ball

Station 7

GOLF ROOTS Skills for life

**Instructions** Team of 5 on each tee (white cones). Try to hit the yellow or blue cones to score the highest. Once you have hit all the cones, put them back in order and repeat the game. 2 minutes practice (if time allows), 5 minutes play

**Scoring**

Yellow cone = 5 points

Blue cone = 3 points

Green = 1 point

**Equipment**

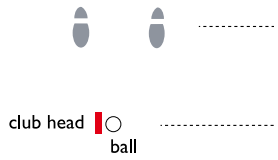
1 x Tri-Golf putter per team

1 ball per team

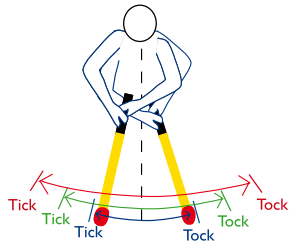
Cones as below

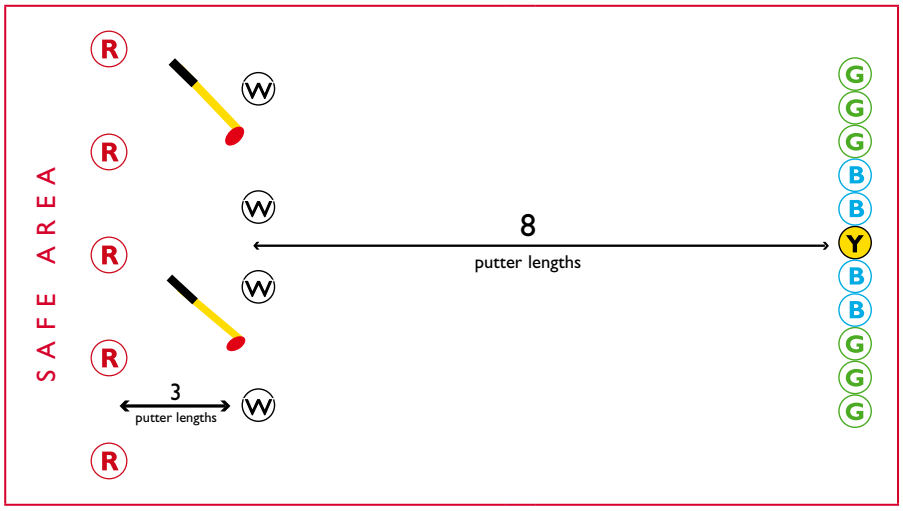
**Key points for success**

1. Get the club ready and aimed using the red part of the club




2. Use *Tick-tock* swing to control the roll




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A Primary School | 5 , 3 , 5 , 5 , 3 , 5 , 1 , 5 | 32 |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |

# Down the middle

Station 8

GOLF ROOTS Skills for life

**Instructions** Team of 5 on each tee (white cones). Players start from the white cones and try to strike the ball in between the lines of green cones (fairway) and over blue cones (river) in turn. 2 minutes practice (if time allows), 5 minutes play.

## Scoring

Over the river = 2 points

Over the river and in the fairway = 5 points

The ball must land on the fairway over the blue cones but before the white cones

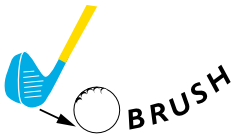
## Equipment

1 x Tri-Golf chipper per team,

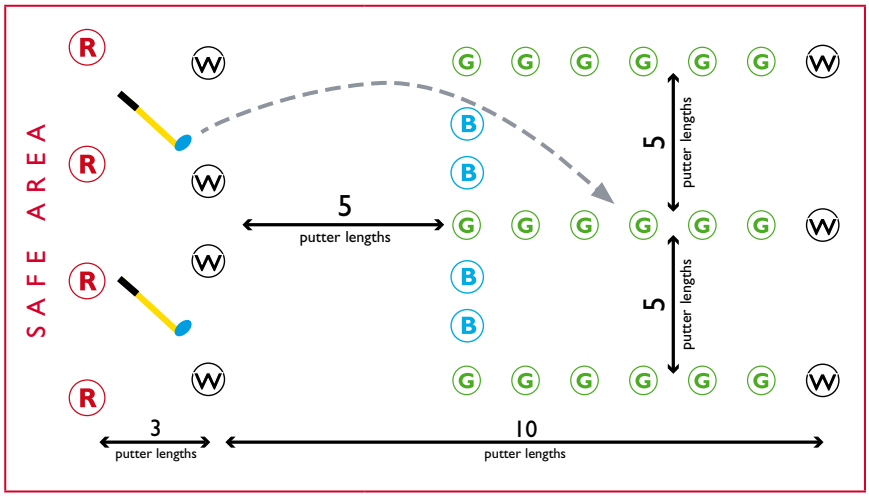
1 ball per team, cones as below

## Key points for success

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




2. Hold balance at the end of the swing for a count of two




| Team No | Bib colour | School or Team name | Score | Total |
|---|---|---|---|---|
| Example | Blue | A School | 5 , 2 , 5 , 5 , 2 , 5 , 2 , 5 + 10 bonus | 41 |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |

