

# TRI GOLF



## TEAM INFORMATION

- Competition 1: Any pupil in KS2 can take part
- Competition 2: Any pupil in KS3 can take part
- There is no limit to the number of pupils a school can invite to take part in this competition, but there must be a minimum of 10 pupils per school.
- Please encourage children already in school to take part to ensure at least 10 children enter the competition. Each school can have an unlimited number of entries but the top 10 pupils' scores will be used to create a team score for their school. The local SGO will work out the top 10 scores from each school.
- If every school which enters the competition has less than 10 pupils taking part then the average score per school will be used to determine overall winners.

## RULES

The Tri Golf competition involves 3 games that each pupil must set up and take part in. You will find instructions below on how to set up the games and videos to help as well.

## SCORING

Everyone is encouraged to take part, but the top 10 scores from each school will be used as your school team score.

## SCHOOL GAMES VALUES

School Games has 6 key values. For this competition the focus will be honesty as we are relying on you to be accurate with your results.



## GAME 1: GOLF DOMINOES

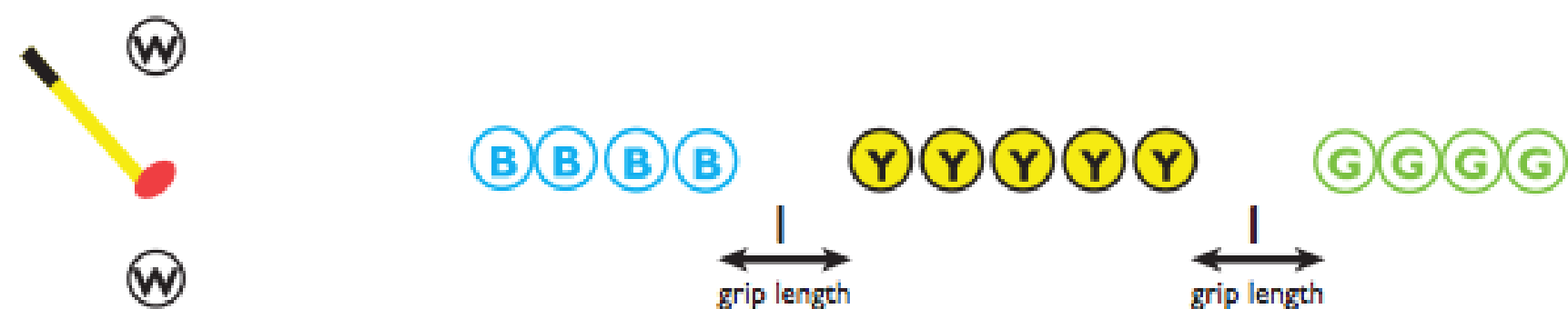
### Equipment:

<https://www.youtube.com/watch?v=g2IyPc1ejPw>

- A golf club (putter) but if not you can use a cricket bat, tennis racket, umbrella or something similar.
- A golf ball or ball of similar size but no bigger than a tennis ball.
- 13 targets such as plastic milk bottles, twigs or juice cartons.

### How To Play:

- Place a marker on the ground from where you will start from for each go.
- From your starting marker, take two big steps forward and place down your first target. Continue to set up the area as the diagram above with a total of 13 targets, but instead of a grip length use one big step.
- You will have a total of 13 putts for this competition.
- You have to hit as many of the targets as possible, but they have to be hit in order.
- When you hit the first one, you run out and bring the target back to your starting place before trying to hit the second target and so on.
- When you have had all 13 goes, count up how many targets you have hit and this will be your score.



