

HSBC  

# GOLF ROOTS

Skills for life



# School Games Toolkit

HSBC Golf Roots is the Golf Foundation's national project that develops playing and personal skills amongst all young people.

## Introduction

The School Games Toolkit is part of HSBC Golf Roots and is designed to introduce more young people to golf through competition and the School Games. It is built around 2 core playing formats:

1. Skills Festival (pages 3 - 15)
2. Super Sixes (pages 16 - 29)

Both formats have been developed to introduce pupils in schools to golf and to support the School Games at Levels 1 to 3. They have been tested through the national School Games pilot in conjunction with the Youth Sport Trust who have also supported the development of the School Games Toolkit. The Skills Festival and Super Sixes are easy to deliver, inclusive, adaptable to school and club environments and perhaps most importantly fun to play!

## Why Choose Golf?

HSBC Golf Roots is a national project that develops playing and personal skills amongst all young people, termed 'Skills for life'. Golf is a great sport for developing a young person's self-confidence, with a clear focus on honesty and respect for other players, the rules of golf and the playing environment. The competition resources in the School Games Toolkit have been designed to educate young people about these wider life skills. For example, they encourage participants to remain quiet when another player is taking their turn, congratulate another player on playing a good shot and repair pitch marks and divots so that other players can experience the same playing surface.

Golf has been made accessible to more young people through successful HSBC Golf Roots initiatives such as Tri-Golf in primary schools and Golf Xtreme in secondary schools.

All competitions should be linked to a wider HSBC Golf Roots project with links to local clubs, quality coaching through an extensive network of PGA coaches and opportunities for young people to volunteer at events as well as progress through the player pathway into County Academy Programmes.

## Competition Framework

The striking feature of the national School Games pilot was that the 9 counties all chose to deliver different formats at different age groups according to the local need and local development programme. Therefore, under HSBC Golf Roots, a simple competition framework has been designed to meet the needs of Levels 1 to 3 of the School Games for every school age from Year 3 to year 13 (see page 2 opposite). The School Games Organiser and Local Organising Committee can select the year group(s) and format that suits the local priority and also the local Golf Roots project.

## Delivery Support




In order to allow more depth and regularity of competition as well as progression into the England Golf Partnership player pathway, it is crucial that the School Games and other competitions are delivered within the context of the local Golf Roots project. On behalf of the England Golf Partnership and under its Whole Sport Plan, the Golf Foundation has responsibility for developing golf in schools and creating links with clubs through a range of city and community projects. This programme is called HSBC Golf Roots. **As part of HSBC Golf Roots, the Golf Foundation's team of Regional Development Officers (RDO) will support the delivery of one Level 3 School Games competition at primary and secondary level within every county.**

HSBC Golf Roots will also utilise its network of Golf Roots Coaches to help run and coordinate level 1 and 2 competitions in schools and at golf clubs (termed HSBC Golf Roots Centres).

## Getting Started

Check the competition framework and consult with your Golf Foundation RDO to select the format that you wish to deliver alongside the age group that you wish to target. The Skills Festival format is popular with primary school age pupils while Super Sixes is designed to support both Year 5 and 6 pupils who have some experience of Tri-Golf and Year 7 to 13 pupils who are new to golf. You can adapt either format to the target age group using Tri-Golf (primary), Golf Xtreme (secondary) or traditional golf equipment (Level 3 at the golf club).

## HSBC Golf Roots Offer (September 2011 to July 2013)

					
Year Group and Competition Format	Years 3 and 4 Skills Festival	Years 5 and 6 Skills Festival	Years 5 and 6 Super Sixes	Years 7 to 13 Super Sixes	Years 7 to 13 Traditional Golf
Equipment	Tri-Golf	Tri-Golf	Tri-Golf	Golf Xtreme	Golf
Ability Level	Beginner	Beginner	Intermediate	Beginner	Advanced
Development Focus	Increasing participation				NGB Pathway and Performance
School Games Level 1 (Intra school)	Skills Challenges		Skills Challenges / Super Sixes		ESGA County Schools Championships <a href="http://www.englishschoolsgolf.org">www.englishschoolsgolf.org</a>
School Games Level 2 (Inter school)	8 game Skills Festival		Super Sixes		ISGA British Schools Golf <a href="http://www.BritishSchoolsGolf.com">www.BritishSchoolsGolf.com</a>
Schools Games Level 3 (County)	8 game Skills Festival		Super Sixes		Various ISGA events open to independent schools only
Regional and National Rounds	NO		NO		ESGA Regional and National Schools Championships

### HSBC Golf Roots and the School Games

HSBC Golf Roots is the national junior golf programme run by the Golf Foundation targeted at developing golf in schools and clubs through community and city projects. Competition is an integral part of HSBC Golf Roots: its schools competition offer has been re-designed to support the School Games up to Level 3. School Games Organisers and Local Organising Committees can select any year group and format to deliver at Levels 2 and 3. Level 2 competition will be delivered as part of the local HSBC Golf Roots project. At Level 3, the Golf Foundation through its network of RDOs and HSBC Golf Roots coaches, will support the delivery of one HSBC Golf Roots competition format at both primary and secondary school level in every county. The focus of HSBC Golf Roots is on participation and 'Growing the Game' through the School Games.

## Competition Format 1: Skills Festival

The Skills Festival format is popular at primary school level for children new to golf and using Tri-Golf equipment. It can be delivered for all 3 levels of the School Games from intra school (Level 1) activity through to inter school (Level 2) and county festivals.

At intra school level, teachers can select 3 or 4 games from the choice of 8 activities to run a competition at the end of a 5 or 6 week coaching block. This competitive opportunity is also built into the standard Tri-Golf scheme of work and lesson plans for Key Stage 2 within the teacher training manual as well as the Youth Sport Trust's School Games Intra School programme.

At inter school and county festival levels, event organisers should use all 8 games.

A Skills Festival format is also available at secondary school level for beginners using Golf Xtreme equipment and as an option for a stand-alone disability festival (available online at [www.golf-foundation.org](http://www.golf-foundation.org)). However, at secondary school level we encourage teachers to run the Super Sixes format for beginners, which is also suited to a variety of abilities playing together.

### Skills for Life

The Golf Foundation promotes the development of both playing and personal skills amongst all young people through its HSBC Golf Roots initiatives and competitions. The format of the Skills Festival lends itself to promoting skills such as cooperation, honesty, staying safe and respect. These should be encouraged and rewarded by leaders and adults working with each group. Each game card has a specific Skill for Life to focus upon and the leaders can award a rating out of 10 on the scorecard for how well each team demonstrated that Skill for Life. Specifically, leaders should prompt the pupils about the specific Skills for Life attached to their game before the game starts and then prompt them during the game. For example, when promoting respect for each other the leader might assess how well the players:

- ...congratulate a team mate or opponent on a well played shot?
- ...stand still and remain quiet for each other when playing a shot?

Adding up the ratings for all 8 games will give a numerical measure of how well a team has demonstrated Skills for Life.

