

Running Your Course Play Event



GAMEON

GOLF DEVELOPMENT

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Overview

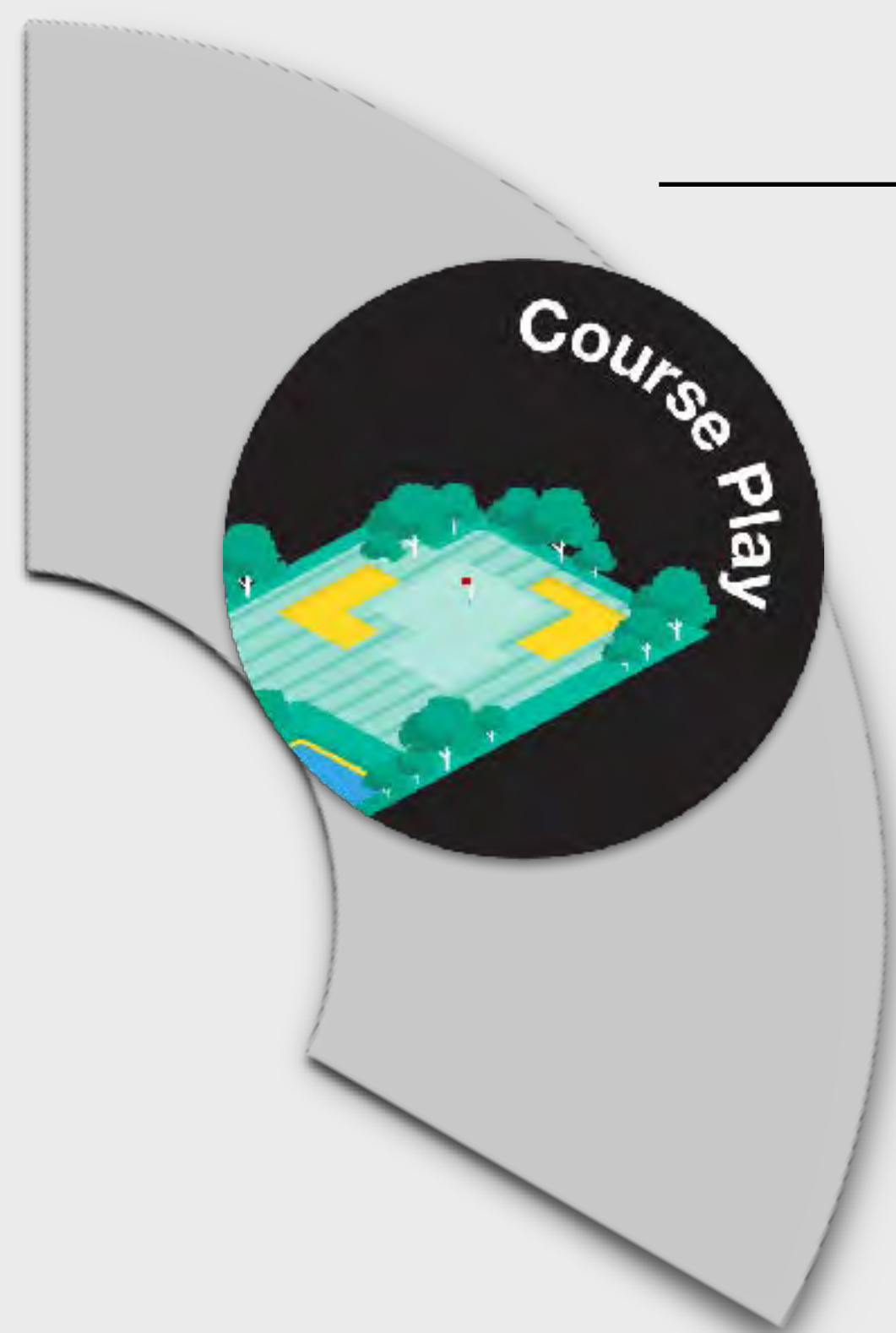


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Included Program Opportunity

As we have covered in the previous training modules, each participant enrolled on your program has an opportunity to play the golf course within their monthly subscription through the organised Course Play Event. The event is organised and supported by you and gives participants an opportunity for learners to gain exposure to the course and to develop all the tools they need to become Club and Course Ready.

**1**

Monthly Course Play Event

Participants can play using their own ball to help build confidence, skills, knowledge and social connections under the traditional scoring format. They can play from adapted teeing positions on the course, using adapted rules and meet others on the program.

If you feel it is more appropriate, teams can also be made up to play under a Scramble format.

Purpose of the Event

The event plays a crucial role within the program and it is critical that you offer this event at your venue. The event plays a role in the following ways:

Develop Across the Learning Outcomes

The event provides the ideal opportunity for learners to develop across the three learning outcomes and to supplement their development.

Complete Challenges within the 3-Level Pathway

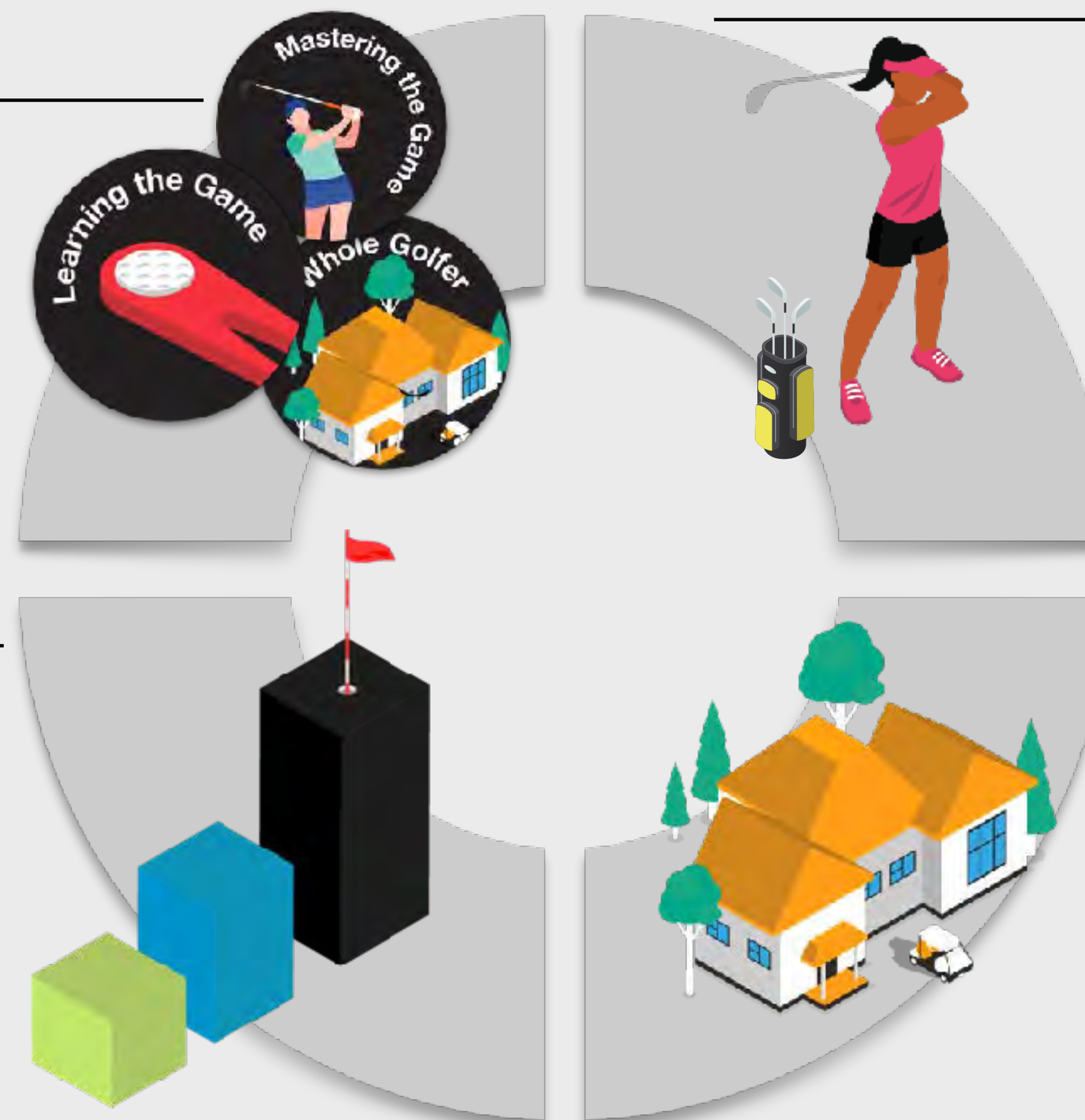
The event also provides the opportunity to attempt and complete the challenges within the 3-Level progression pathway, including attendance of events and on course score. This is important for tracking the learners journey through the program.

Develop Tools to Become Club and Course Ready

The event will provide the chance to support the learners' progression on the program by developing the tools to become Club and Course Ready. It is an opportunity to develop their competence, knowledge of safety, speed of play and playing within the rules and standards of the game.

