

INCLUSION SECONDARY INTRA-CARDS

INCLUSIVE SUPER SIXES GOLF

QUICK INTRODUCTION

Inclusive Super Sixes involves teams of SEN/disabled (SEND) and non-SEND players creating a course and then competing in pairs against each other.

GETTING STARTED

Who the competition is aimed at

- Teams are made up of four players, split into two pairs.
- Each pair should be made up of one SEND and one non-SEND player.
- SEND players are defined as those SEND pupils who cannot easily access mainstream Super Sixes Golf.
- Teams should be made up of players of similar golfing ability.

Setting up the competition

- Students plan six golf holes built around the ability of the players.
- Mark out bunkers and water hazards and use the natural terrain such as hedges or trees.
- The course should be set up on a grass or 3G surface (although if weather does not allow, an indoor course can be set up).
- It is recommended that players use the Golf Xtreme equipment (irons and putters). Tri-Golf equipment can be used if more appropriate, however each team should use the same equipment.

Rules of the competition

- Each team starts at the same tee. Other teams of four can start at other tees.
- Tee-off — each player in a pair hits two balls each (four balls per pair). Each pair then chooses the ball in the best position to play the next shot (fairway or green). The other three balls are collected. Both players then hit their two shots from this 'best' position.
- The pair that takes the fewest shots to complete the hole wins and gets two points (one point for a draw). Players then move onto the next hole.
- The pair with the most points after six holes wins.
- If pairs draw then a hole should be selected to run a play off.
- A shot landing in a hazard such as water, a bunker or out of bounds cannot be used as a starting point for the next shot.

CHECK OUT
OUR FILMS



INCLUSIVE



SPIRIT OF THE GAMES STATEMENT

This is a great activity to demonstrate how it is best to work together to achieve a common goal and communicating tactics and safety will help your partner to aim their chipper or putter at the target like a caddy does in tournament golf. The Golf Foundation 'Skills for Life' message complements the Spirit of the Games statement.



ORGANISING THE COMPETITION

- Players can use a plastic tee as often as they need.
- Use colour contrasting cones, spots and the natural environment to create the course, e.g. green cones for trees; red cones for out of bounds; blue cones for a water hazard; yellow cones for a bunker and white cones for the 'starting tee area'.
- Use flags and hoops for holes.
- Set up a practice hole for players to warm up on.
- Give players time to familiarise themselves with the course and allow them to make changes if access can be improved.

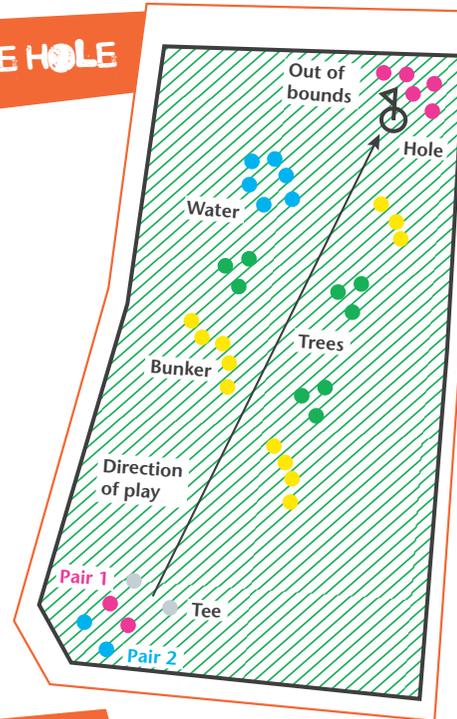
SAFETY (IF APPROPRIATE/NECESSARY)

- Use only one iron for each pair and leave the putters near the hoop on each hole. This reduces the amount of equipment being used.
- Players should be very aware of other groups as they may cross paths while playing.
- Each pair will carry a red safety cone. Before a player hits the ball, the other player takes three to five paces behind the ball and says "Safe".
- Do not allow players to move ahead of the ball being hit.

OFFICIATING

- Young people can be scorers on each hole.
- Young people can collect all the scorecards and calculate the winning team score.

EXAMPLE HOLE



THINK TACTICS

- Always think about where the best place to hit the ball is.
- Don't always hit towards the flag as a bunker or water hazard may be in the way.

THINK INCLUSIVELY

Space

- If playing on a hard surface, play 'first bounce golf': the ball is placed where it first bounces. Alternatively use a pom pom ball or beanbag instead of a golf ball as this will stop instantly.
- Reduce the length of each hole or reduce the number of holes played in each competition.

Task

- Allow players to throw the ball and design a course around their throwing ability.
- Make the hazards smaller or limit the use of bunkers and water features.
- Allow SEND players to hit more than two balls per shot.

Equipment

- Allow SEND players to use different equipment.
- Make the holes larger, using larger or more hoops.

People

- Ensure that visually impaired players play with a sighted player.