

# COMMUNITY PLAYBOOK



## Competition and 'How to Play' Guides

We introduce children to golf • from all backgrounds • creating golfers. We do this because golf changes lives.





# COMPETITION & PLAY



Our charity believes in providing innovative, fun and enriching ways of delivering golf to children and young people.

The 'Competition and Play' section of this Playbook showcases some key ways in which you can keep your participants engaged and inspired, beyond their first try at the game.





# COMPETITION & PLAY

We have created three simple concepts, that can be delivered anywhere, to keep your participants engaged and playing golf.

- The Four Game Virtual Challenge
- Six Hole Challenge
- Create your own Course

**Sign Up**





# FOUR GAME VIRTUAL CHALLENGE



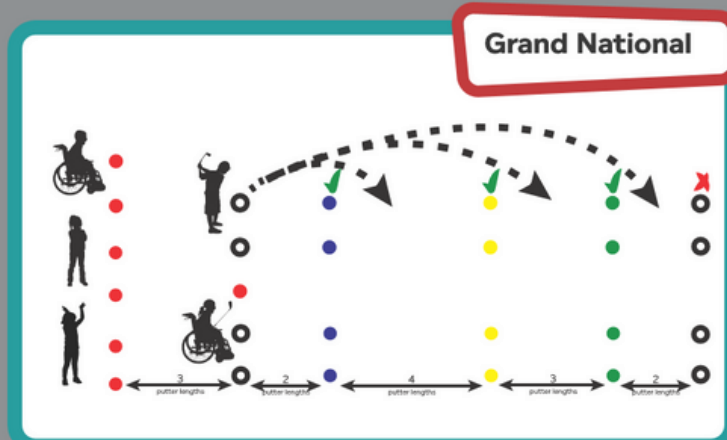
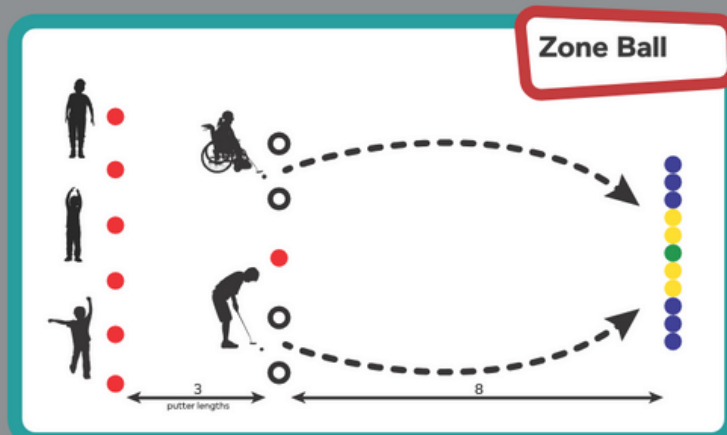
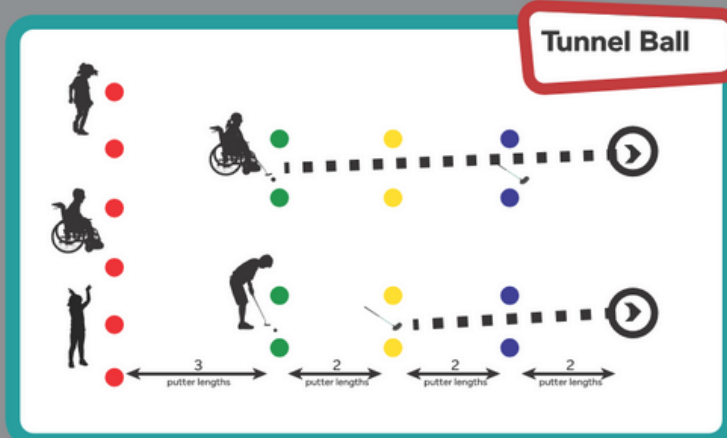
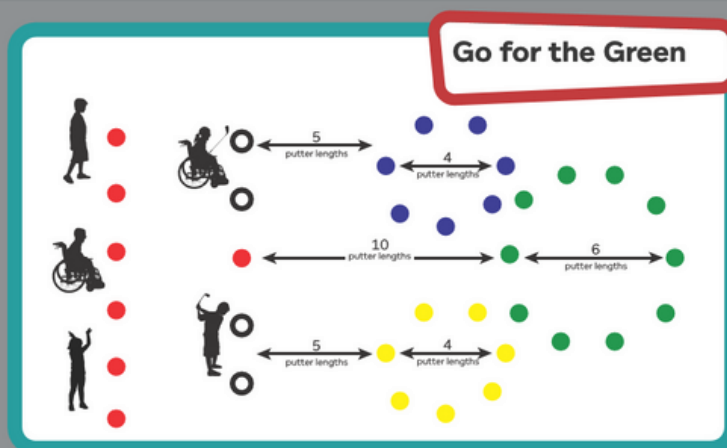
Four games feeding into a national virtual league table to compare your scores against others around the country.