Build Confidence and Integrate into the Club

Increased exposure to the course and club will help to build the learners' confidence to ultimately drive enjoyment, long term retention on the program and conversion into membership.



Expectations of the Event

All participants in your program can attend this event under their monthly subscription, and the event should be delivered under the following guidelines:



A Monthly Event

The event should take place a minimum of once per month but it may be necessary to offer more events on a variety of days to cater for the size of your program.



Strokeplay and Texas Scramble Format

Course Play events should be run under the traditional scoring format. However, it may be appropriate depending on the individual learners progression through the program that when attending these events, they are paired with other learners to play a Texas Scramble format.



Open to All

The event is open to all learners regardless of their experience and the stage of the program they are at.



9 Holes Shotgun or Single Tee Start

The event should give your learners an opportunity to play up to 9 hole at your course, with starting times staggered based on the attendees experience on the program, or you can run using a shotgun start format.



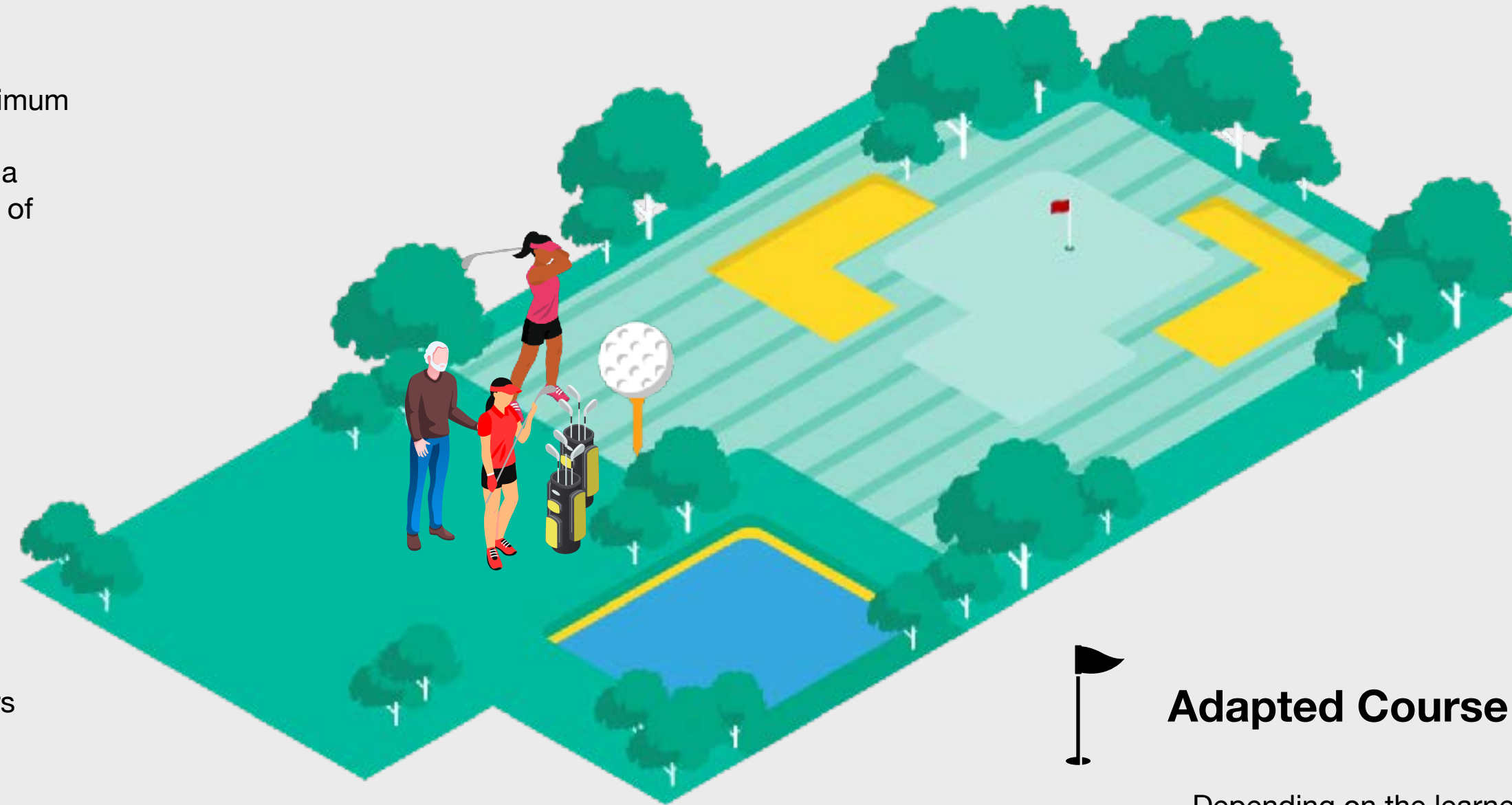
Adapted Rules

To drive enjoyment and confidence, you can run your event using a number of adapted rules to help develop the learners confidence and enjoyment on the course.



Adapted Course

Depending on the learners' progress through the progression pathway, and their experience, they should play from an adapted course at your venue to build their confidence and enjoyment.



Implementing Your Course Play Event



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Implementation of the Event

The implementation of the Course Play Event should run in tandem with the implementation of the other program elements. It is important that you plan your event so that it is available on a monthly basis and does not clash with the other opportunities included within the monthly subscription.

These are:

1

20 Themed Based Classes

Those enrolled on your program should have the opportunity to attend the themed weekly classes and your event shouldn't clash with these classes.

**2**

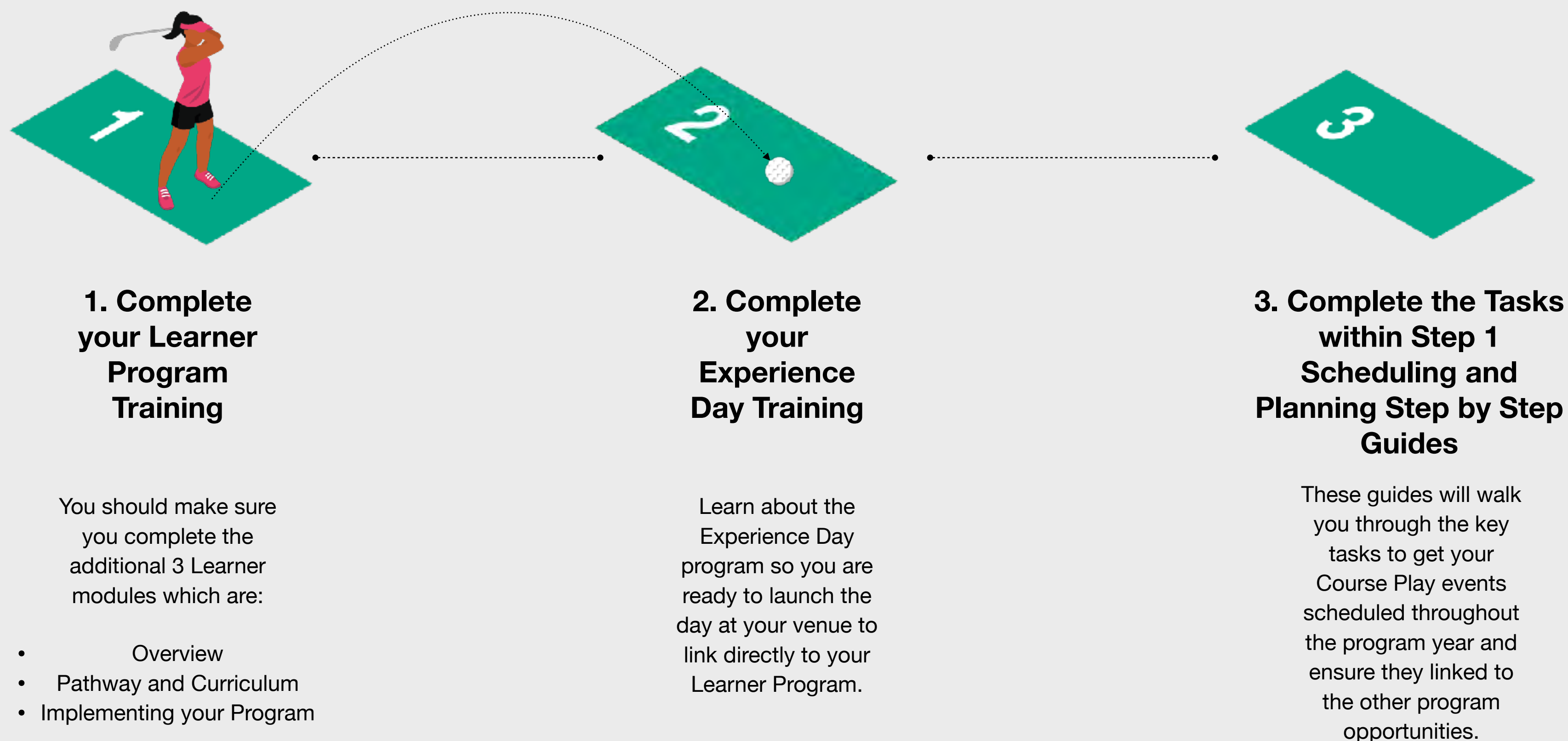
Weekly Practice Club

Learners can also attend a weekly practice club under their monthly subscription and you should also ensure your event doesn't clash with these practice classes.



