

***Special  
Olympics***  
*Newfoundland  
& Labrador*



## Golf Technical Package

EVENT:  
PLACE:  
DATE:



## **GOLF TECHNICAL PACKAGE**

Technical Packages are a critical part of Special Olympics Newfoundland & Labrador Competitions. They prescribe athlete, coach and mission staff quotas (where applicable) as well as eligibility requirements. They also assist the organizing committees by detailing tournament formats and scoring procedures, assist Chef de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, and advance coaching certification by stating minimum requirements.

Every Games/Championships coach, Sport Chairperson and Club Coordinator has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from SONL through his or her Chef/Manager.

Technical Packages are developed primarily by SONL, in consultation with Special Olympics Canada, Provincial/Territorial Chapters and National Sport Organizations (where applicable), following the principles, guidelines and requirements of SONL. As the overall governing body of the Games, SONL has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the Clubs concerned.

If an individual wishes to initiate a change to a Technical Package leading up to a Games/Championship, the desired change should be first directed to the Club Coordinator or Chef de Mission/Manager. They will evaluate the merits of the change and will, if it has merit, submit the requested change, with rationale to SONL. These time frames reinforce the importance of complete understanding of the Technical Package early.

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## **Section A – OFFICIAL EVENTS**

The follow is a list of official events available for the Golf Tournament.

1. Individual Skills Competition
2. Team Play Competition (4 holes)
3. Individual Play Competition

## **Section B – GENERAL RULES AND MODIFICATIONS**

1. Athletes should be registered Special Olympics members and entered into their clubs' golf program.
2. Athletes will be required to walk during team play. Clubs may, at their own discretion, choose to rent a power cart. The rental and payment of the power cart is each Clubs' decision and responsibility.
3. Appropriate golf attire is expected.

## **Section C – EQUIPMENT**

Each club is responsible for ensuring players have the appropriate equipment to participate in the tournament.

1. A set of golf clubs (no more than 14 clubs)
2. A golf bag
3. A minimum of 15 balls per player for the individual skills competition
4. A minimum of 8 balls per player for the team play competition
5. Tees
6. Divot Repair Tool
7. Ball Markers

## **Section D – EVENT SPECIFIC RULES**

### **Individual Skills Competition**

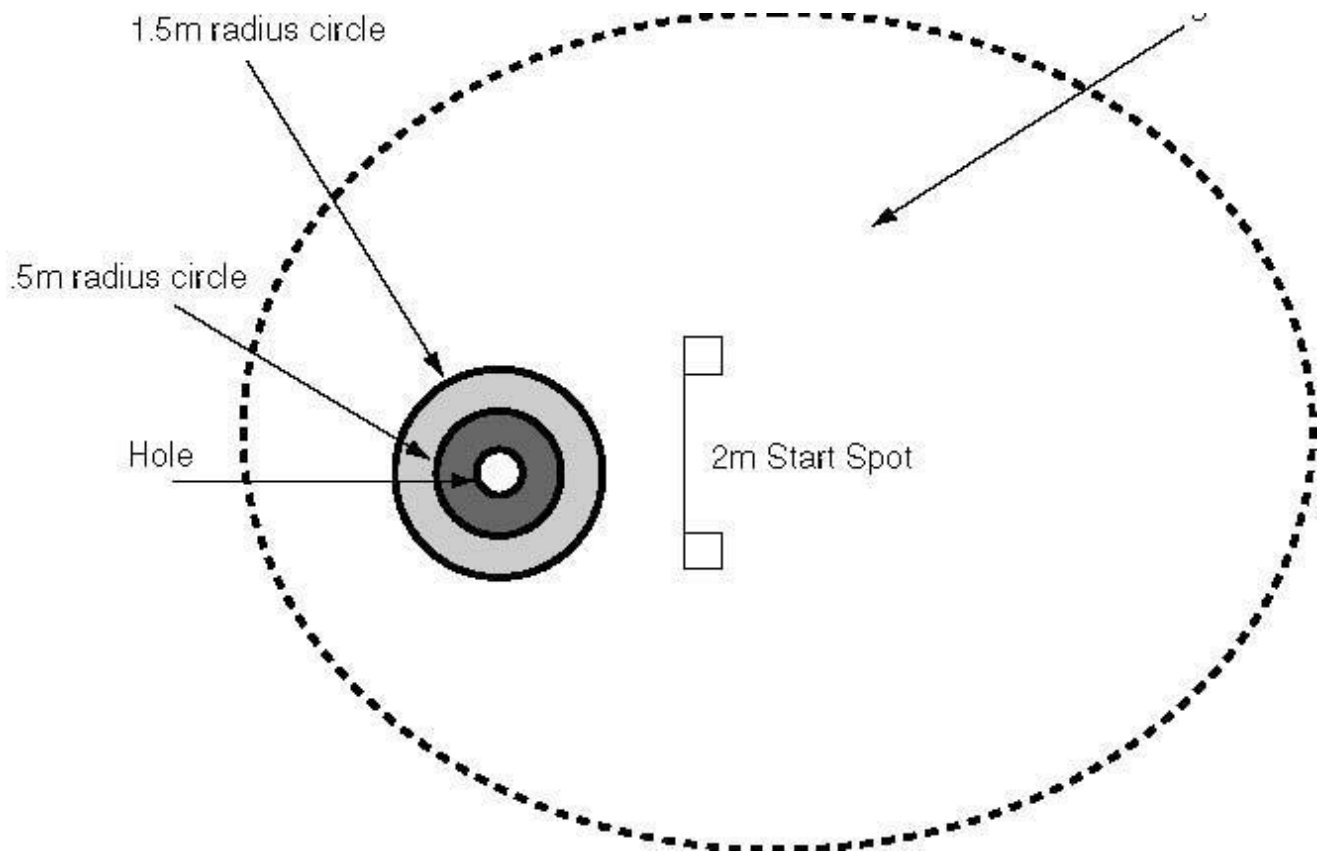
The purpose of the Individual Skills Competition is to allow athletes to train and compete using basic golf skills. The development of these key skills is necessary in developing proper golfing habits. An example of the Individual Competition Scorecard can be found near the end of this technical package.

