

# TRI-GOLF



**CHORLEY**<sup>®</sup>  
SCHOOL SPORTS PARTNERSHIP

<b>Year</b>	Years 3 & 4
<b>Team Size</b>	10 players
<b>Squad Size</b>	10 players only
<b>Gender</b>	Mixed
<b>Gender Criteria</b>	Teams <b>MUST</b> consist of 5 boys and 5 girls
<b>Format</b>	Golf Foundation 8 Skills Festival format
<b>Duration</b>	2 minutes practice and 5 minutes scoring time on each of the 8 games
<b>Scoring</b>	Performances are scored using a points table and the winners will be the team with the highest cumulative points score.
<b>Equipment</b>	Will be provided (Please bring own clubs if available)
<b>Awards</b>	Certificate for all participants, medals for top 3
<b>Level 3</b>	N/A

## Competition Rules

- There will be 8 different games/stations
- Each game station will have 2 tees
- There will be 5 pupils at each tee
- Teams will be allowed 2 minutes practice time and 5 minutes scoring time on each game
- Players must wait behind the red safety cones until it is their turn to play

When taking part in any Chorley SSP Competition, all participants, teachers and spectators should adhere to the Fair Play, Friendship, Honesty & Respect Charter. A copy of this can be downloaded from our website: [www.chorleyssp.co.uk](http://www.chorleyssp.co.uk)  
PLEASE RESPECT THE REFEREE. If a member of your staff or supporting party are deemed to be offending players, referees or members of the opposition then you, as the school representative, will be asked to resolve the incident in the first instance. If this matter is still not resolved then the organising committee (Chorley SSP) have the right to remove the offender/s from the tournament.

# Tri-Golf 8 Station Festival

## Station 1 bullseye

### Instructions

Team of 5 on each tee (white cones). If possible elevate the target by resting it on a chair so that it faces the pupils at an angle. 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 = 10 points
Blue circle = 5 points	Middle green = 5 points
Red circle = 1 point	Outer green = 1 point

Score is taken from where the ball hits the target not where it stops

## Station 2 Dominoes

### Instructions

Team of 5 on each tee (white cones). 13 cones 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. The cones must be hit in order. 2 minutes practice (if time allows), 5 minutes play.

### Scoring

- Team continues until all cones are hit
- Score 1 point for blue cones, 5 points for yellow cones, 10 points for green cones.
- When all the dominoes are completed, lay them out using the putter to measure and play again.

## Station 3 Drive for show, putt for dough

### Instructions

Team of 5 on each tee (white cones). Each player aims to chip the ball in the air over the blue line of cones. If they are successful, they then earn a chance to putt the ball into the hoop. Each player only gets a putt if they hit the ball in the air over the blue cones. On the putt, the ball must stay in the half-hoop to score. 2 minutes practice (if time allows), 5 minutes play.

### Scoring

- Drive over blue cones on floor = 1 point (no putt)
- Drive over blue cones in air, land before white = 5 points
- Putt to remain in half-loop = 5 bonus points. The ball must stop in the hoop to score

## Station 4 finders keepers

### 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. Pick up only 1 cone at a time and once all the cones have been collected the game ends. 2 minutes practice (if time allows), 5 minutes play.

### Scoring

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

Pick up one cone only

## Station 5 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.

### 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. Any shots landing over the white cones score 0 points.

## Station 6 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 – yellow, blue and green. The furthest tees will reward you with more points. 2 minutes practice (if time allows), 5 minutes play

### Scoring

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

The ball must stay in the hoop to score

## Station 7      Zone ball

### Instructions

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

### Scoring

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

Pupils can run out and collect the ball for each other but not wait behind the zone cones nor receive help from a teacher in collecting the balls.

## Station 8      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 on to 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