



wiltshire and swindon sport



wasp

Wiltshire School Games 2024-2025

Tri Golf

Event Details

Date	Tuesday 8 th July 2025
Venue	Dauntsey's School West Lavington, Devizes, Wiltshire SN10 4HE
Time	A Team 10.00 – 12.00 B Team 12.30 – 2.30 <i>Timings TBC – Depending on numbers they may be played at the same time starting at 10am</i>
Age Groups	School years 4 & 5
Eligibility	Selected competitors must be on the register of the school they represent.

Code of Conduct

All Schools will be held responsible for their players, officials and spectators and must ensure they adhere to the Code of Conduct

Team Requirements

Team size	10 NB: The B team competition is a development event and is aimed at engaging those students not previously engaged in sports competition. Schools are encouraged to choose students who have not represented their school in any sports team.
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Event Format and Rules

Competition format	Rotate around 8 Skill stations Time allowed for each station is 5 mins
Stations	<ul style="list-style-type: none">• Station 1 (Bullseye): Chip the ball in the air aiming at the centre of the target which is created using cones. Score is taken from where the ball finishes not where it hits the target• Station 2 (Dominoes): 13 cones are placed in a straight line. 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 and score points. The cones must be hit in order.

	<ul style="list-style-type: none"> • Station 3 (Drive for Show, Putt for Dough): Each player aims to chip the ball in the air over the blue line of cones. If successful they earn the chance to putt the ball into the hoop. • Station 4 (Finders Keepers): Putt the ball towards the cones. The first cone the ball hits, the player collects with the ball and returns it to the team. Game ends when all cones have been collected. • Station 5 (Grand National): Chip the ball in the air over the 'fences' made from the cones to score points. • Station 6 (Tunnel Ball): Putt the ball down the tunnel towards the hoop without hitting any cones. Chose which tee to play from – the furthest tee will earn more points. The ball must stay in the hoop to score • Station 7 (Zone Ball): Lay out the cones so that they all touch. Try to hit the yellow or green cones to score the highest. <p>Station 8 (Go for the Green): Players start from the white cones and try to strike the ball onto the green target.</p>
Officials	<ul style="list-style-type: none"> • Trained young leaders will be officiating.
Equipment	<ul style="list-style-type: none"> • Supplied by the organiser