### Extra Resources

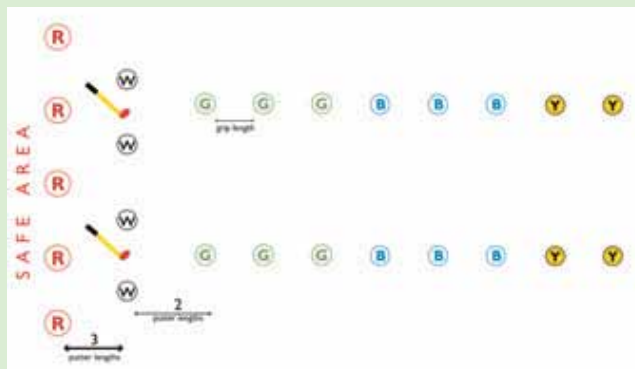
- Risk assessments, certificates of participation, follow-on letters and a Skills Festival for secondary schools are available at: [www.golf-foundation.org](http://www.golf-foundation.org)

# 3 game skills festival: Indoors or limited space

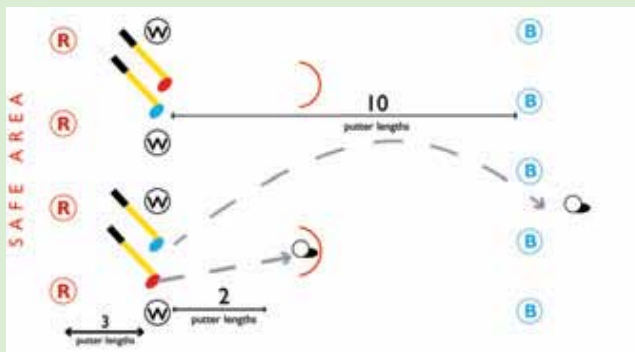
## Level 1

- The Tri-Golf Skills Festival provides the ideal competitive culmination to a 5 or 6 week block of Tri-Golf activity in a primary school for pupils in any year group from 3 to 6.
- Any number of the 8 games on offer can be selected and used within your Level 1 festival depending on the number of pupils, space and time available – see sample layout below.
- We recommend that the teacher should build the safety area using red cones and the white tees first. Then the class can be split into groups based on the number of games being played (e.g. 4 games – 4 groups) and each team can build a game using the activity cards in this resource.
- Each group should then take turns and demonstrate their game to the rest of the class.
- With 2 tees on each game, split each group into 2 teams and the teams should play each game for 5 minutes before rotating round to the next game.
- Scores can be kept using the scorecard on page 13.

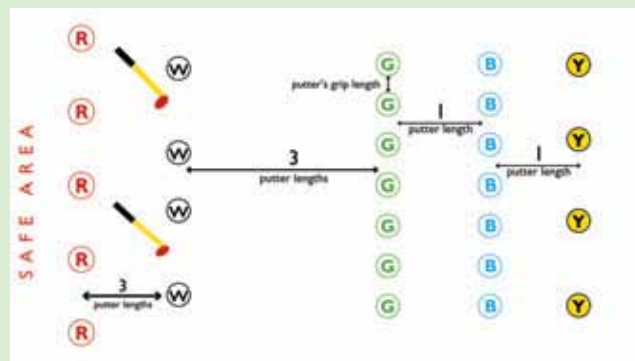
## Dominoes



## Drive for show, putt for dough



## Finders keepers



# Bullseye

Station 1



**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.

**Skills for Life - staying safe**

Leader's prompt to pupils: why should you sit behind the red cones when it is not your turn? Remind the pupils that they will get a rating out of 10 for how well they sit behind the red cones.

**Scoring**

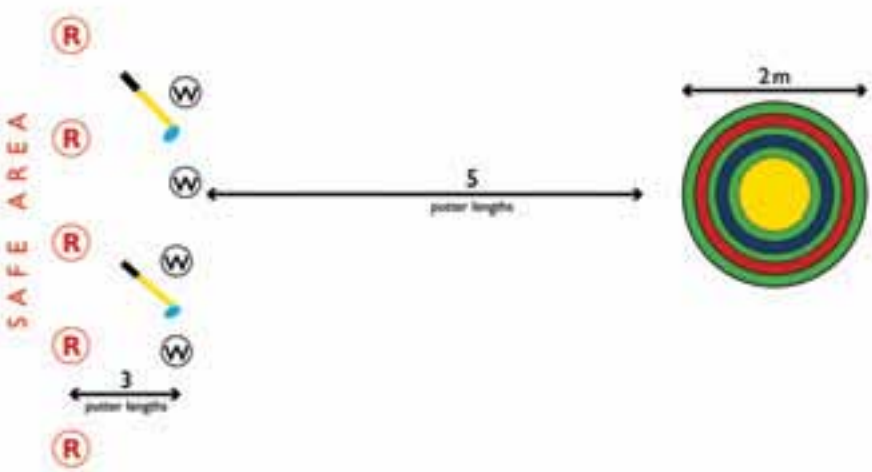
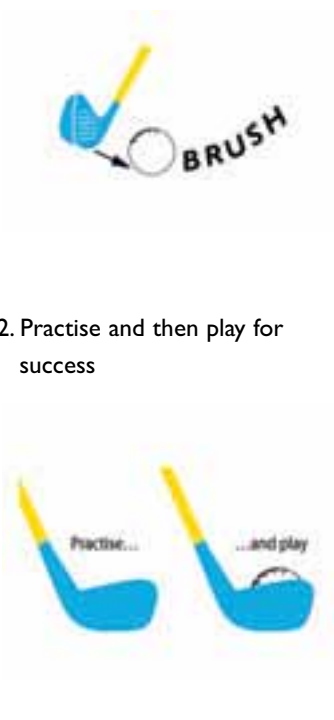
Yellow inner = 10 points Inside green = 5 points  
 Blue circle = 4 points Middle green = 3 points  
 Red circle = 2 points Outer green = 1 point  
 Score is taken from where the ball hits the target not where it stops

**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 point for success**

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



2. Practise and then play for success

School name, team number or bib colour	Score	Total	Skills for Life Rating
<b>Example: A Primary School</b>	<b>10, 5, 1, 4, 4, 2, 5, 1, 10, 10, 2</b>	<b>54</b>	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

# Dominoes

Station 2



**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.

### Skills for Life – working together

Leader's prompt to the pupils: how can you help and encourage your team mates?

Remind the pupils that they will get a rating out of 10 for how well they help and encourage each other.

### Scoring

- Team continues until all cones are hit
- Score 1 point for green cones, 5 points for blue cones, 10 points for yellow cones.
- 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

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



School name, team number or bib colour	Score	Total	Skills for Life Rating
<b>Example: A Primary School</b>	<b>10, 10, 10, 6</b>	<b>36</b>	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

# Drive for show, putt for dough

Station 3



**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.

**Skills for Life – honesty**

Leader's prompt to pupils: You score 1 point for crossing the blue line, 5 points for hitting the ball over the blue cones and 10 points for keeping the ball in the half-hoop. It's up to you to keep your team score and tell me at the end, showing honesty. You will receive a rating out of 10 for how well you do this, demonstrating honesty. Note to leaders: still keep a score as a leader and check to see if this matches the pupils' record of their score. If there is a discrepancy, the leader's score is final.

**Scoring**

- Drive over blue cones on floor = 1 point
  - Drive over blue cones in air = 5 points
  - Putt to remain in half-cone = 10 points
- Putt - the ball must stop in the hoop to score

**Equipment**

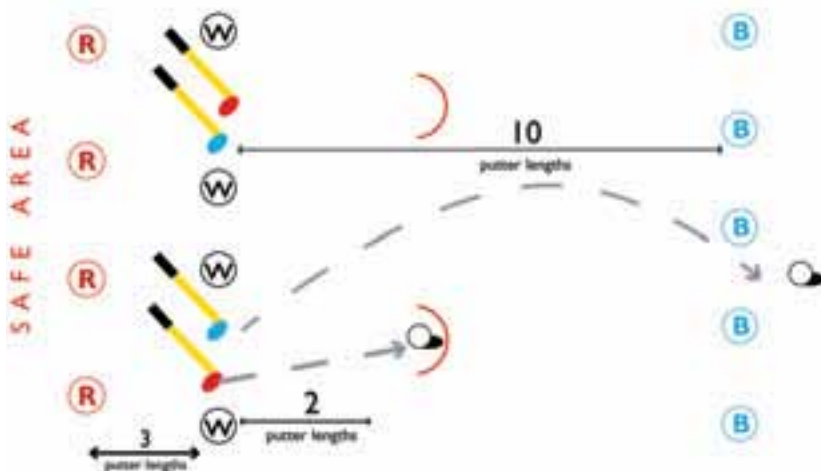
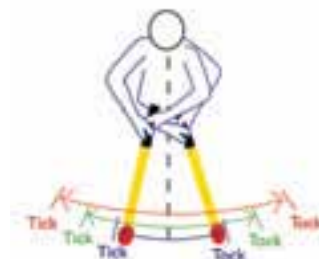
- 1 x Tri-Golf putter per team
- 1 x Tri-Golf chipper per team
- 2 balls per team
- 1 half hoop per team
- Cones as below

**Key point for success**

1. Practise and play for success



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



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	5, 5, 5, 5, 5, 5, 5, 5	45	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			



# Finders keepers

Station 4



**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.

**Skills for Life – knowing right from wrong and being honest**

Leader's prompt to pupils: why should you only pick up the cone that you hit? Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating honesty.