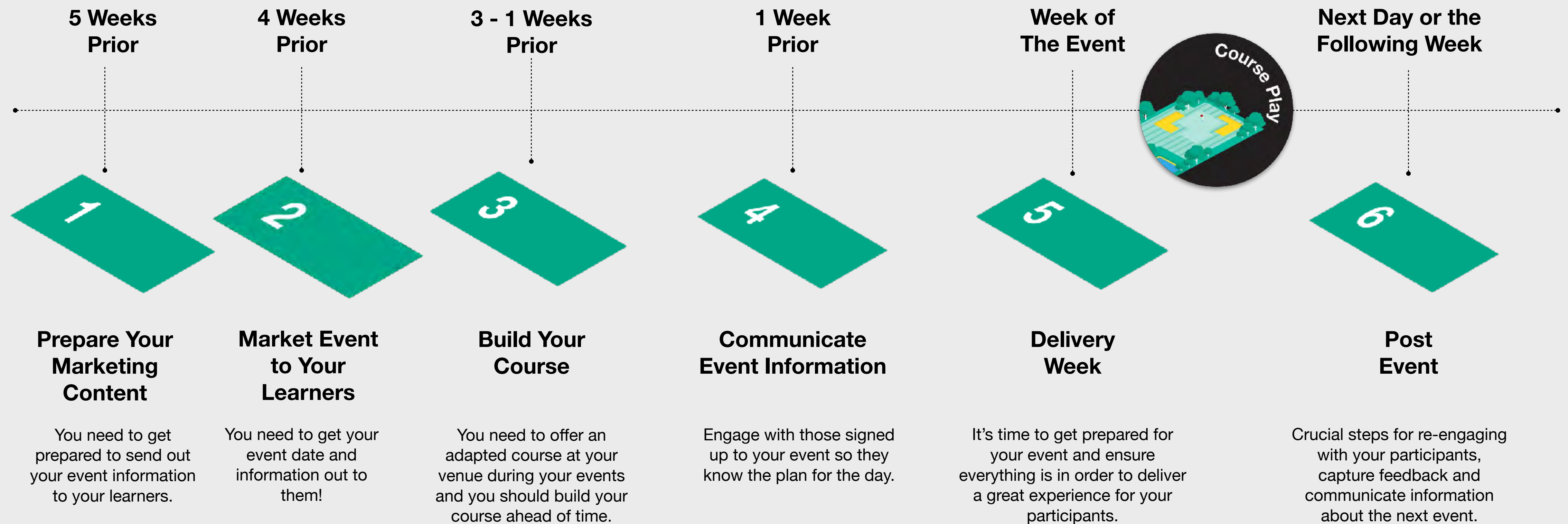
Implementation of Your Training

Depending on the exact strategy for launching your program and filling your program places, you need to ensure you understand the program and complete each of the required tasks during the implementation stages. We recommend you ensure you have completed the following steps to align to the successful implementation of your event and ensure it is embedded into your learner program.



Implementation of Your Course Play Event

Once you have completed this Training Module and the additional steps previously outlined, you will then be ready to launch your event to your participants. At the start of the program, you may have a small number on your program but it is important you run the event to ensure you offer the opportunities to those enrolled. As your program grows, your event numbers will grow too. Follow the steps below in the build up to each event:



First Steps - Step by Step Guides

To help you with the implementation of this timeline, we have provided a step by step checklist document to help you tick off the actions for each week. Navigate across to the Training Hub and download the checklist guides to help you get up and running.



1. Navigate to the Course Play Event section of the Training Hub

In the Training Hub, you can visit the Course Play page within the Game On Program section. Click on Program Resources to access all of the supporting materials you need for your event.

2. View or Download 'Step 2 Marketing Distribution Checklist'

Within this page, you can then find each of the step by step guides for each stage of implementation. Start with the Marketing Distribution Checklist.

3. Action and tick off the tasks

Within the downloadable checklist, you can tick off the recommend tasks for each stage of implementation.

Scheduling and Running Your Event



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Overview

You have the flexibility to schedule your Course Play events to suit the needs of you, your coaching team and venue. However, there are a number of recommend best practice elements and minimum guidelines to follow:

- 1 Once per Month**

You should be offering a monthly event as part of your program. You have the flexibility to offer more events to suit the demands of your program.
- 2 Dependant on Climate**

The number of events you offer over the program year will depend on the climate in which you operate.
- 3 Consider a Consistent Day and Week**

You should consider scheduling your events on a consistent day and week of the month to offer consistency for your participants.
- 4 Priced Free of Charge**

The event is included in the participants monthly subscription, and should be charged FOC when added to the GLF system.
- 5 Scheduling and Bookings through GLF.**

All events should be scheduled and bookings processed through your GLF. system.
- 6 Time to Play Minimum of 9 Holes**

The length of time of your event will depend on whether you are scheduling under a Shotgun or Single Tee start. However, you should allow enough time for all participants to play 9 holes.
- 7 Flexibility to You**

You have flexibility to schedule your events to suit you and your venue. This includes:

 - The exact dates of your event
 - The start time of your event
 - Shotgun or single tee start
 - Number of places available

Scheduling Based on Climate and Region

The program should be scheduled in line with the climate and therefore region that you operate. You should therefore offer the events across the following programming months and there will be a minimum number of events to run across this period:



Year Round - Minimum 12 Events

Course Play events should be offered year round.



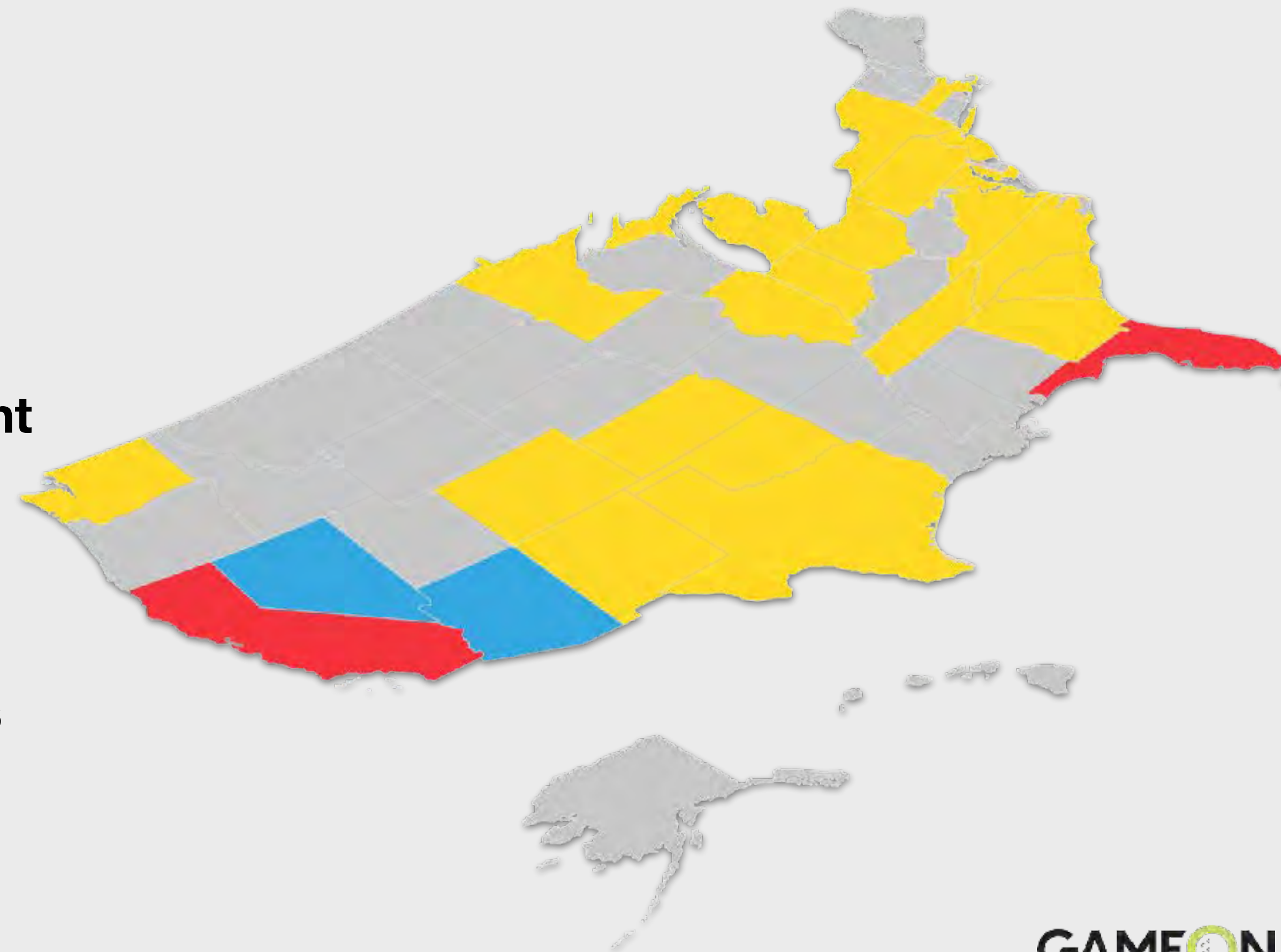
Seasonal - April - October - Minimum 7 Event

Course Play events should be offered between April - October



Desert - October - April - Minimum 7 Events

Course Play events should be offered between October - April



Scheduling of Course Play Events

The event should supplement the weekly themed classes and practice clubs. You may want to run the events on a consistent day and week of the month to offer consistency to your team and participants or vary these. Either way, you should consider how you maximize attendance in your events by those enrolled onto your program.