## GAME 2: FINDER'S KEEPERS

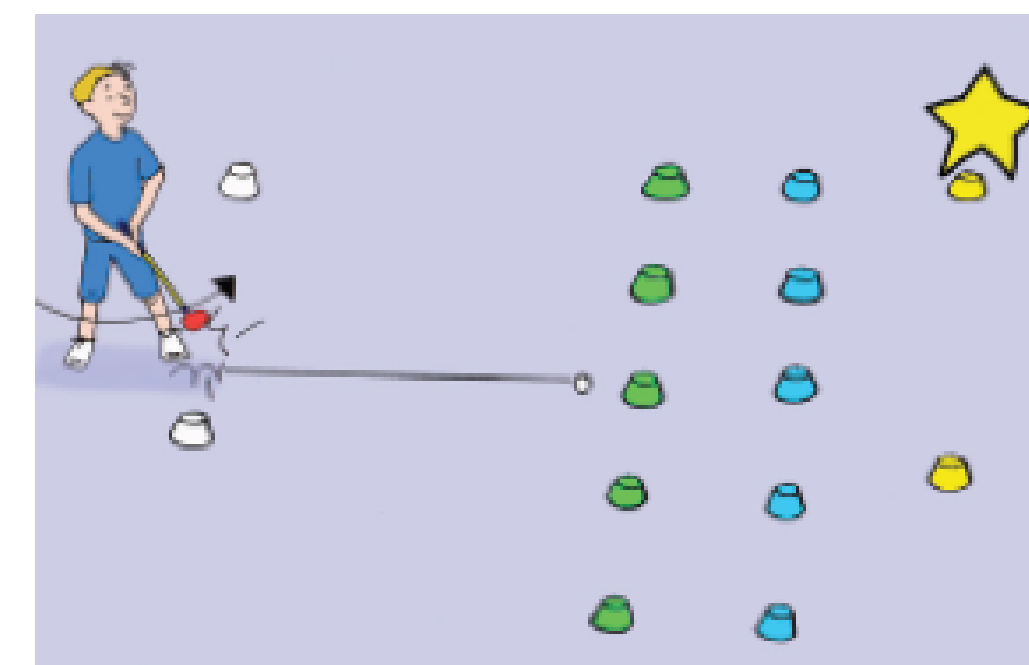
### Equipment:

<https://www.youtube.com/watch?v=rqkcypQ11Q4>

- A golf club (putter) but if not you can use a cricket bat, tennis racket, umbrella or something similar.
- A golf ball or ball of similar size but no bigger than a tennis ball.
- 12 targets such as milk bottles, twigs or juice cartons.

### How To Play:

- Place a marker on the ground from where you will start from for each go.
- From your starting marker, take two big steps forward and place a row of 5 targets as the diagram here shows with a total of 12 targets.
- You will have a total of 12 hits (putts) for this competition.
- You have to hit as many of the targets as possible, but in any order.
- If you hit a target you run out and bring the target back to your starting place before having your next go.
- When you have had all 12 goes, count up how many targets you have hit and this will be your score.



## GAME 3: TUNNEL BALL

### Equipment:

<https://www.youtube.com/watch?v=-ew53VgpFwg>

- A golf club (putter) but if not you can use a cricket bat, tennis racket, umbrella or something similar.
- A golf ball or ball of similar size but no bigger than a tennis ball.
- 3 markers such as plastic milk bottles, twigs or juice cartons.
- 1 towel to create a target.

### How To Play:

- Place a semi circular target on the ground (you can create this using a towel or something similar).
- Take two big steps back from the semi circular target and make a line on the ground for you to hit from. From here take another step back and make/ place another marker on the ground and then do the same for a third time.
- You now have 3 marks to choose where to start from, just as the diagram above shows. The aim is to put (hit) the ball so that it rolls into the target area and stays there.
- If you choose to hit from the nearest marker and the ball stays in the target, you will get 1 point. If you choose to hit the ball from the second marker, you will get 2 points and if you choose to hit the ball from the furthest marker, you get 5 points.
- You will have a total of 10 goes at this game so your total will be out of 50.



# HOW TO ENTER

- Keep track of the scores that your child/pupil achieves in each challenge and once all 3 games have been completed, parents/guardians or teachers must then submit the score for their child/ pupil.
- Parents/Guardians- Please use the Google sheet link below to enter your child's score. If you do not see your school listed on the link you have clicked on then it means you have clicked on the wrong area.
- Teachers- (for any teachers in school with pupils) Please use the following Google form link to submit your pupils score.

## GOOGLE FORM LINKS:

Area	Competition 1- KS2	Competition 2- KS3

- Your competition entry will be sent directly to your local School Games Organiser.
- Entries for the Tri Golf competition must be received by your local School Games Organiser by **5pm on 26th June.**

Don't forget; share your entry on Twitter and copy in your Local School Games Organiser and also @StaffsSG

## KEEP SAFE!

Ensure your teacher or parent/guardian submits your entry via the Google form link as it will also ask if your local School Games Organiser and Staffordshire and Stoke-on-Trent County School Games can use your details and/or video on their social media pages and also in any associated newsletters/publications.