GOLF ROOTS
Skills for life

## SCORECARD

| Team Name | | | | |
|---|---|---|---|---|
| **Team No** | **Game** | **Score** | **Total** | **Skills for Life** |
| 1 | Bullseye | | | |
| 2 | Dominoes | | | |
| 3 | Drive for Show | | | |
| 4 | Finders Keepers | | | |
| 5 | Grand National | | | |
| 6 | Tunnel | | | |
| 7 | Zone Ball | | | |
| 8 | Down the Middle | | | |
| | Grand total | | | |
| | Signature | | | |

GOLF ROOTS
Skills for life

## SCORECARD

| Team Name | | | | |
|---|---|---|---|---|
| **Team No** | **Game** | **Score** | **Total** | **Skills for Life** |
| 1 | Bullseye | | | |
| 2 | Dominoes | | | |
| 3 | Drive for Show | | | |
| 4 | Finders Keepers | | | |
| 5 | Grand National | | | |
| 6 | Tunnel | | | |
| 7 | Zone Ball | | | |
| 8 | Down the Middle | | | |
| | Grand total | | | |
| | Signature | | | |

# Risk Assessment Hazard Checklist – sample

| | | | |
|---|---|---|---|
| Club/Society/Project Name | | Assessment Date | |
| Assessed By | | Approved By | |

| | | | |
|---|---|---|---|
| Locations | | Activities | **Tri-Golf** |

| 1 | INDOOR HAZARDS | |
|---|---|---|
| 1.1 | Inappropriate lighting | |
| 1.2 | Temperature | |
| 1.3 | Insufficient or unsuitable space | |
| 1.4 | Untidiness – causing trip, fire hazard | |
| 1.5 | Stairs – dark, steep, no handrail | |
| 1.6 | Lack of fire escapes, extinguishers, procedures | |
| 1.7 | Slip, trip, fall hazards | |
| 1.8 | Inadequate ventilation | |
| 1.9 | Inhalation of dust | |
| 1.10 | Poor surfaces for activities – slips, trips or impact | |
| 1.11 | Electrical hazards | |

| 2 | SPORTING ACTIVITY HAZARDS | |
|---|---|---|
| 2.1 | Uneven playing surface | |
| 2.2 | Playing surface too hard or soft | |
| 2.3 | Hard or sharp objects on pitch | |
| 2.4 | Sliding on artificial surface or tarmac | |
| 2.5 | Collisions or conflict with surrounding objects or people | |
| 2.6 | Impact from sports equipment | |
| 2.7 | Contact sport injury | |
| 2.8 | Personal injury – fracture, sprains, cuts | |

| 3 | PEOPLE AND ORGANISATIONAL HAZARDS | |
|---|---|---|
| 3.1 | Lack of information, training or instruction | |
| 3.2 | Poor activity planning or preparation | |
| 3.3 | Poor activity delivery or organisation | |
| 3.4 | Ignorance of rules or procedures | |
| 3.5 | Unsafe behaviour or attitude | |
| 3.6 | Lack of appropriate first aid equipment and experience | |
| 3.7 | Medical conditions of participants | |
| 3.8 | Poor safety control from group leaders | |
| 3.9 | Poor safety awareness from participants | |
| 3.11 | Lack of cooperation within group | |
| 3.12 | Differing skill levels within group | |
| 3.13 | Low level of physical fitness or strength | |
| 3.14 | Aggression between participants | |
| 3.15 | Aggression from crowd or public | |
| 3.16 | Contact between participants increasing risk | |

| 4 | EQUIPMENT AND OTHER HAZARDS | |
|---|---|---|
| 4.1 | Cash handling | |
| 4.2 | Transport to and from your activity | |
| 4.3 | Food poisoning | |
| 4.4 | Hazardous substances | |
| 4.5 | Equipment with moving or hot parts | |
| 4.6 | Heavy equipment | |
| 4.7 | Electrical hazards from equipment | |
| 4.8 | Noise from equipment | |
| 4.9 | Risk of trapping body or clothing in equipment | |
| 4.10 | Inadequate environment for equipment operation | |
| 4.11 | Inadequate protective equipment | |
| 4.12 | Equipment in unsuitable condition | |

| 5 | OTHER HAZARDS SPECIFIC TO YOUR ACTIVITY | |
|---|---|---|
| 5.1 | Litter on field | |
| 5.2 | Dog faeces on field | |
| 5.3 | Toilet breaks – managing group | |
| 5.4 | | |
| 5.5 | | |
| 5.6 | | |
| 5.7 | | |
| 5.8 | | |
| 5.9 | | |
| 5.10 | | |
| 5.11 | | |
| 5.12 | | |
| 5.13 | | |
| 5.14 | | |
| 5.14 | | |