In the example below, we can see that the event is scheduled on the first Sunday of the month at an off peak time of 4pm. This will maximize attendance, as well taking advantage of quiet periods on the golf course.

Name: Course Play Event
Time: 4pm Start

Mon	Tue	Wed	Thu	Fri	Sat	Sun
						 1
 2	3	4	5	6	 7	8
 9	10	11	12	13	 14	15
 16	17	18	19	20	 21	22
 23	24	25	26	27	 28	29
 30	31					

Scheduling on the Day

You have the flexibility to schedule your Course Play event at a time and date to suit your venue. You should allow enough time for participants attending the event to arrive and collect a scorecard, warm up, meet their playing partners, get to the tee and complete up to 9 holes on the course. You may also decide to run a short award ceremony after the event. It is also recommend that you allow time at the end of the event for those on the program to meet each other and reflect on their experience.

An example of the event timetable is as follows using a Shotgun Start format:

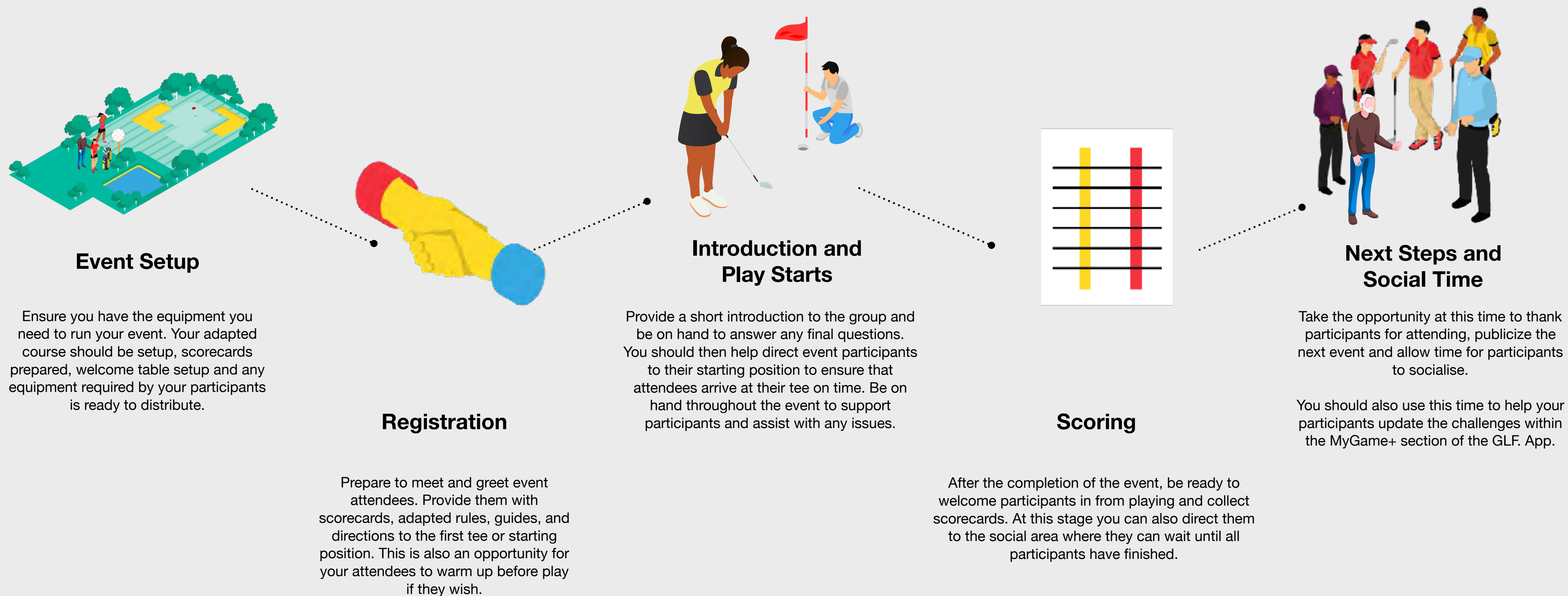
Course Play Event - Sunday, June 1st

Mon	Tue	Wed	Thu	Fri	Sat	Sun
						 1
 2	3	4	5	6	 7	8
 9	10	11	12	13	 14	15
 16	17	18	19	20	 21	22
 23	24	25	26	27	 28	29
 30	31					

Time	Session
4pm	Registration Opens and Warm Up
4.15pm	Group Introduction
4.30pm	Play Starts - Shotgun Start Format (Approx. 36 Players)
6.30pm	Social Time and MyGame+ Update
7pm	Event Finishes

Flow of the Day

The exact timings of your event will vary and be specific to the needs of your day, however, the flow of the event and expectations of your role are as follows:



Scheduling on GLF. Locker

It is important that you schedule your Course Play Event correctly on your GLF. system. The different supporting resources including the Step by Step Guides and training elements have been built based on the elements being scheduled in a specific way. There is further training from the Support Team to help you and the Director of Golf Programming can assist you to get this program setup correctly.

1

Schedule Using the Game On Program Filter

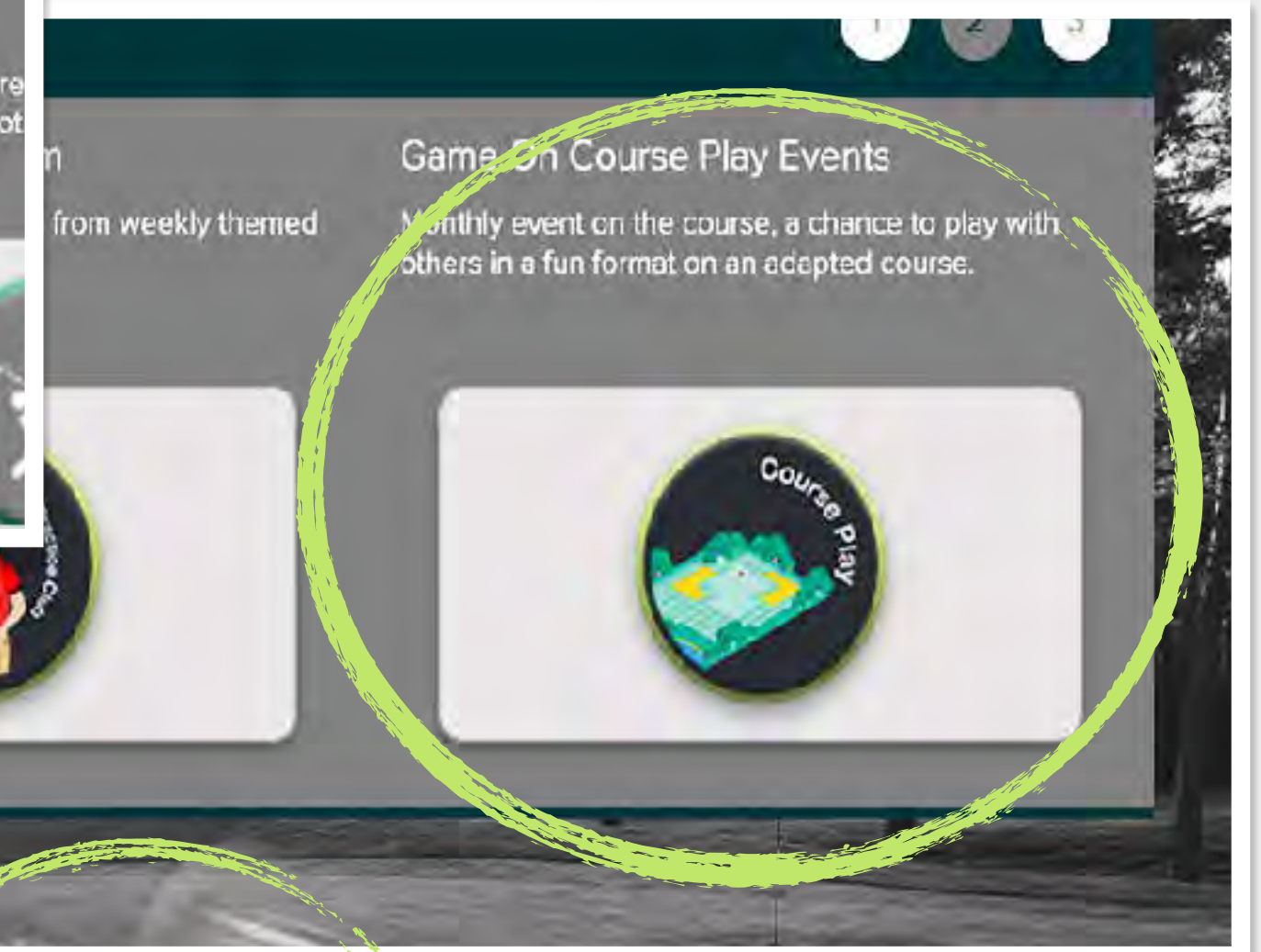
The different program elements should be scheduled using the Game On Program Filter.