**Scoring**

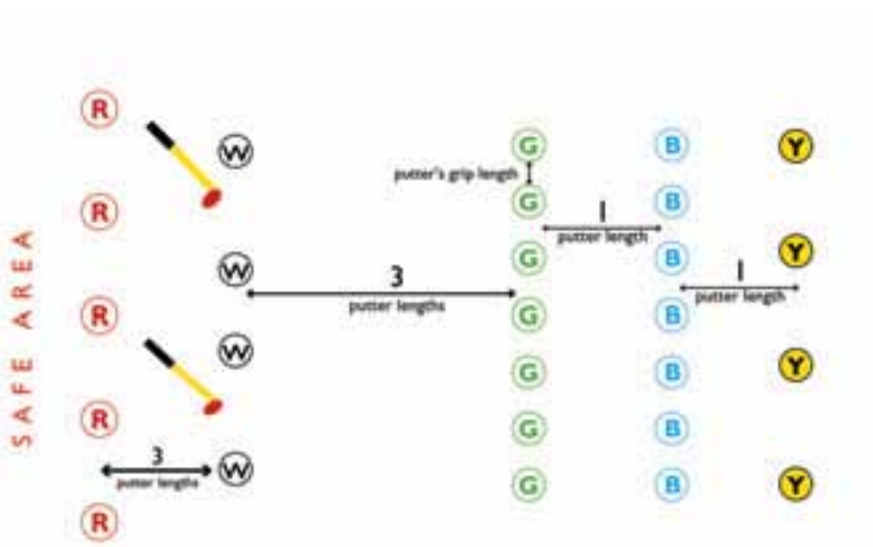
- Yellow hit = 10 point
  - Blue hit = 5 points
  - Green hit = 1 point
- Pick up one cone only

**Equipment**

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

**Key point 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



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	10, 5, 1, 5, 5, 2, 2, 2, 2, 10	44	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

# Grand National

Station 5



**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.

### Skills for Life – showing respect for others

Leader's prompt to pupils: we want you to shout and cheer for your team but why should you be quiet when a team mate is playing a shot? Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating respect for others.

### Scoring

- Over Blue = 1 point
  - Over Green = 5 points
  - Over Yellow before White = 10 points
- Score from where the ball lands, not where it stops. Any shots landing over the white cones score 0 points.

### Equipment

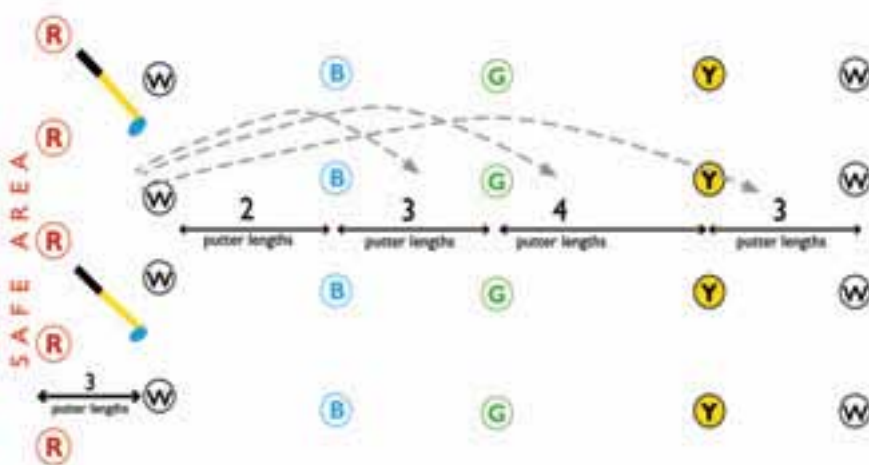
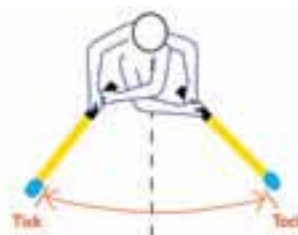
- 1 x Tri-Golf chipper per team
- 1 ball per team
- Cones as below

### Key point for success

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



2. Make an equal Tick-tock swing



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	10, 5, 5, 5, 2, 2, 2, 2, 10	43	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

# Tunnel ball

Station 6



**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.

**Skills for Life – cooperation and self-confidence**

Leader's prompt to pupils: how you will celebrate and congratulate a team mate on a good shot?

Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating cooperation.

**Scoring**

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

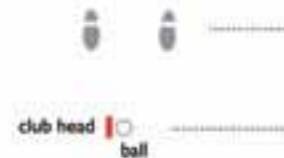
The ball must stay in the hoop to score

**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 point 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



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: 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



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

**Skills for Life – cooperation**

Leader’s prompt to pupils: how can you help each other and score more quickly on this game?

Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating cooperation.

**Scoring**

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

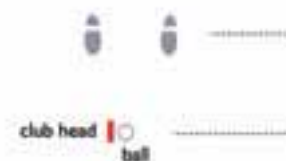
Pupils can run out and collect the ball for each other but not wait behind the zone cones nor receive help from a teacher in collecting the balls

**Equipment**

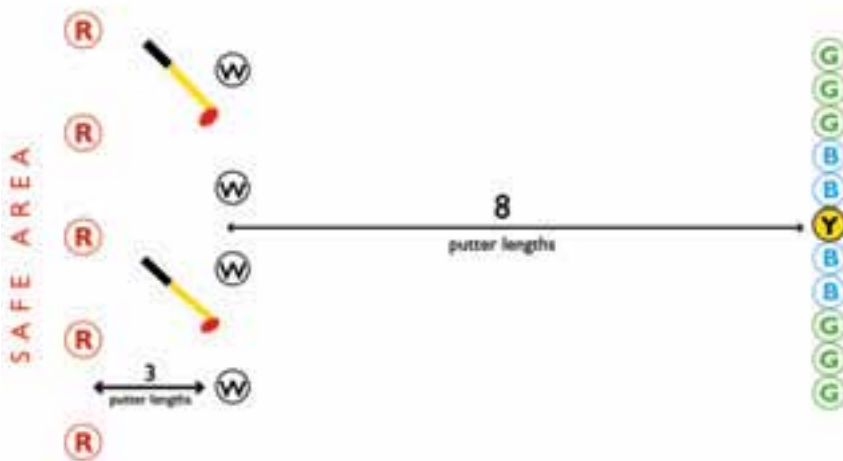
- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below

**Key point 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



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: 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



**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.

### Skills for Life – staying safe

Leader's prompt to pupils: what should you check before collecting a ball on this game?

Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating staying safe.