Using this opportunity you can generate a great feeling of team spirit and explore your participant's competitive edge.

The virtual league can help motivate practice and play as new young golfers try to beat their 'PBs' each week! It's also a good way of networking with nearby community groups taking part in your area – or beyond!

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# FOUR GAME VIRTUAL CHALLENGE

This model is ideal for:

- A golf taster session
- First introduction to competition
- Playing together as a team in a Golfway virtual skills competition
- Playing individually and setting new personal bests (My PB)
- Linking to an event or major golf tournament that is on TV e.g. The Masters or The Open
- Introducing Skills for Life and links to Unleash Your Drive
- Developing leadership roles who can manage and score each station

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# COMMUNITY PLAYBOOK

## Six Hole Course Guide



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# SIX HOLE CHALLENGE - GOLF ON YOUR DOORSTEP



We recognise that not everyone has the opportunity to play golf on a full course. The six hole competition format is designed to be adaptable to any setting, and to inspire your audience to engage in golf - for the longer term.

- The layout can be set up with minimal time and disruption.
- It is ideal for encouraging competition in both teams and individually. Participants can work to beat their personal best, whilst testing out their Skills for Life values which help them to overcome challenges and setbacks.
- By using Golfway equipment, each hole is different, challenging the participant with hazards, distances, and obstacles to overcome.



# SIX HOLE CHALLENGE

Designed to get you ready to play a golf course.

## How to play...

- Place a Golfway hole at the finishing point and two white cones for the starting point (tee).
- Arrange green cones around the hole to create your 'green' and leave a putter on the green.
- Starting from the tee, use an iron to chip the ball, and try to avoid any of the hazards on that particular hole. Once the ball reaches the green, use the putter until the ball finishes inside the hole. Players then record their score on the scorecard. [Need mention of creating hazards?]
- Move on to the next hole and continue to keep your score on each one.





# SIX HOLE CHALLENGE



## Rules and Etiquette...

- Count every hit (shot).
- If the ball lands in or rolls through a bunker, the player takes the ball to the closest yellow cone, turns the cone upside down, places their ball in the cone and hits the ball. The cone must be replaced to 'rake the bunker'.
- The putter is only used when the ball is on the green. The iron is used at all other times.

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# CREATE YOUR OWN COURSE

Get creative and make your very own golf course, using your own designs and hazards with your Golfway equipment.

## How to create your own golf hole...

- Each hole needs to start with a tee-zone (you can use a tee mat for this). Think about how far you want your hole to be in length and any hazards located on the hole (bunker, water).
- The hole will always finish with a green where the Golfway hole is placed, Each hole can be designated a par 3, par 4 or par 5 depending on the age of the golfer playing.
- You can add additional holes to those that are included in a standard Golfway bag with the [6-hole pack](#).





# CREATE YOUR OWN COURSE

Prepare your golf holes by using the distance guide below...

	Up to 7 years	8-12 years	13+ years
Par 3	20-30 yards	25-40 yards	35-45 yards
Par 4	40-60 yards	50-60 yards	60-90 yards
Par 5	65-85 yards	75-95 yards	100-125 yards



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The Playbook can be just the start of a significant journey in golf for young people, whatever their background.

Sign Up