2

Assign to the Course Play Event Sub-Filter

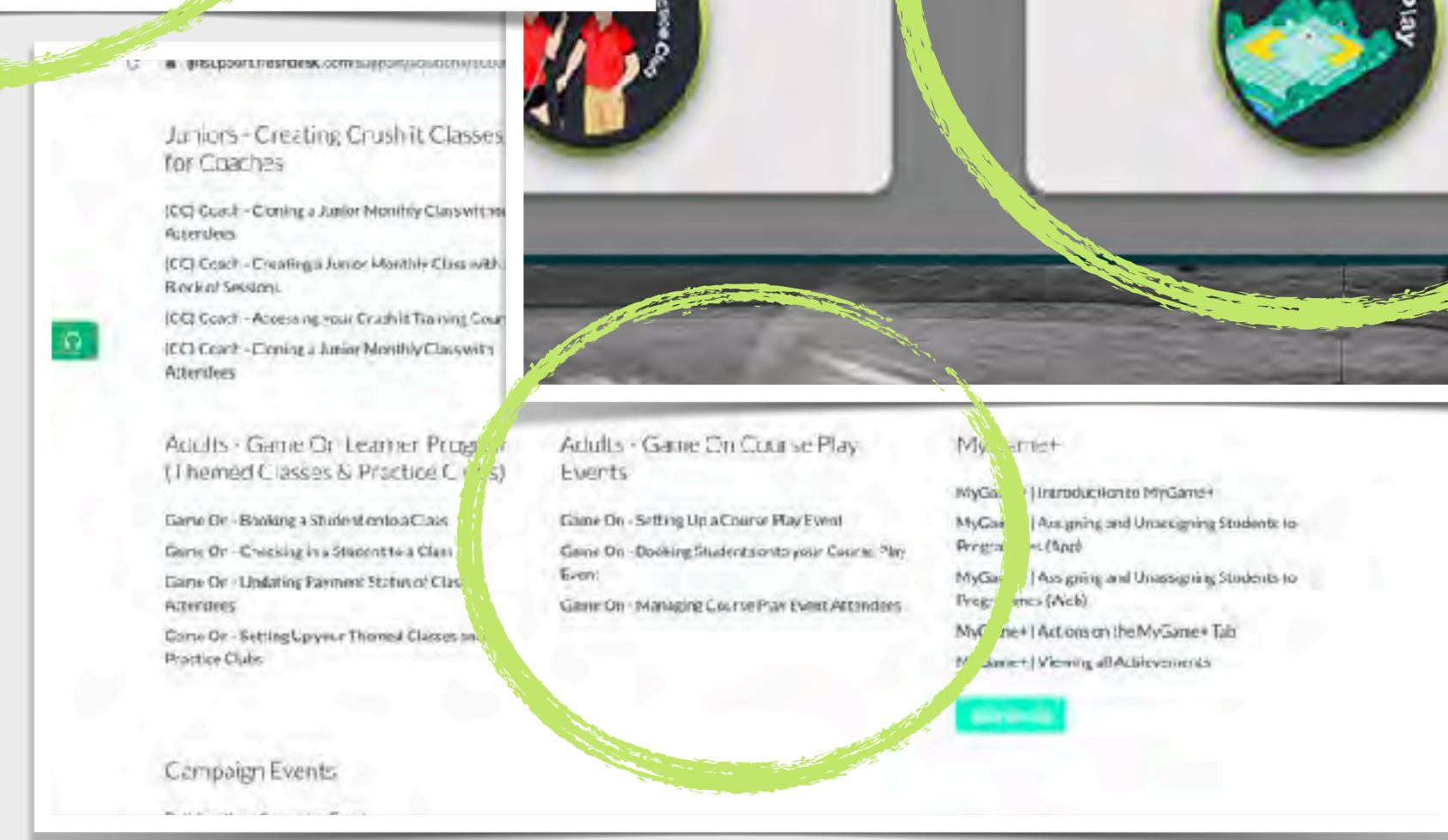
You can assign the different program elements to the specific sub-filters.



3

Review the Program Training

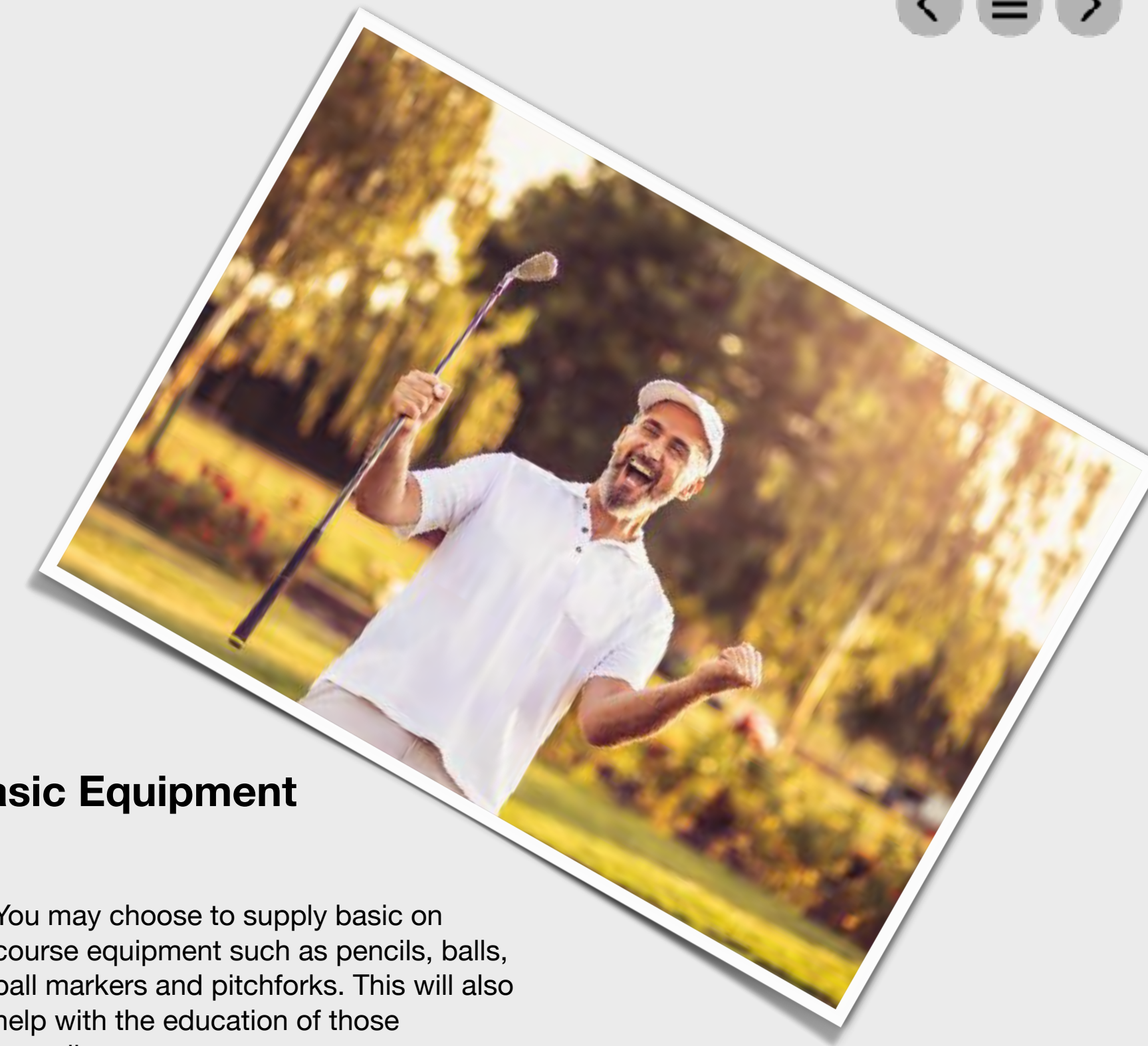
The GLF.Locker Support Team have put together short training modules to help you schedule the specific elements of the event. Navigate to the Knowledge Base and select the Programming section.



Equipment You Need

To run your event effectively, you will need some equipment and you may also need to supply this to your participants, especially those new to the program. Where necessary, this is available to you within the Training Hub or you can also use equipment from your Crush It equipment bag.

The equipment you will need for your event includes:



1 Scorecards

You will need Scorecards for each participant and these can be downloaded from the Training Hub.

2 Welcome Table

You should organise a welcome table to add a professional impression of your event and ensure you have all the equipment available to those attending.

3 Basic Equipment

You may choose to supply basic on course equipment such as pencils, balls, ball markers and pitchforks. This will also help with the education of those attending.