### Scoring

- Over the river rolling = 1 point
- Over the river in the air = 5 points
- Over the river and on the correct fairway and landing before the white cones = 10 points

The ball must land over the blue cones and within the same fairway as the tee

### Equipment

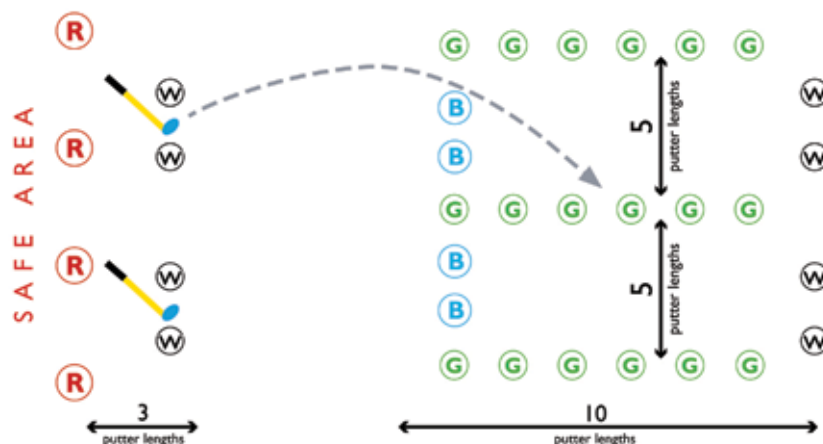
- 1 x Tri-Golf chipper per team,
- 1 ball per team, cones as below

### Key point 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



School name, team number or bib colour	Score	Total	Skills for Life Rating
Example: A Primary School	5, 2, 5, 5, 2, 5, 2, 5 + 10 bonus	41	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			



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			
<b>Grand total</b>				
<b>Signature</b>				



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			
<b>Grand total</b>				
<b>Signature</b>				

# Skills Festival layout for Levels 2 and 3 of School Games

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

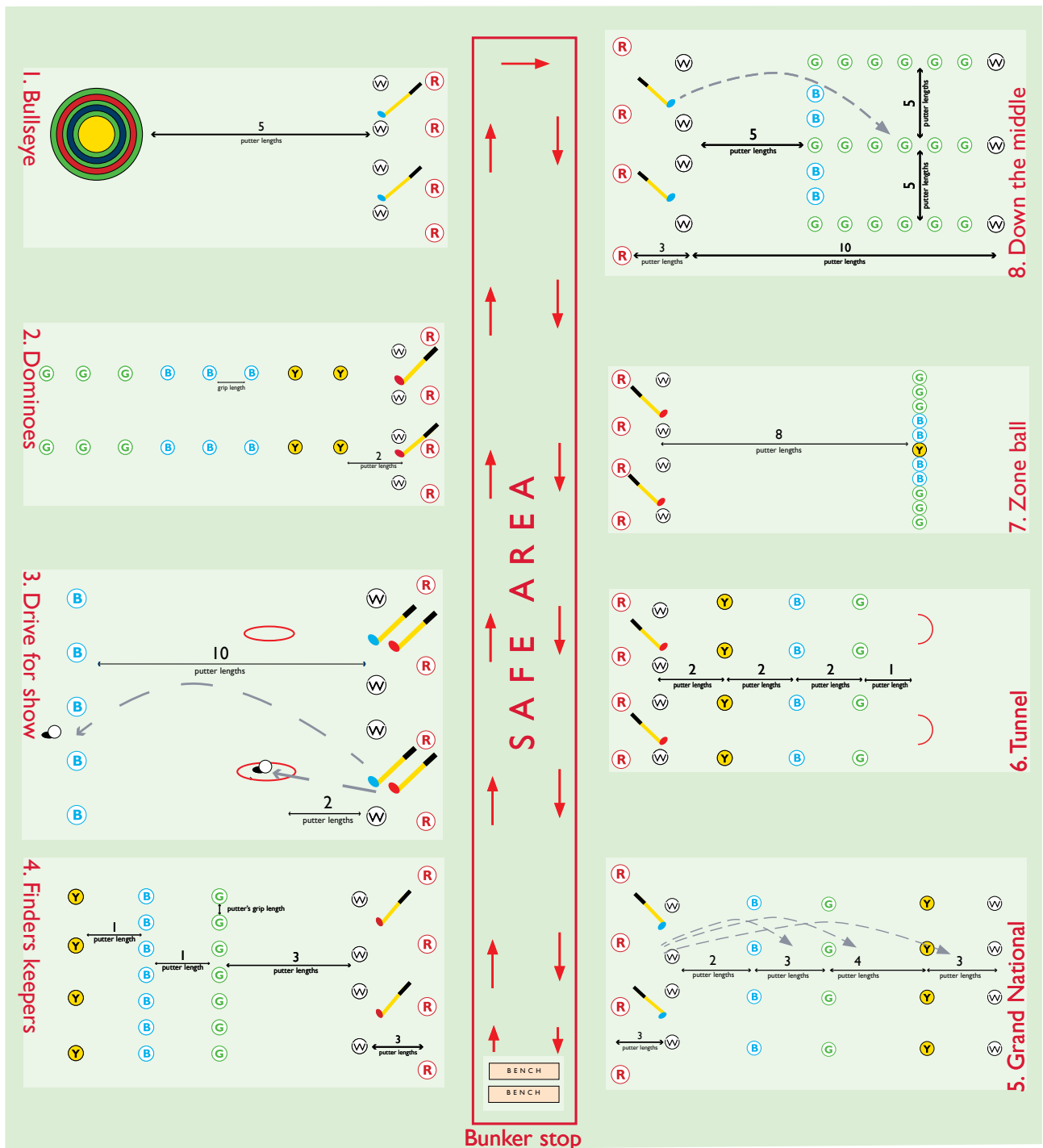
Up to 90 pupils participating

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)	10	+ 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	32		
White cones	40		
Yellow cones	17		
Green cones	53		
Blue cones	36		
Tri-Golf 2m bullseye target	1		
Benches	4		
Hoops	4		
Water		for each player in Bunker stop	
Games and scoresheets		as required	
Team and individual scorecards			
Whistle		one of each	
Stopwatch			



## Inclusion

**Mixed ability teams:** The standard 8 Game Tri-Golf Skills Festival requires a team of 5 boys and 5 girls and supports full integration for most abilities. For young people with mild learning difficulties or less restrictive physical disabilities, there will be little or no impact on their team's scoring capability. Each team has 5 minutes to score as many points as they can so all abilities can contribute to the score. At the most, you might ask one player to be a runner and return the ball for another player. The format does not rely upon access to a golf course and has been delivered across the UK in a variety of HSBC Golf Roots city and community projects, making golf more accessible to all young people.

**Including a team with disabilities:** A team from a special school can successfully compete in a mainstream competition by slight adaptations being made to each game. Alternatively, for children with severe physical needs, a separate festival can be created. Some example adaptations are:

### 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.



## Competition Format 2: Super Sixes

Super Sixes is an exciting new format of golf competition for beginner to intermediate players that can be delivered as part of the School Games in primary and secondary schools. It has been developed to incorporate all the exciting, fun and team elements of golf in a schools competition format.

### What makes Super Sixes super?

- Teams of 6 pupils playing 6 holes in 60 minutes.
- 24 players start together – 4 players on each tee.
- The competition builds on the popularity of the Tri-Golf and Golf Xtreme programmes in primary and secondary schools – the equipment is safe and enhances success.
- A traditional golf course is not required: schools can use the equipment found in the Tri-Golf and Golf Xtreme bags to design their own 6-hole courses on a school site.
- Able bodied and disabled pupils can play together in pairs using the “Texas Scramble” format where each pair chooses and plays their best ball position for each shot.
- Pairs play against other pairs from different year groups, classes, or schools (“Match-Play”) to win each hole.
- Various formats can be played to allow for more teams and more players to enter.
- If the school has a link with their local golf facility the competition can be played on a traditional golf course.
- Super Sixes can be played in a single knock-out format or via a regular local league against other schools.