**NOTE:** For the following events: short putt and long putt – when taking your 5 attempts and movement of the ball occurs, you should remove the ball prior to the next attempt to avoid interference.

## Short Putt – Maximum 20 Points

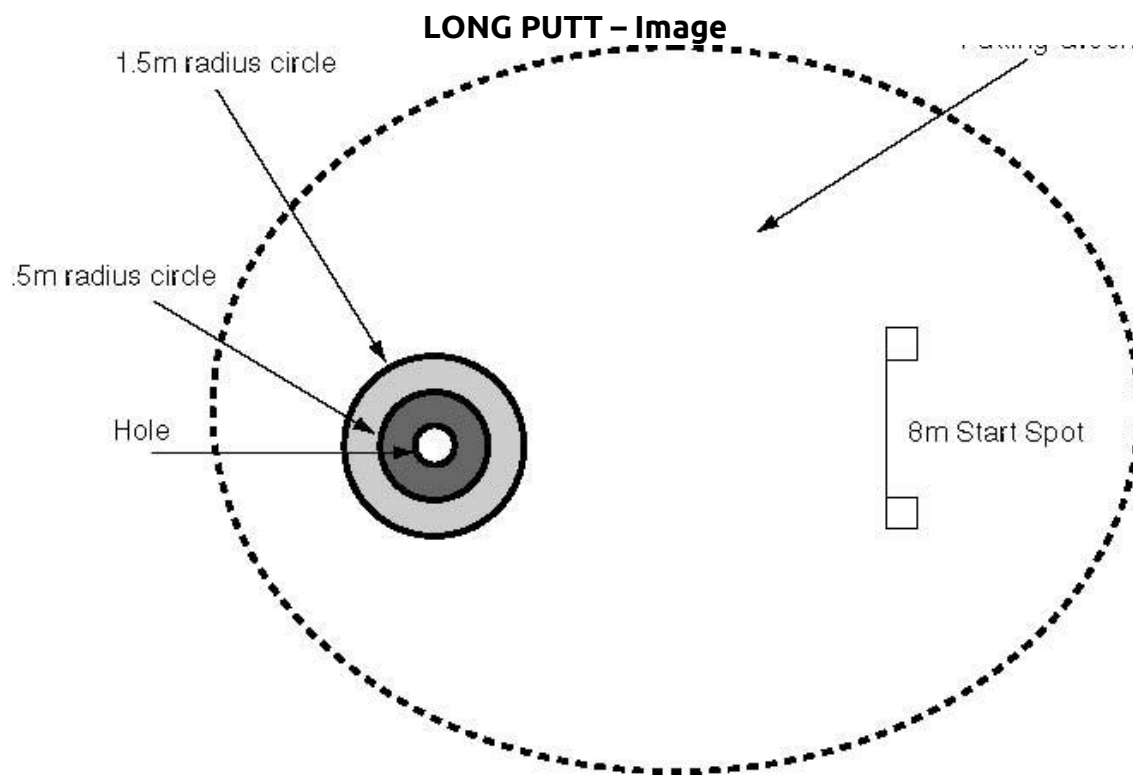
- 1) Purpose: To measure the athlete's ability to putt, focusing on the Short Putt.
- 2) Equipment
  - a) regulation putting green with properly marked (target) holes
  - b) five balls
  - c) a chalkler may be used to mark the circle targets around the hole; and
- 3) Description
  - a) A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5 meters and the second shall have a radius of 1.5 meters from the hole.
  - b) The athlete will have 5 attempts from a clearly marked spot, 2 meters from the hole.
  - c) The short putt should be set up on a green with as flat a surface as possible.
- 4) Scoring
  - a) The athlete will have 5 attempts to putt the ball at the hole from a line 2 meters from the hole, scoring points according to where the ball comes to rest
  - b) The athlete will score one point for making a stroke at, and striking the ball. (A swing and a miss count as one attempt, and the athlete receives a score of zero).
  - c) A second point is scored if the ball stops on or within 1.5 meter circle.
  - d) A third point is scored if the ball stops on or within 0.5 meter circle
  - e) If the ball goes into the hole, a total of four points will be awarded for that attempt.
  - f) The Short Putt score shall be the sum total of the 5 attempts.