4 Adapted Rules Sheet

You will need share the adapted rules with participants and these are available on the back of the scorecards or as a printable resource through the Training Hub.

5 Spare Equipment

Although you should be recommending that learners purchase the correct equipment for the program, you should be ready to supply participants with an equipment bag if they require it.

6 Playing the Course Guide

You can download and distribute to the participants a guide on pace of play and some tips on key golf course etiquette and safety.

Accessing Event Resources

Through the Training Hub, you can access, view and download a range of resources to support the running of your event and these can be shared with participants attending. Please follow the steps below to access the resources:

1

Navigate to the Training Hub

From any user role or screen in the GLF. System you can access the Training Hub.

2

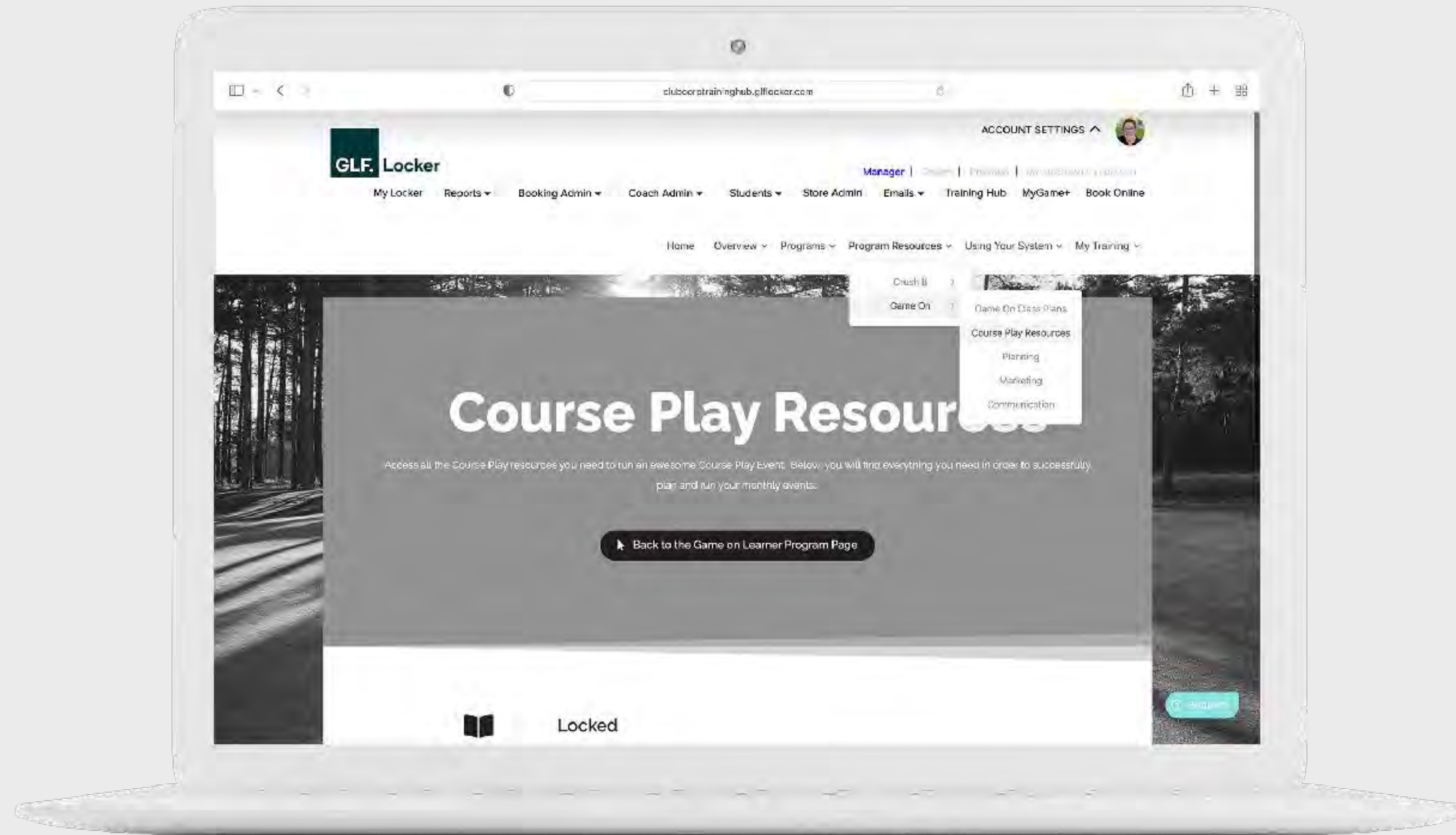
Select Program Resources Menu

In the menu navigations, select the Program Resources option and then Game On > Course Play Resources sub menu.

3

Access the Resource you Need

On this screen, you can view and download the resources to support the running of your event.



The Adapted Teeing System



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Adapted On Course System - Why is it important?

One of the key elements of the program, is an opportunity to get out onto the golf course from the outset. This will drive enjoyment and engagement but also give participants a real sense of what the game is all about. It is vital however, that participants experience on the golf course is appropriate to their developmental stage. This will:



Develop Their Confidence

Adapting the experience on the course to the ability of participants will help develop the confidence of the learner so they continue to be engaged in the learning process.



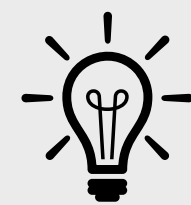
Set Them Up For Success

Adapting the on course experience to the developmental stage of the learner will allow them to achieve early success and this will drive enjoyment and continued engagement.



Manage Their Expectations

A developmentally appropriate experience will also define the expectations of the learner's experience on the course. At the early stages, avoiding the use of traditional scoring systems and instead focussing on experience on the course will drive engagement.



Drip Feed Understanding

Applying a developmentally appropriate on course system will help you to shape the participants' understanding of playing the game and how this works within a club environment. Starting from simple scoring, through to the pars, stroke indexes and handicaps.



Level The Playing Field

Applying an adapted on course system will allow learners to play with others of varying abilities and have a social but competitive experience when playing. Learners won't have handicaps and a on course system will help level the playing field.

Show Progression

The adapted course will help you to demonstrate the progress the learner is making and this links to the 3-Level Progression Pathway,

Adapted Course

The adapted course for your Game On program links directly to the Crush It Adapted Course to help you utilize what may already in place at your venue if you are running this program. The adapted course guidelines utilizes distance windows across the three hole types. Depending on the exact layout and yardage of your course, it may be possible to use the shortest tee box on your golf course for the furthest teeing position. Depending on your course, you may require 5 or 6 adapted teeing positions:

Tee 1

This tee is 20% of the Academy Tee Length

Tee 2

This tee is 40% of the Academy Tee Length

Tee 3

This tee is 60% of the Academy Tee Length

Tee 4

This tee is 80% of the Academy Tee Length

Maximum

2,800 Yards

for 9 Holes

Tee 5 - Academy Tee or Shortest Tee Box

This tee is the Academy Tee built for the Crush It Adapted Course. It should measure a maximum of 2,800 yards in length for 9 holes and the par's should fall within the following yardage windows:

Par 3 - Maximum distance of 160 Yards.

Par 4 - Maximum distance of 320 Yards.

Par 5 - Maximum distance of 440 Yards.

If the shortest tee box on your golf course falls within these guidelines of each hole then you can use this for the final teeing position and your course will only require 6

Tee 6 - Shortest Tee Box

This is the shortest tee box on the Golf Course. You will only require this additional teeing position if the shortest tee box falls outside of the Academy Tee yardage windows.

Yardage of the Academy Tee - Par 3s, 4s and Par 5s

To align to your Crush It course, there is a recommended maximum guideline for each hole type from the Academy Tee (Tee 5). The yardages for Tee 1-4 are based on a % of this yardage. The yardages for each of the hole types from the Academy Tee are:

Par 3

The Maximum distance of a Par using this system should be 160 Yards.



Par 4

The maximum distance of a Par 4 using this system should be 320 Yards.



Par 5

The maximum distance of a Par 5 using this system should be 440 Yards.