## RESULTS

**Local District Qualifiers-** Your School Games Organiser will announce the winning school on Tuesday 30th June. They will do this via their School Games Organiser Twitter page and they will also contact the winning school via email.

**County Final-** The winning school will be announced week commencing 13th July on @StaffsSG Twitter. The winning school will also be contacted via email.

## SCHOOL GAMES ORGANISER CONTACT DETAILS:

Cannock & Rugeley	Thomas Rowell	Trowell@suacademy.co.uk	@StaffordshireU5
East Staffordshire	Rebecca Furniss	furniss.r@robertsutton.staffs.sch.uk	@Eaststaffssp
Lichfield & Burntwood	James Austin	J.Austin@EDA.staffs.sch.uk	@Lichandburntsgo
Newcastle-under-Lyme	Carl Inskip	cinskip@ccsc.staffs.sch.uk	@NulSgo
North Stoke	Nigel Edwards	nedwards@excelacademy.info	@SspStoke
South Staffordshire	Chris Wood	cwood@cheslynhay.windsoracademytrust.org.uk	@SS_staffsSGames
South Stoke	Vicki Lightfoot	VLightfoot@trenthamacademy.co.uk	@SchoolStoke
Stafford and Stone	Susie Stinton	s.stinton@smhs.staffs.sch.uk	@Stafford_SG
Staffordshire Moorlands	Zoe Harp	Zharp@btconnect.com	@sspmoorlands
Tamworth	Jim Tipper	jtipper@rawlettschool.org	@TamworthPSSC

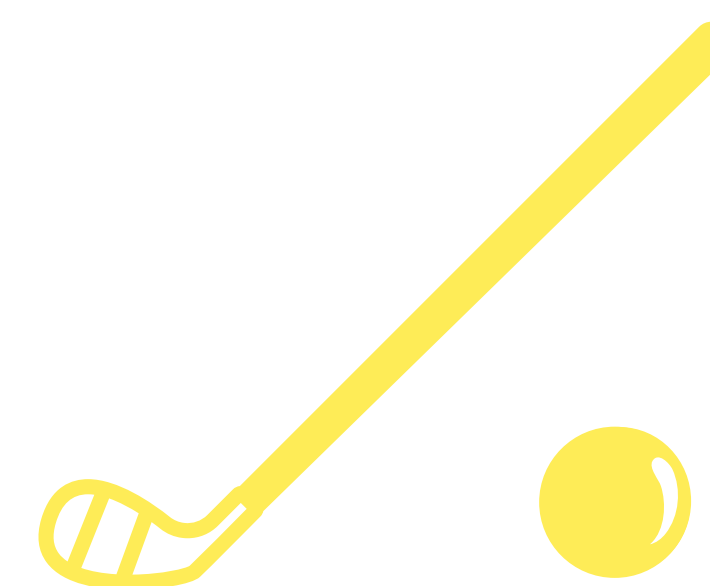
## COUNTY SCHOOL GAMES COORDINATOR CONTACT DETAILS:

Staffordshire & Stoke-on-Trent County School Games	Camilla Denham-White	cdenham@staffordbc.gov.uk	@StaffsSG
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## PRIZES

**Local District Qualifiers-** Each pupil that enters the competition will receive a certificate which will be emailed directly to their teacher via PDF to download.

**County Finals-** The winning school for KS2 and KS3 will receive a trophy and gold medals. The school that comes 2nd will receive silver medals and the school that comes 3rd will receive bronze medals. All entrants will receive a Staffordshire and Stoke-on-Trent Virtual School Games County Final certificate. (The school will receive these in September 2020).



**Don't forget to join in our next Staffordshire and Stoke-on-Trent Virtual School Games launching next week!**

**Next week:**  
22nd June-3rd July: Cricket

**Coming up:**  
29th June-10th July: Sport4All and Triathlon



<https://www.staffsandstokeschoolgames.co.uk>