### SHORT PUTT - Image



## Long Putt – Maximum 20 Points

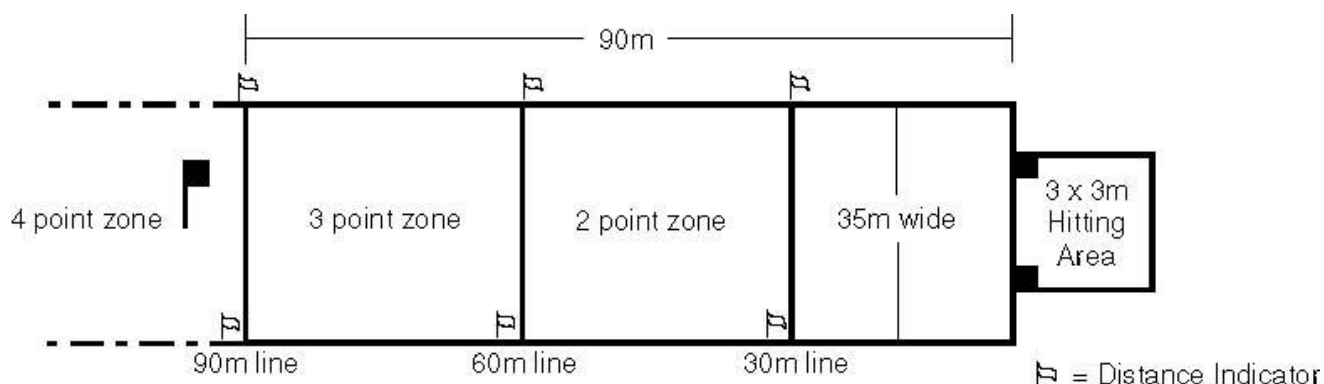
- 1) Purpose – To measure the athlete's ability to putt, focusing on the Long Putt
- 2) Equipment
  - a) A regulation putting green with a properly marked (target) hole.
  - b) 5 balls
  - c) A chalker may be used to put target circles around the hole.
- 3) Description
  - a) A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5 meters and the second shall have a radius of 1.5 meters from the hole.
  - b) The athlete will have 5 attempts from a marked sport, 8 meters from the hole.
  - c) The Long Putt should be set up on a green with as flat a surface as possible. Note: Putting up hill is recommended
- 4) Scoring
  - a) The athletes will have 5 attempts to putt the ball at the hole from a spot 8 meters from the hole, scoring points according to where the ball comes to rest.
  - b) The athletes will score one point for making a stroke at, and striking the ball. (A swing and a miss count as one attempt, and the athlete receives a score of zero).
  - c) A second point is scored if the ball stops on or within the 1.5 meter circle
  - d) A third point is scored if the ball stops on or within the 0.5 meter circle.
  - e) If the ball goes in the hole, a total of 4 points will be awarded for that attempt.
  - f) The long putt score shall be the sum total of the 5 attempts.