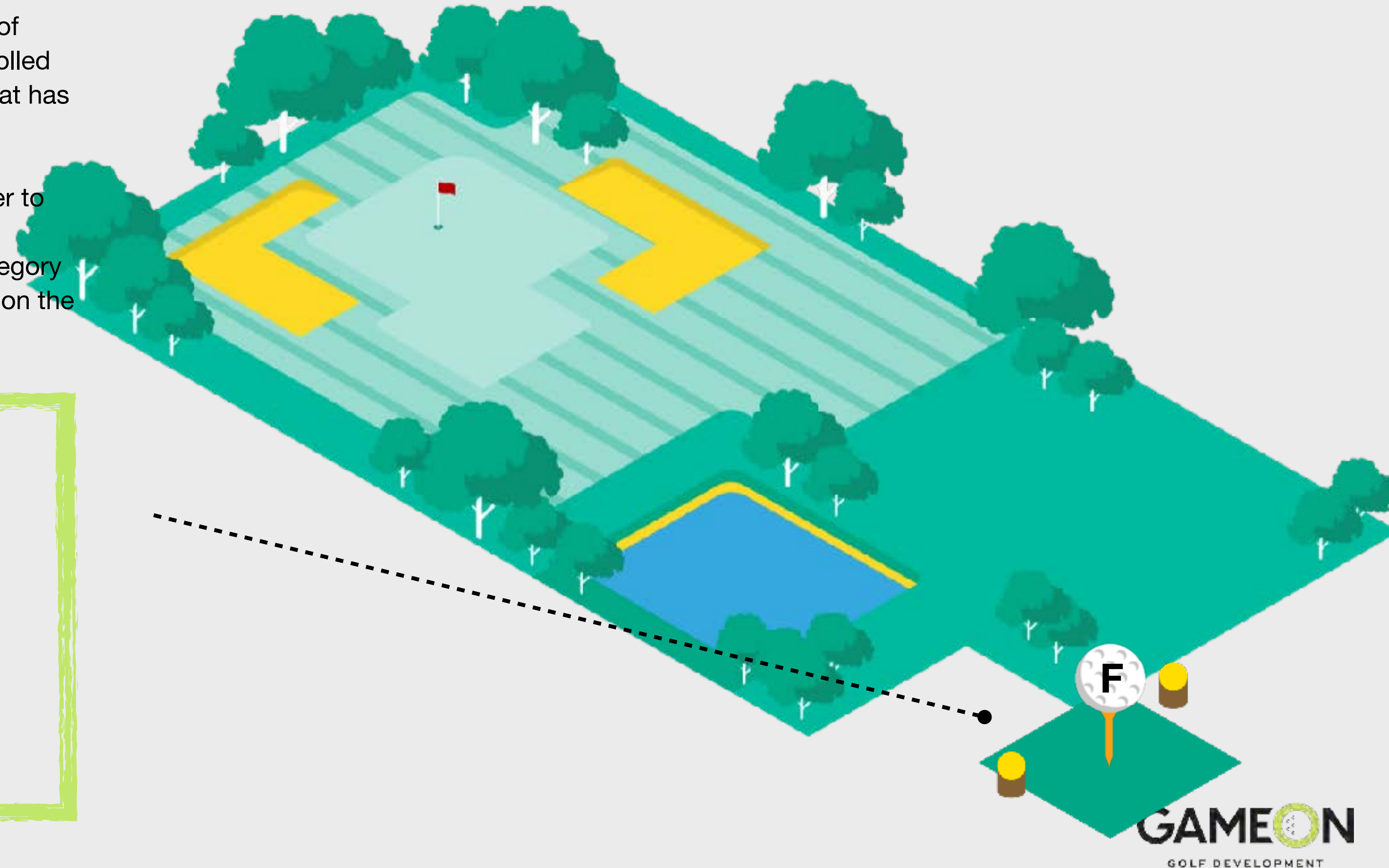


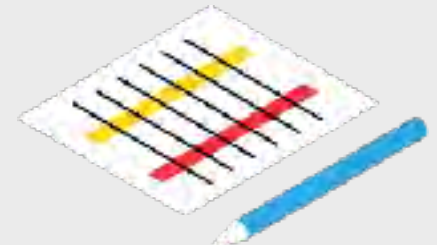

Requirement for the Shortest Tee Box

On a venue by venue basis, you may be required to adopt a 6th teeing position at your golf course. This is different from the adapted course for the Crush It program, where the Academy Tee is the furthest teeing position. The yardage of the hole must fall within the yardage windows prescribed for the program. This is to ensure that the teeing positions are developmentally appropriate for each child based on the yardage they hit the golf ball.

However, within the Game On Program, it is important to cater for the enjoyment of each learner when playing the course. It is likely in some instances that those enrolled on the program will want to play from an official teeing position rather than one that has been adapted.

Also, the 3-level progression pathway has been built with the output for the learner to become club and course ready. Therefore, in order to complete level 3 within the Journey to Club and Course Ready Progress wheel and the On Course Score category the learner is required to achieve a score from the shortest official teeing position on the course.





On Course Score

- Score 60 or less over 9 holes starting from the Shortest Tee Box on the course using the Rules of Golf

Recommended Make Up of a 9 Hole Course

When running your events, you should give your participants a chance to play on the course up to 9 holes. The amount of holes that a learner will complete, will vary depending on their experience and ability, however for those working towards achieving the scoring challenges within level 3 of the progression pathway, the learner should be playing 9 holes. The exact layout of your course will be up to you, but it is recommend that the learners get a real experience of playing the game and access to varying hole types and lengths.

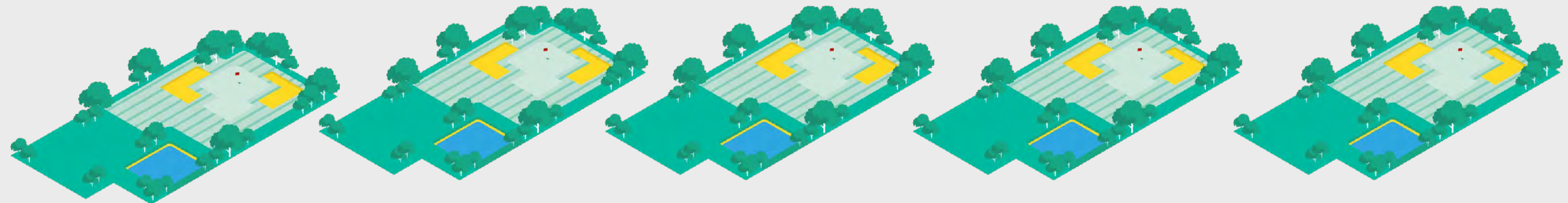
1. Par 3

There are recommended to be two Par 3's on your 9 hole course



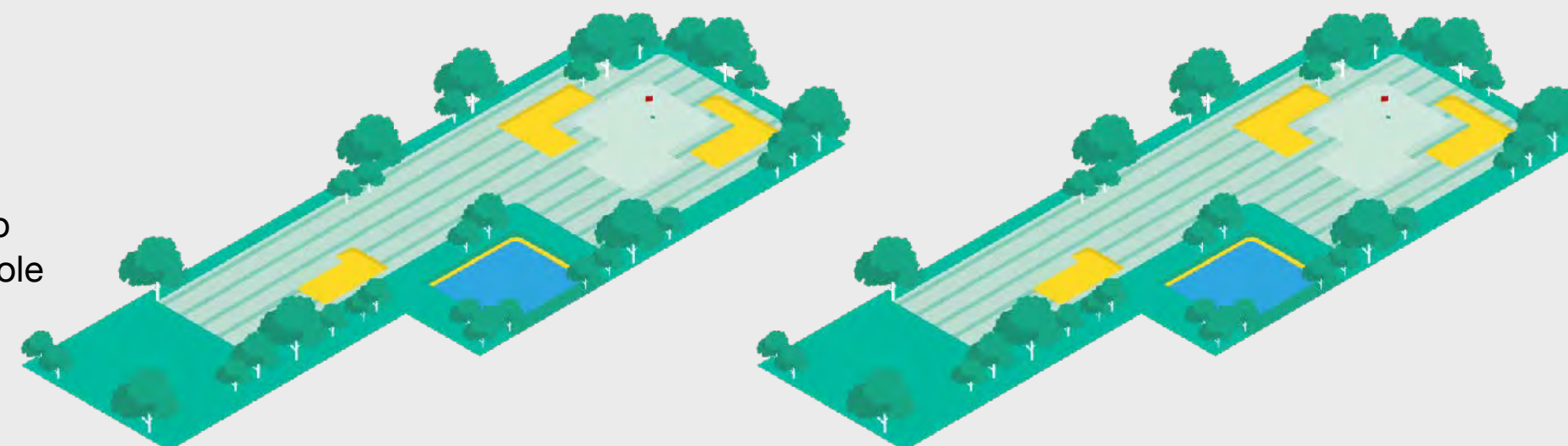
2. Par 4

There are recommended to be five Par 4's on your 9 hole course









3. Par 5

There are recommended to be two Par 5's on your 9 hole course



Maximum 9-Hole Yardage

Using the recommended maximum yardages for each teeing position and suggested course layout, we can produce a maximum recommended 9-hole course yardage. Depending on the specific layout of your course, the number of hole combinations and yardage of each hole type will vary from venue to venue. For those courses where the shortest tee box on the course falls outside of the yardage windows for the Academy Tee (Tee 5), the course length may be longer than 2800 yards.

	Tee 6 - Shortest Tee Box	?
	Tee 5 - Academy Tee	2,800 yards
	Tee 4	2,240 yards
	Tee 3	1,680 yards
	Tee 2	1,120 yards
	Tee 1	560 yards

Hole	Par	Shortest Tee Box (Tee 6)	Shortest Tee Box or Academy	Tee 4	Tee 3	Tee 2	Tee 1
1	4	Club Specific	320	256	192	128	64
2	4	Club Specific	320	256	192	128	64
3	3	Club Specific	160	128	96	64	32
4	4	Club Specific	320	256	192	128	64
5	5	Club Specific	440	352	264	176	88
6	3	Club Specific	160	128	96	64	32
7	4	Club Specific	320	256	192	128	64
8	5	Club Specific	440	352	264	176	88
9	4	Club Specific	320	256	192	128	64
Total	36	2800	2800	2240	1680	1120	560

Setting Up Your Course

Due to logistical challenges presented, it is not possible to change the layout and construction of each golf course to make available the adapted teeing positions on a permanent basis. Therefore, it is your responsibility to make these teeing positions as visible as possible on your course during your events and for when your learners play outside of organised course play events. This is possible in the following ways:



Guide the Learner Where to Play From

You should clearly guide each Learner to the most appropriate starting position for them based on their development progress and journey through the 3-Level Assessment Pathway.