GOLFROOTS
Skills for life

PRIMARY SCHOOL COMPETITION

## Certificate of participation

Date _____

Signed _____
*Partnership Development / Competition Manager*

Signed _____
*Mike Round, Chief Executive, The Golf Foundation*

England Golf
Growing The Game

For your nearest Golf Club or facility

contact _____

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# NATIONAL GOLF ROOTS COMPETITION FOR PRIMARY SCHOOLS

## DISABILITY – MAKING YOUR GOLF ROOTS COMPETITION INCLUSIVE

The games within a Golf Roots festival can be adapted to suit all abilities. The simplest step is to increase the size of the target and shorten the distance from tee to target. However, these are some ideas for making Tri-Golf more inclusive:

'Table top Tri-Golf' - using the Tri-Golf Balls and setting some games on a large table top, the children can roll a ball towards the target. i.e. finders keepers – roll the ball down a chute (similar to the frame used for children at 10 pin bowling alleys) towards the cones, or, using a straw and an Almost Golf Ball found in a Golf Xtreme bag, children can blow the ball towards the cones or target.

'Throw to chip and roll to putt' – simply throw the ball over obstacles to represent a chip shot or roll the ball along the ground to represent a putt.

'Team-Golf' – Player one holds the club in the usual way whilst player two (more able) stands club-side and holds the shaft with two hands and helps swing the club. This provides a sense of success by player one and helps foster a key Skill for Life – cooperation.

'Wheelchair Golf' – If a chair user is able to have full control of the abdominal area they are likely to be able to lean forwards or lean to the side to use a standard Tri-Golf club. If they cannot do this, the Golf Foundation has available longer Tri-Golf putters (contact Brendon Pyle – **brendon@golf-foundation.org**).

For further information on disability golf, please visit: **www.disabilitygolf.org**

## IDENTIFYING TALENTED AND GIFTED

'Drive for show – putt for dough' has been identified as the game to identify talent within the national Golf Roots KS2 Competition because it combines both putting and long game skills required within golf. The scoring system is easy to measure for 'Drive for show – putt for dough' and a scorecard has been devised for this game to record individual scores for 80 participants (see overleaf).

A talented pupil will score over 50 in their 7 attempts on Drive for Show - Putt for Dough.

### Signposting gifted and talented pupils into England Golf's talent pathway

- However, at this early stage perhaps the most important area to watch out for is consistency of swing rather than actual score. If you feel that an individual consistently demonstrates the correct technique and has an interest in golf, then please speak to your local Golf Roots project coordinator about opportunities at the local link golf club.
- Also, each County Golf Partnership runs a County Academy Programme, which is designed to find and develop talent so please visit your county golf partnership website to find out more about their talent assessment days.
- For any players that score more than 50, pass their details onto the County Academy Programme coordinator.

For more information on County Golf Partnerships, visit: **www.englishgolfunion.org**

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GOLF ROOTS
Skills for life

# Drive for Show – Putt for Dough Scorecard

| School name:<br>Bib colour: | Individual's name | Score | Total Score |
|---|---|---|---|
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| School name:<br>Bib colour: | Individual's name | Score | Total Score |
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| School name:<br>Bib colour: | Individual's name | Score | Total Score |
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# KS2 GOLF ROOTS COMPETITION ENTRY FORM

Thank you for entering the Golf Roots Competition for Primary Schools. All events must use the official Golf Roots Primary School Competition resource. The winning school at county level will be invited by the Golf Foundation to attend the regional final. The winner of the regional final will then be invited to attend the national final at Loughborough on the 6th July 2011.

## 1. Event Details

Round of Competition (*please circle*): SSP / County / Regional

Name of SSP / County / Region: ..... Date of Event: .....

Winning School: ..... Venue: .....

Indoor or Outdoor Event: ..... Competition Manager: .....

Email address: ..... Telephone: .....

## 2. Score

| Score | |
|---|---|
| Total for 8 games | |
| Game 8 – Down the Middle | |

## 3. Contact Details for Winning School

Main Contact at School: ..... Role: .....

Address: .....

.....

Email: ..... Telephone: .....

## 4. Please return to Golf Foundation Head Office fao Brendon Pyle, Development Manager

SSP round to be completed by 6th May, county round by 27th May and regional round by 17th June.

Email: brendon@golf-foundation.org Fax: 01992 449840

Address: The Golf Foundation, The Spinning Wheel, High Street, Hoddesdon, Hertfordshire, EN11 8BP

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