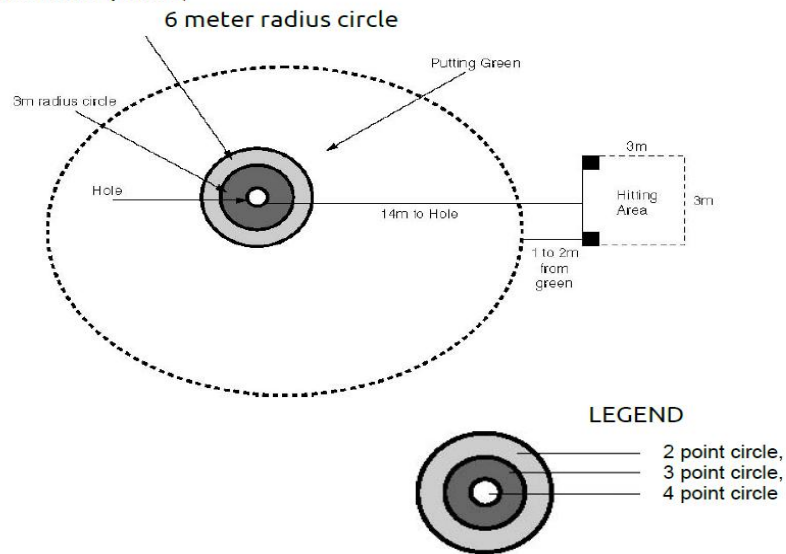
## The Longest Drive – Maximum 20 Points

- 1) Purpose – To measure the athlete’s ability to hit a shot for distance within a set hitting area. Athletes may use either their wood, iron or hybrid club.
- 2) Equipment
  - a) An appropriate number of golf balls based on the number of competitors (it is recommended that 5 balls per athlete be available to eliminate having to retrieve balls)
  - b) Marking paint or chalk, and marker to mark hitting area and boundary lines (1/2 inch cord or rope can be substituted for marking boundary lines, making them more visible)
  - c) Hitting mat or carpet, tees, a safety zone for scorekeepers to stand; and
  - d) a target flag and 8 cones or other visible markers to identify distance locations
  - e) athletes may use their iron, wood, or hybrid/rescue club
- 3) Description – The athlete may choose to hit the ball off a tee, a mat or the ground. The athlete is instructed to hit the ball from the teeing area toward a designated flag in the hitting area, trying to keep the ball within the boundary markers and achieving a distance of more than 90 meters
- 4) Scoring
  - a) The athlete will attempt 5 shots at the target, scoring points according to where the ball comes to rest
  - b) Athletes will score one point for making a stroke at and striking the ball. (A swing and a miss count as one attempt and the athlete receives a score of zero for that shot).
  - c) Two points are scored for a ball that comes to rest between the 30 and 60 meter lines within the 35 meters wide boundary lines
  - d) Three points are scored for a ball that comes to rest between the 60 and 90 meter lines within the 35-meters wide boundary lines
  - e) Four Points are scored for a ball that comes to rest beyond the 90 meters line within the 35-meters wide boundary lines
  - f) The athlete’s score for the Longest Drive shall be the sum total of the 5 attempts.

### LONGEST DRIVE – Image



## Chip Shot (Maximum 20 points)



### 4.5.1 Purpose

- 4.5.1.1 To measure the athlete's ability to hit chip shots 14 meters from the hole. Woods and putters are not permitted for this skill.

### Equipment

- 4.5.2.1 An appropriate number of golf balls based on the number of competitors (it is recommended that five balls per player be available to eliminate having to retrieve balls)
- 4.5.2.2 A putting green with a clearly marked target flag and hole.

### Description

- 4.5.3.1 A chipping area is set up which includes a 3 meters by 3 meters square hitting area 14 meters from the hole. The chipping area should be 2 meters from the edge of the green.
- 4.5.3.2 A 3-meter radius circle and a 6-meter radius circle will be placed around the hole.
- 4.5.3.3 A safely marked hitting area, 3 meters by 3 meters square, chalk and marker.
- 4.5.3.4 The athlete is instructed to chip the ball at a designated hole, getting it as close to the hole as possible.