### Who is the target audience for Super Sixes?

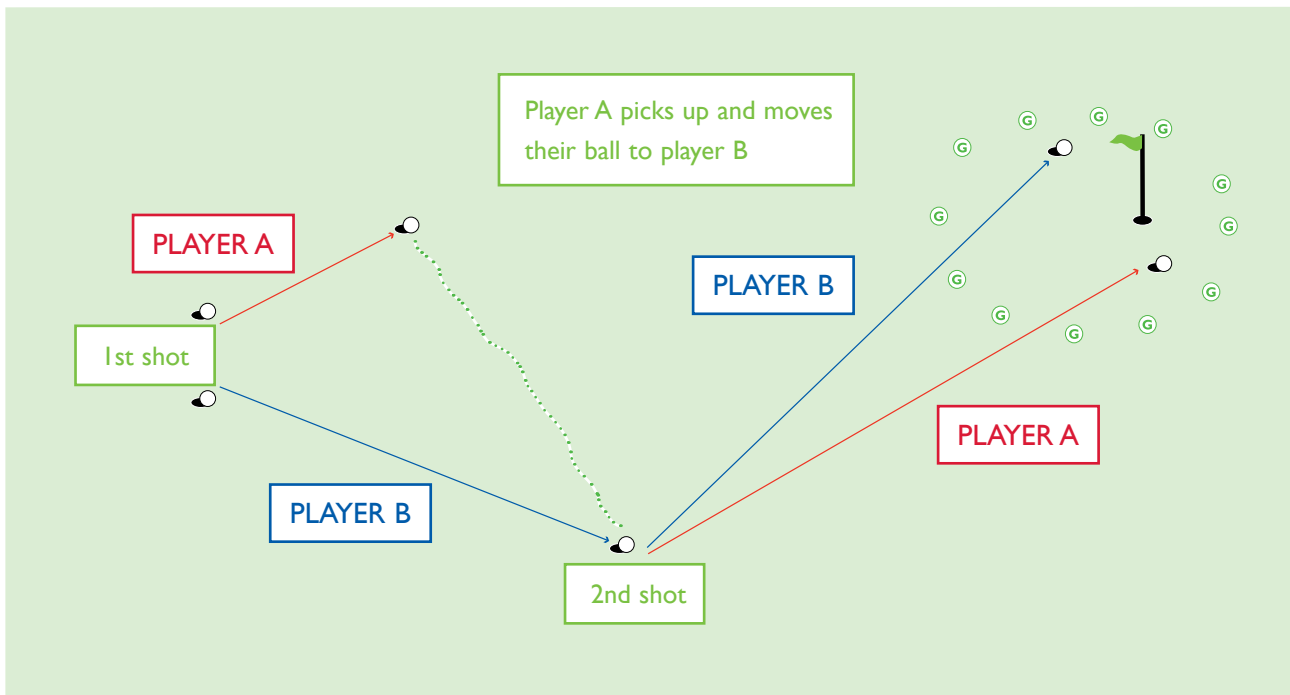
- Intermediate ability pupils at year 5 and 6 in Primary schools using Tri-Golf as the standard equipment.
- Beginner ability pupils at years 7-13 in secondary schools using Golf Xtreme as the standard equipment.
- Disability groups using whichever equipment they feel most comfortable with.
- Families using adapted equipment on a school site or traditional equipment at a club.

## How to play Super Sixes?

The following elements are recommended as the core elements to playing Super Sixes. (There are also several ways of adapting and changing the format at a local level depending on the number of teams or players entering. These are highlighted after the rules section).

### Core

- Each team consists of 6 players (3 pairs), ideally with an adult or leader to supervise and guide the players on the early holes. Each pair can be ranked or simply named A, B and C.
- 6 holes are laid out.
- It's "Match-Play" so you are competing against another team where a win on a hole is worth 2 points, a draw on a hole is worth 1 point, and a loss on a hole is worth 0 points. All points scored in a match count towards the overall team score for the 6 players so every hole provides an opportunity to score even if the first few holes have been lost.
- One pair from a school will play against another pair from another school (e.g. St Joseph's A v St Cuthbert's A, St Joseph's B v St Cuthbert's B, St Joseph's C v St Cuthbert's C).
- Each match (e.g. A v A) will start on a separate hole – called a "Shotgun start". All the holes will be occupied if you have 4 teams of 6 players i.e. 24 children.
- The starting hole is a practice hole to allow the pupils to get used to the format. After the practice hole, each pair will compete against the other team over 6 holes finishing on the hole they started the practice on.
- Super Sixes is built around the "Texas Scramble" format where all 4 players tee off and within their pairs they must then decide which ball to play next, usually the best positioned golf ball. Once each pair has decided which ball to play, the player with the weaker shot picks up their ball and places it within 10cm of the best placed ball and both pupils play from there. This process applies for every shot until one of the balls from the pair drops in the hole (please see diagram opposite).



## Rules

The following rules have been designed for the core playing format for Super Sixes. You may wish to adapt them if you are using an alternative playing format or competition structure.

The home team tees off first on the first hole (both players from that team) each using their own golf ball.

A tee shot must be hit from between the white tee cones, and a tee peg can be used if requested. On subsequent holes, the winning pair of the previous hole tees off first.

The first hole is played as a practice hole, so in effect pupils play 7 holes but only score on 6.

## Order of play

- Decide which pair tees of first - usually the home pair.
- Once all 4 players have teed off, walk slowly up the fairway.
- Whilst walking up the fairway the pairs must decide between themselves which shot to take (normally the one closest the hole).
- Once the pair has decided on their next shot, the pair which is furthest plays first. Whilst they are taking their shot it is important that the other pair stands behind and away from the player swinging.
- This process continues until all the players have reached the putting green; then each pair can stand behind their ball position
- It is always the pair furthest away from the hole that plays first.

Each partnership has a maximum of 10 shots per hole, if they exceed this limit they pick up their ball.

If both pairs exceed the 10 shot limit, the hole is decided on the team that has got their ball nearest to the hole within that 10 shot limit.

## Hazards

If you go into any hazard (Bunker or Water) on a school golf course then you must take the ball out, place it behind the hazard and add one shot to your score. Pupils may hit out of a bunker on a traditional golf course without dropping a shot.

## Scoring

Each pair keeps a record of how many shots they have hit (TALLY). This can also be done by a scorer (teacher or leader)

The team with the lowest amount of shots wins the hole and receives 2 points

The team with the highest amount of shots loses the hole and receives 0 points.

If the teams score the same amount of shots they 'Half' the hole which means both teams receive 1 point.

Once the hole is completed all 4 players move on to the next hole. The team behind should only play the hole once the team in front has finished and moved onto the next tee.

All pairs must complete the 6 holes and keep their score on each hole.

Every point counts towards the overall team score for all 6 players.

## Teams

A team must consist of 6 pairs (A, B and C Pairs) with the option of 2 players as reserves. We have aimed this competition at beginners. The pairings can change between matches but the squad of 8 must remain the same through out to keep it fair.

## Safety

When anyone is taking a shot, make sure the other players are standing 3 or 4 metres behind the player taking a shot.

Use a red cone on a tee box to mark the safety area.

It is important that the children stay safe and have fun at the same time so we urge you to reinforce safety at the start of every competition. Training leaders to go round with each group will help to manage the safety but also score the competition. They can also promote and reinforce learning about Skills for Life (see page 26).

## Layout

This is one of the exciting parts of Super Sixes because there is not a prescribed or standardised course and it is down to the host or home venue as to how the course is laid out!

- Use water hazards (Blue cones)
- Put bunkers in (Yellow Cones)
- Add out of bounds (White Cones)

You do need to consider the ability of the children as too many hazards will make it too difficult.

If you are using Tri-Golf and Golf Xtreme equipment you will have flags and cones, enough to lay out 6 holes on a playing field or artificial surface.

