

Drive for show, putt for dough

Level 2 & 3

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. Each player only gets a putt if they hit the ball in the air over the blue cones and lands before the white line.

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 White cones = 0 points (no putt)
- Drive over Blue cones on floor = 1 point (no putt)
- Drive over Blue cones in the air, land before white = 5 points
- Putt to remain in half loop = 5 bonus points

Putt - the ball must stop in the hoop to score.
0 points if drive over the white cones.

Equipment

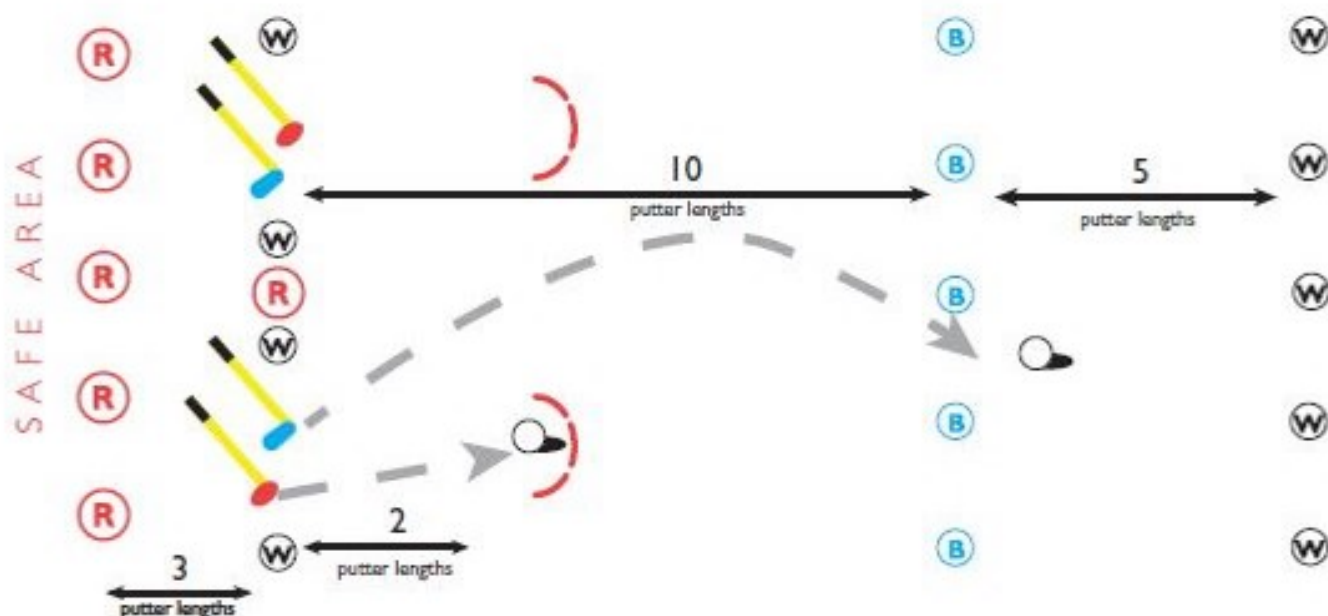
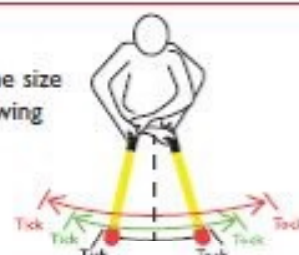
- 1 x Tri-Golf putter per team
- 1 x Tri-Golf chipper per team
- 2 balls per team
- 1 half hoop per team (3 sections)
- Cones as below

Key points for success

1. Practise and play for success



2. Concentrate on the size of your Tick Tock swing



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

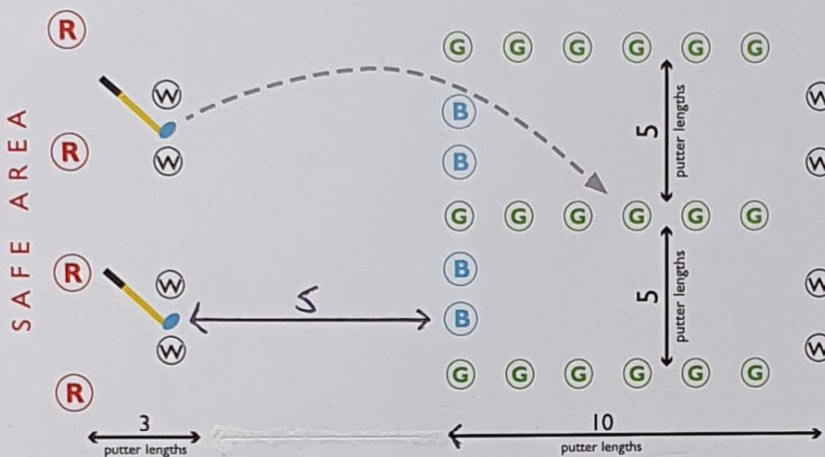
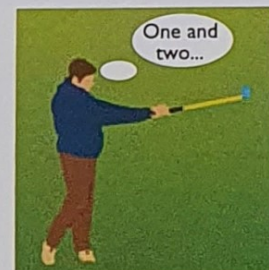
- 1 x Tri-Golf chipper per team,
- 1 ball per team, cones as below

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			



Tunnel Ball

Level 2 & 3

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

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

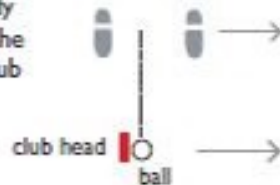
The ball must stay in the hoop to score.