### Scoring

- 4.5.4.1 The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
- 4.5.4.2 The athlete will score one point for making a stroke at and striking the ball. (A swing and a miss count as one shot and the athlete receives a score of zero for that shot).
- 4.5.4.3 A second point is scored if the ball comes to rest inside the 6-meter (19.68 feet) circle around the hole.
- 4.5.4.4 A third point is scored if the ball comes to rest inside the 3 meter (9.84 feet) circle around the hole.
- 4.5.4.5 A fourth point is scored if the chip shot comes to rest in the hole.
- 4.5.4.6 The total score from the five attempts will be the athlete's final score for the Chip Shot.



## TEAM PLAY

The purpose of Team Play Competition is to develop good golf etiquette and to learn the rules of the course. Clubs should place their athletes into teams of 4. Athletes not assigned to a team may be assigned to a "mixed club team" at the discretion of SONL. SONL will play a version of Best Ball Scramble.

1. Coaches may travel with their team; they may NOT speak to individual players during that player's shot. They may offer tips and guidance while moving from hole-to-hole. Coaches may NOT make decisions or give guidance on the "best ball".
2. A **scorekeeper** will be assigned to each team. This person will keep score. It is also recommended that a **team captain** be chosen and to also keep score.
3. **Every player tees off at every hole.** As a team, the athletes must decide which ball to use after every player has teed off.
4. After selection of the tee shot, put a tee close to the ball and hit from a club length anywhere around the tee -
  - a) a player may not place the ball closer to hole than the original ball
  - b) unless a club length takes you out of the rough; a ball in the rough must be played in the rough if that is the team's best shot.**Each player will hit future shots from the same best position until your team has finished the hole.**
5. A player may have a reasonable number of practice swings (1 – 3). After addressing the ball - a swing and a miss from any player counts as their shot.

## Individual Stroke Play Competition Rules (4 hole)

Purpose for Individual stroke play 4 holes is for Special Olympic athletes who wish to progress to Level 4 Individual stroke play competition (9 holes) and eventually qualify for 2018 National Games.

1. Athletes will be put in groups of no more than 4 athletes
2. Athletes will hit their ball until the entire group has teed off
3. Athletes will then move to their balls and play the next shot
4. Athlete who's ball is the furthest from the hole will play first
5. Coach may travel with Athlete; they may not speak to athlete during the players shot. They may offer tips and guidance while moving hole-to-hole.
6. Coach or Respite can be a score keeper, but athletes should be taught how to keep score and where possible serve as a marker for a fellow competitor.
7. If a 9<sup>th</sup> stroke is played without holing the shot, the player shall record a score of 8+ and proceed to the next hole.

# Golf Individual Skills & 4-Hole Competition Score Card

Name:

Club:

Male/Female:

## Attempts

Skill	1	2	3	4	5	Total	Division	Place
Longest Drive								
Short Putt								
Long Putt								
Chip Shot								
Scorer								
	Hole 1	Hole 2	Hole 3	Hole 4				
Golf Score								

Scorer:



**TEAM PLAY COMPETITION SCORE CARD**

Best Ball Scramble

Golf Course: \_\_\_\_\_

Date: \_\_\_\_\_

Home Club: \_\_\_\_\_

Team Name: \_\_\_\_\_

Players Names:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

<b>Hole #1</b>	1	2	3	4	5	6	7	8	8+		
<b>Hole #2</b>	1	2	3	4	5	6	7	8	8+		
<b>Hole #3</b>	1	2	3	4	5	6	7	8	8+		
<b>Hole # 4</b>	1	2	3	4	5	6	7	8	8+		
	4 Hole Total (Maximum 32 and # of +'s)										
<b>TEAM TOTAL:</b>											

Score Keeper: \_\_\_\_\_

Coach: \_\_\_\_\_

**Scramble – All team members tee off and choose the best shot following every stroke, with each team member then playing again from that one spot.**



## Individual Play Competition Score Card

Golf Course: \_\_\_\_\_

Date: \_\_\_\_\_

Home Club: \_\_\_\_\_

Athletes Name: \_\_\_\_\_

<b>Hole #1</b>	1	2	3	4	5	6	7	8	8+		
<b>Hole #2</b>	1	2	3	4	5	6	7	8	8+		
<b>Hole #3</b>	1	2	3	4	5	6	7	8	8+		
<b>Hole # 4</b>	1	2	3	4	5	6	7	8	8+		
	4 Hole Total (Maximum 32 and # of +'s)										
<b>TOTAL:</b>											

Score Keeper: \_\_\_\_\_

Coach: \_\_\_\_\_

Individual- All members play their own ball and count each stroke