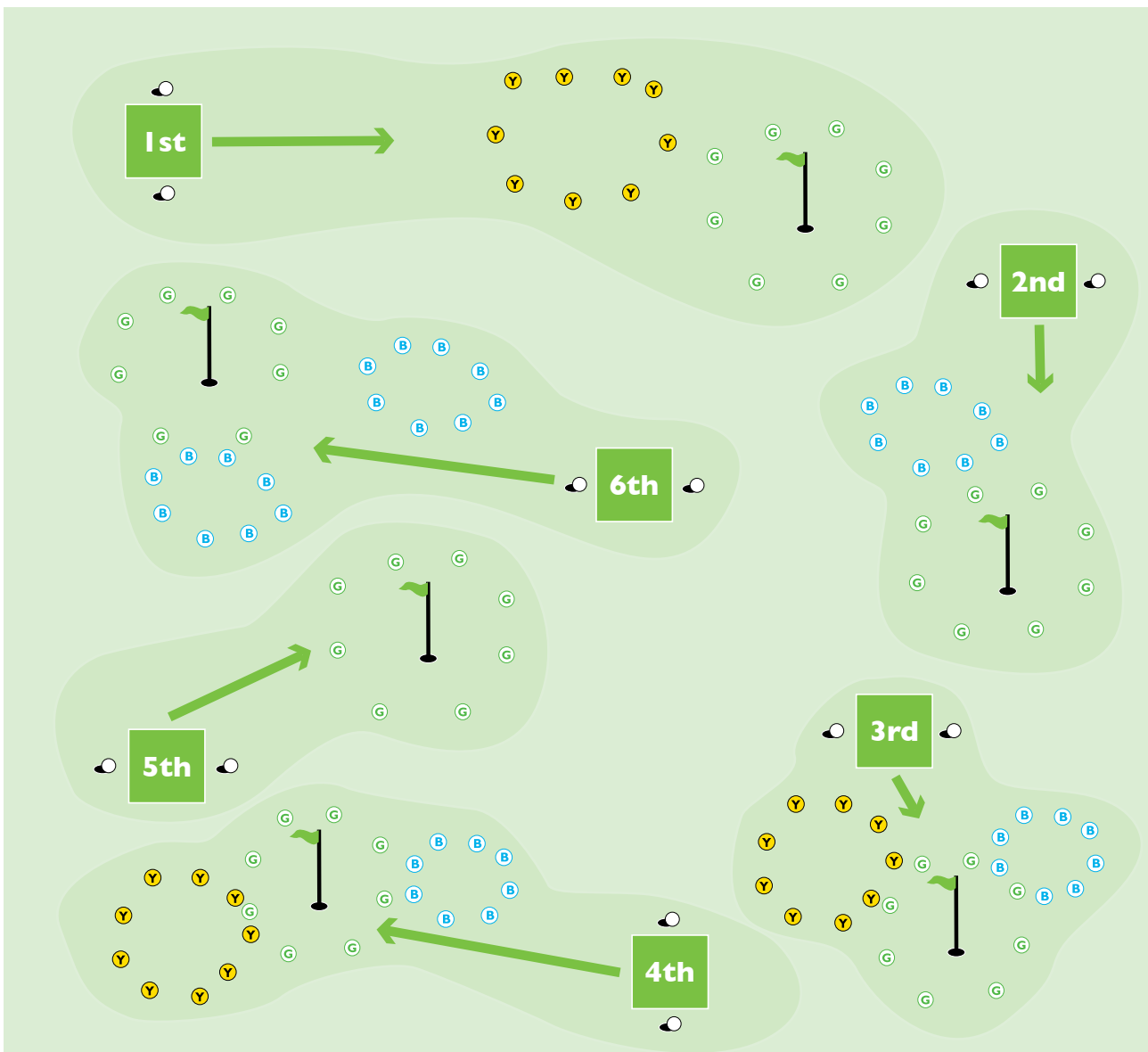
If you have a good relationship with the local golf club, then you can use the facilities they have such as a par 3 course, practice ground or 6 holes on the course. If you are using the golf course we recommend shortening the length of the holes so it's easier for the children.

Please see overleaf an example layout you may wish to adopt.

## Super Sixes Layout

You will need (approximately):

- 48 green cones for greens
- 24 yellow cones for 3 bunkers
- 24 blue cones for 3 Water Hazards
- 12 white cones for 6 tees
- 6 flags
- 6 Hoops
- 6 Golf Xtreme Putters (leave on the greens)
- 1 Golf Xtreme Chipper for each pair
- 1 scorecard for each group



**When you lay out your Super Sixes golf course try and keep a safe distance between the green and the next tee.**

## What alternative playing formats are there for Super Sixes?

Although we recommend the core format for Super Sixes, early testing of the Super Sixes through the national School Games pilot showed that other options are required to accommodate more than 4 schools competing in a competition or to suit other local factors. For example, in the Hertfordshire Level 3 games, 9 SSPs entered teams so the format selected was “Stroke Play”. In Kent, the event was played over 2 rounds at a golf club and the team manager or captain chose to change the pairings after the first round (similar to the Ryder Cup) and format so that the pupils played “Texas Scramble” in the morning but “Greensomes” in the afternoon. The alternate formats are a great way of encouraging team play and maintaining interest in golf.

For the following 2 formats we would recommend retaining the “Texas Scramble” format.

### • Stableford Points

- o This system awards points for the number of shots it takes to get the ball in the hole.
- o Each hole should be given a ‘Par’ (the number of shots on average it should take to complete the hole). Scoring a ‘Par’ earns 2 points, scoring a ‘Birdie’ (one under Par) scores 3 points and scoring a ‘Bogey’ (1 over Par) scores 1 point.
- o Using a Par 4 as an example, if a pair shot a Birdie (1 under Par) this would be 3 shots, which would mean 3 stableford points scored.
- o Count up the total points for each pair at the end of the game to see which pair has won and to count towards the overall team score.
- o You can create your own stableford points system, the standard is 3 for a Birdie, 2 for a Par and 1 for a Bogey.

### • Stroke Play

- o This system is the normal playing format in golf used in tournament golf where the aim is to get the ball in the hole in the least number of shots.
- o At the end of the 6 holes the team with the least number of shots wins, or you can add all the shots from each pair to give a total for the team and add this to a league table. The team with the lowest number of shots in the league would win.

Here are some examples of playing formats that don’t involve a “Texas Scramble”:

### • Foursomes

- o Played in pairs but with each player taking alternate shots until someone holes out.
- o One player tees off on the even holes, the other player tees off on the odd holes.
- o Use a Match play system of points.

### • Greensomes

- o Both players hit a shot from the tee and then agree the best ball to play next.
- o The player who did not hit the best ball off the tee plays the next shot and then the players take alternate shots (the difference to a “Texas Scramble”).
- o You can condition this format so that each player in a pair takes 3 drives, so that everyone is contributing, and not just the longer hitters.
- o Use a “Match play” system of points.

## How to structure your Super Sixes Competition

Once you have decided on the playing format for your Super Sixes competition, you can choose from 3 competition structures. At levels 1 and 2 of the School Games pathway we recommend a league structure as this will encourage more regularity and depth of competition.

At Level 3 you can also vary the structure, using:

- knockout format with several rounds;
- cup and plate competition;
- round robin.

### 1. League Format - Home and Away – ideal for Level 1 and 2 School Games

If you wish to set up a league with home and away fixtures you must consider the following,

- Number of Schools – depending on the number of schools that enter the league will determine how long the league will run.

For example:

Number of Teams	x 2 (Home and Away)	How many weeks required?
4	x2	6 weeks
5	x2	8 weeks
6	x2	10 weeks
7	x2	12 weeks
8	x2	14 weeks
9	x2	16 weeks

- Generate a fixture list – once you have got the number of schools you can then create your fixture lists to fit the number of weeks. See below for 4 teams:

	HOME	AWAY
Week 1	School A School C	School B School D
Week 2	School B School A	School D School C
Week 3	School D School B	School C School A
Week 4	School C School D	School A School B
Week 5	School A School B	School D School C
Week 6	School C School D	School B School A

If necessary you can run several leagues at the same time and have divisions (Premier, Championship and League 1) each with 4 schools in.

## 2. League Format – Central Venue – ideal for Level 1 and 2 School Games

A central venue league means that you bring all the school teams to one location and run a weekly league. Its advantage over the home and away format is that it can be completed in just half the time. When deciding your central venue it is important to consider space. If you have more schools that wish to enter then you may need to lay out more holes to accommodate them and add an extra weeks if necessary.