Equipment

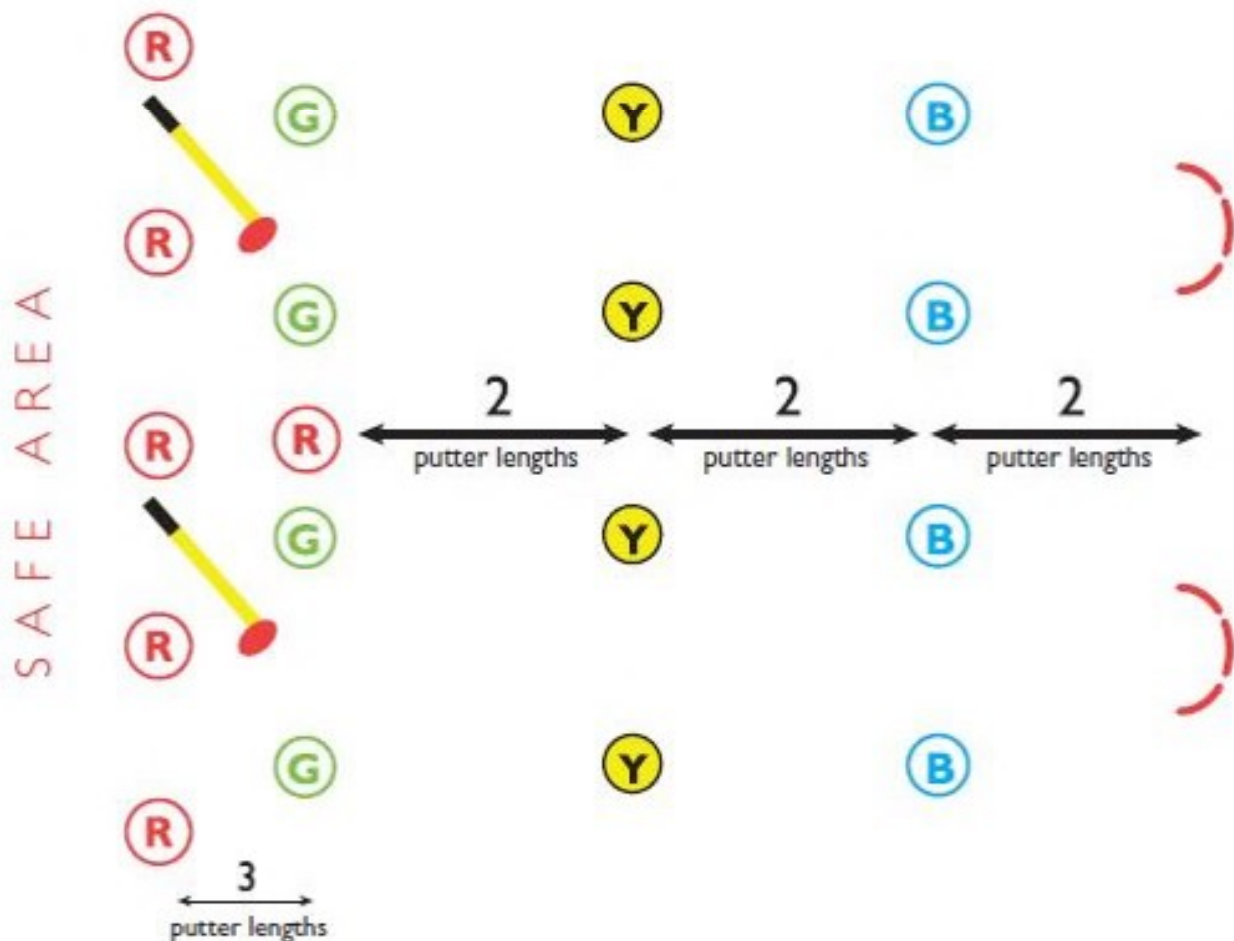
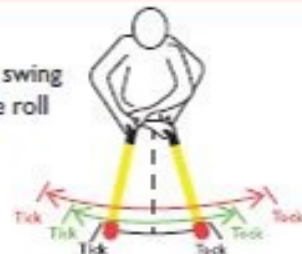
- 1 x Tri-Golf putter per team
- 1 ball per team
- 2 half hoops, each made up from 3 sections in the Tri-Golf bag
- Cones as below

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





Zone Ball

Level 2 & 3

Station 7

Instructions Team of 5 on each tee (white cones). Lay out the cones so that they all touch. Try to hit the green or yellow 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

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

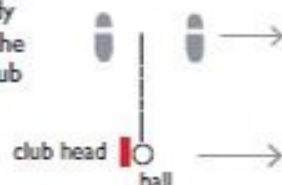
Pupils can run out and collect the ball for each other but not wait behind the zone cones or receive help from a teacher in collecting the balls.

Equipment

- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below, must be touching

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