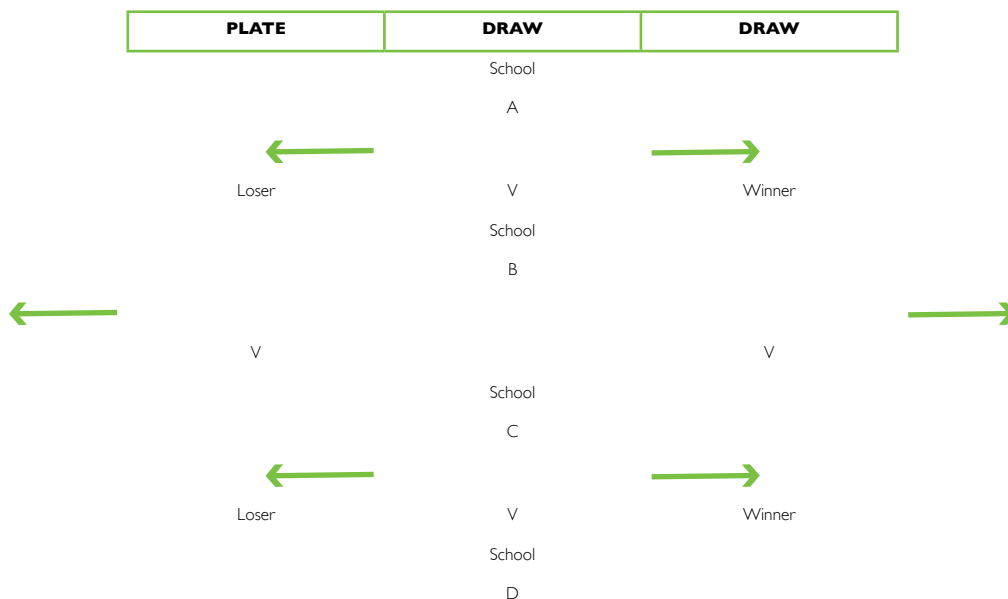
This is an example of a central venue competition for 4 schools:

Pairs	School named after famous player			
	Tiger	Monty	Westwood	Wie
Pair A	John	Brendon	Jason	Emma
	Tina	Katie	Jonathan	Mark
Pair B	Andy	Daisy	Lisa	James
	Gareth	Phil	Ken	Sue
Pair C	Martin	Alan	David	Sarah
	Carol	Mike	Helen	Russell

Central Venue Week 1		Central Venue Week 2		Central Venue Week 3	
Hole 1 (Match 1)	Tiger A v Monty A	Hole 1 (Match 1)	Tiger A v West A	Hole 1 (Match 1)	Tiger A v Wie A
Hole 2 (Match 2)	West A v Wie A	Hole 2 (Match 2)	Monty A v Wie A	Hole 2 (Match 2)	Monty A v West A
Hole 3 (Match 3)	Tiger B v Monty B	Hole 3 (Match 3)	Tiger B v West B	Hole 3 (Match 3)	Tiger B v Wie B
Hole 4 (Match 4)	West B v Wie B	Hole 4 (Match 4)	Monty B v Wie B	Hole 4 (Match 4)	Monty B v West B
Hole 5 (Match 5)	Tiger C v Monty C	Hole 5 (Match 5)	Tiger C v West C	Hole 5 (Match 5)	Tiger C v Wie C
Hole 6 (Match 6)	West C v Wie C	Hole 6 (Match 6)	Monty C v Wie C	Hole 6 (Match 6)	Monty C v West C

## 3(a) Knock Out Ladder – 4 schools - ideal for Level 3 School Games

This format of competition is ideal for a single event and the Level 3 School Games. It requires 6 holes, 4 teams and 2 hours to play 2 rounds of competition.

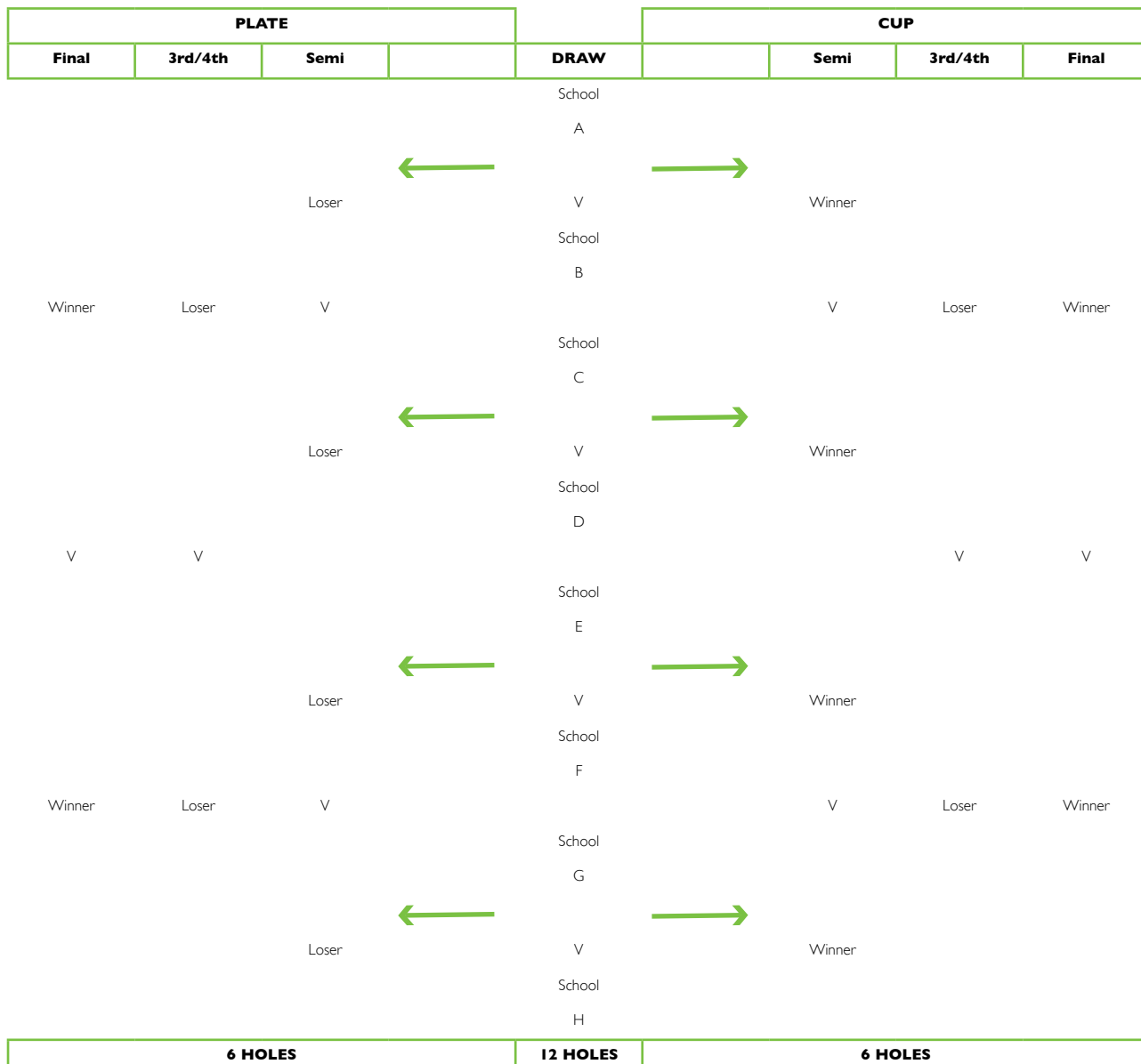




<p><b>Round One (1hour)</b> Where will the teams start from?</p> <p><b>School 1 team A - 1st tee</b> <b>School 2 team A - 1st tee</b></p> <p><b>School 1 team B - 2nd tee</b> <b>School 2 team B - 2nd tee</b></p> <p><b>School 1 team C - 3rd tee</b> <b>School 2 team C - 3rd tee</b></p> <p><b>School 1 team A - 4th tee</b> <b>School 2 team A - 4th tee</b></p> <p><b>School 1 team B - 5th tee</b> <b>School 2 team B - 5th tee</b></p> <p><b>School 1 team C - 6th tee</b> <b>School 2 team C - 6th tee</b></p>	<p><b>Round Two (1hour)</b> Where will the teams start from?</p> <p><b>Winner 1 team A - 1st tee</b> <b>Winner 2 team A - 1st tee</b></p> <p><b>Winner 1 team B - 2nd tee</b> <b>Winner 2 team B - 2nd tee</b></p> <p><b>Winner 1 team C - 3rd tee</b> <b>Winner 2 team C - 3rd tee</b></p> <p><b>Loser 1 team A - 4th tee</b> <b>Loser 2 team A - 4th tee</b></p> <p><b>Loser 1 team B - 5th tee</b> <b>Loser 2 team B - 5th tee</b></p> <p><b>Loser 1 team C - 6th tee</b> <b>Loser 2 team C - 6th tee</b></p>
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### 3(b) Knock Out Ladder – 8 Schools – ideal for level 2 and 3 School Games.

This format of competition is ideal for a single event or competition played over 3 weeks and levels 2 and 3 School Games. It requires 12 holes, 8 teams and 3 hours to play 3 rounds of competition.



## Disability Guidance for Super Sixes

Super Sixes is an ideal format to support the School Games ambition of more regular competition and to allow all abilities of pupils to play together.

### Inclusive:

The “Texas Scramble” format allows disabled children to play alongside non-disabled children. Both players in a pair always play a shot with their own ball and they then work together to select the best placed ball for the next shot. This process applies to every shot taken until the ball is in the hole.

### Parallel or Separate Activity:

Some disabled participants may need extra support or the opportunity to play in a separate event. Using the adaptations suggested below (to suit the needs of the group) set up an extra loop of 6 holes or run a bespoke event.

### Adaptations:

- Length of the hole. You can shorten the hole to make it more achievable.
- Increase the size of the green to make the target bigger. This also increases opportunity to use the putter which is an easier skill.
- You may set up a course which is a putting course. This may simple involve a tee (2 cones) and a hoop as the hole.
- Throwing or kicking golf (Football golf). Use an over or under arm throw to represent a chip shot and a roll to represent a putt. You may even wish to play football golf by simply kicking the ball. You then might progress to using the equipment.

### Change the playing format:

- Stroke play – count every shot. You may wish to include a shot limit i.e. maximum of 10 shots per hole then you pick up and move onto the next hole.
- Equipment – you may wish to use Tri-Golf equipment with older children. This includes a lighter ball which is easier to hit. The ball is also colourful (yellow, red, green and blue) and bigger which makes it easier for people with visual impairments. The actual club is also lighter so it is easier to control, has a thicker grip and a larger club head which makes it easier to hit the ball.

## Appendix I - Score cards

Super Sixes Score Card		
School:	Team: A B C	
Player 1:		
Player 2:		
Hole 1:	Score:	Points:
Hole 2:	Score:	Points:
Hole 3:	Score:	Points:
Hole 4:	Score:	Points:
Hole 5:	Score:	Points:
Hole 6:	Score:	Points:
Total (Per hole: 2 points win, 1 point draw, 0 points loss).		
<b>Skills for Life rating =</b>		

Super Sixes Score Card		
School:	Team: A B C	
Player 1:		
Player 2:		
Hole 1:	Score:	Points:
Hole 2:	Score:	Points:
Hole 3:	Score:	Points:
Hole 4:	Score:	Points:
Hole 5:	Score:	Points:
Hole 6:	Score:	Points:
Total (Per hole: 2 points win, 1 point draw, 0 points loss).		
<b>Skills for Life rating =</b>		

## Appendix 2 - Team Entry

### SCHOOL ENTRY FORM

<b>SCHOOL NAME</b>	
<b>TEAM MANAGER</b> (MEMBER OF STAFF)	
<b>CONTACT TELEPHONE</b>	
<b>CONTACT EMAIL</b>	
<b>TEAM NAME</b>	
<b>TEAM CAPTAIN</b>	

TEAM		NAME	AGE
A PAIR	PLAYER 1		
	PLAYER 2		
B PAIR	PLAYER 1		
	PLAYER 2		
C PAIR	PLAYER 1		
	PLAYER 2		
RESERVES	PLAYER 1		
	PLAYER 2		

PLEASE COMPLETE THE FORM ABOVE AND SEND BACK TO THE LEAGUE ORGANISER BY 'Date'

## Appendix 3 - Result Sheet

	TEAM	POINTS
MATCH 1		
MATCH 2		
MATCH 3		
MATCH 4		
MATCH 5		
MATCH 6		

## SCHOOL RESULTS

SCHOOL	RESULTS
A	
B	
C	
D	
TOTAL	

SCHOOL	RESULTS
A	
B	
C	
D	
TOTAL	

SCHOOL	RESULTS
A	
B	
C	
D	
TOTAL	

SCHOOL	RESULTS
A	
B	
C	
D	
TOTAL	

## LEAGUE TABLE

POSITION	SCHOOL	POINTS
1		
2		
3		
4		

## Skills for Life

The Golf Foundation promotes the development of both playing and personal skills amongst all young people through its HSBC Golf Roots initiatives and competitions. The format of the Super Sixes lends itself to promoting skills such as cooperation, honesty, perseverance and respect. These should be encouraged and rewarded by leaders and adults working with each group. Leaders should use the scorecard to give each playing pair a rating out of 10 as to how well they have demonstrated these skills in their round of golf. Similar to the playing score, the Skills for Life rating for each pair can be added to those of the other 2 pairs to give an overall team score.

Specifically, leaders should ask the pupils about examples of Skills for Life before they tee off and then prompt them during the round. For example:

Respect – how well did the players:

- ...shake hands at the beginning and end of the match?
- ...congratulate a team mate or opponent on a well played shot?
- ...stand still and remain quiet for each other when playing a shot?

Cooperation – how well did the pupils:

- ...work together and agree over whose ball to play throughout the round?
- ...encourage each other verbally or with physical gestures such as 'High Fives'?
- ...plan tactics in the match?

Perseverance and concentration – how well did the players:

- ...keep trying despite playing a poor hole?
- ...take their time over each shot and have a practice swing?

Honesty – how well did the players:

- ...keep their own score?
- ...acknowledge any mistakes?

Staying safe – how well did the players:

- ...follow safety rules such as standing 3 steps back from the player swinging?
- ...shout 'fore' when the ball was hit towards another player?
- ...take turns and stay behind the player hitting the ball?
- ...follow the rule that the team furthest away from the hole always plays first?

## Summary

We hope that you choose to deliver either a Super Sixes or Skills Festival event as part of a local School Games competition.

The Golf Foundation has a team of dedicated Regional Development Officers willing to support the School Games at Level 3 and to promote Level 1 and 2 competition through local HSBC Golf Roots projects.

## Further School Competitions

For more traditional formats and for pupils with golf handicaps:

The English Schools Golf Association run a County Schools Championship at under 16 and under 19 level culminating in a national schools final at Woodhall Spa.

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

The Independent Schools Golf Association run a variety of competitions for independent schools but also the British Colleges and Schools Cup that is open to both state and private schools.

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

[www.isga.org.uk](http://www.isga.org.uk)

## HSBC Golf Roots Projects

The Golf Foundation supports a number of HSBC Golf Roots city and community projects across England. Funding, workshop training for teachers and volunteers and officer support is available to develop golf in schools and to transition pupils through to clubs. Competition is a key element of any HSBC Golf Roots project alongside the training and deployment of young volunteers and the involvement of a PGA coach to deliver quality group coaching sessions for young beginners.

The Golf Foundation works in partnership with other major golfing bodies in England to ensure that young people have their opportunity to continue their golf education on the player pathway and progress into club membership.

## School Games Activator Workshops

The competitions featured in the School Games Toolkit form part of the teacher and volunteer training workshops delivered by the Golf Foundation. For further information about HSBC Golf Roots training workshops and wider development projects, please visit: [www.golf-foundation.org](http://www.golf-foundation.org)

# NOTES