Make Available Your Learner Scorecard

You can edit and print off a Learner Scorecard from the Training Hub. Make this available to Learners through your golf shop or welcome area so they can use it during independent play.



Use Cones or Markers During Events

During your on course events and classes you can lay out the teeing positions using cones from your equipment bag.



Spray Paint the Tee Positions on the Cart Path

The teeing positions can be identified on the cart path adjacent to each hole, Learners can find the marker and tee the ball up anywhere in line with this mark.

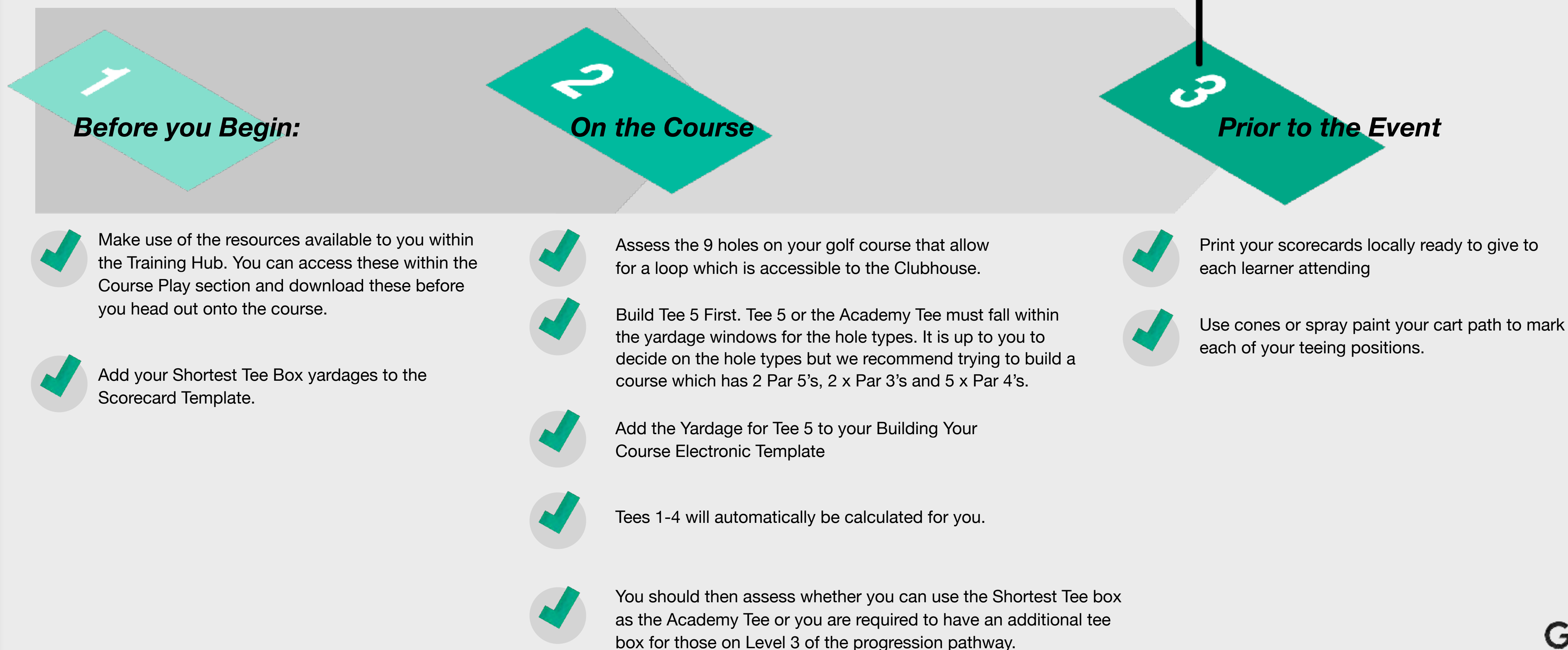


Add Permanent Marker Plates

Choose a place on each of your holes and add a permanent marker. These can then be found by the learners when playing the course.

Guidance On Building Your Course

As every venue will be different in respect of the course layout and position relative to your clubhouse, you have the flexibility to build your own golf course within the parameters laid out. You can also utilize the Crush It course already in place at your venue if you are operating this program, with only the additional teeing position required if the shortest tee box on your course falls outside of the yardage windows. Here are a few things to consider and steps to take:



Directing the Learner



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Where Should Learners Play From?

The starting position that the learner will play from during organised course play events, and independently/socially outside of these events, will depend on;

1. The stage of the program and progression pathway
2. The distance the learner can hit the ball
3. The attitude of the learner

You need to be the expert guide, educating the learner of the best starting position. The starting position acts as a guideline for the learner to achieve the requirements within the progression pathway or so they can access experiences that are developmentally appropriate. It is also to ensure that they can deliver the necessary speed of play so that their activity doesn't impact the enjoyment of others on the course.



Tee 1

This tee is suitable for those learners who are:

Experience

- Completely new to the game and completing the Introduction to Golf classes.

Distance / Ability

- Can strike the ball the following distances:
- Mid Iron - 40 - 50 yards
- Driver - 80 yards



Tee 2

This tee is suitable for those learners who are:

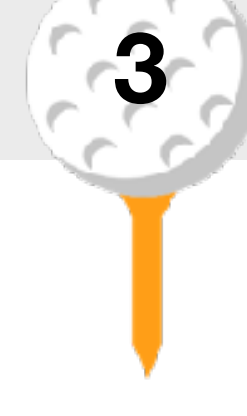
Experience

Working towards completing Level 1 and 2 of the progression pathway.

Distance / Ability

Can strike the ball the following distances:

Mid Iron - 70 - 80 yards
Driver - 120 yards



Tee 3

This tee is suitable for those learners who are:

Experience

Working towards completing Level 1 and 2 of the progression pathway.

Distance / Ability

Can strike the ball the following distances:

Mid Iron - 90 - 100 yards
Driver - 160 yards



Tee 4

This tee is suitable for those learners who are:

Experience

Working towards completing Level 1 and 2 of the progression pathway.

Distance / Ability

Can strike the ball the following distances:

Mid Iron - 120 yards or more
Driver - 200 yards or more



Tee 5 and/or Shortest Tee Box

This tee is suitable for those learners who are:

Experience

Working towards completing Level 3 of the progression pathway.

Distance / Ability

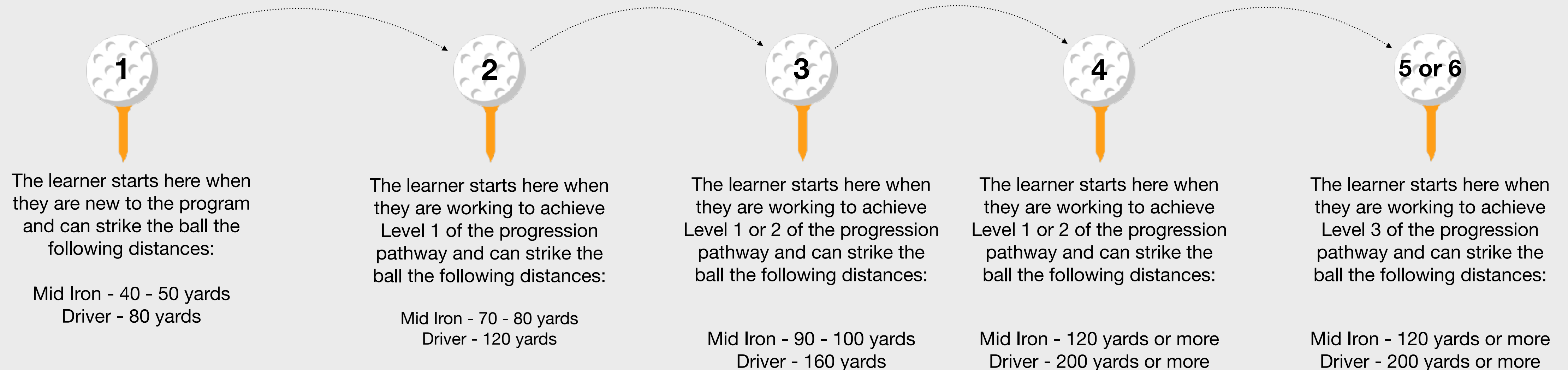
Can strike the ball the following distances:

Mid Iron - 120 yards or more
Driver - 200 yards or more

Moving Starting Positions






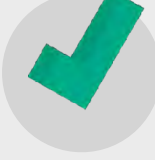

Learners will develop at differing rates, and it is important that they move teeing positions when they are demonstrating the necessary competency and speed of play. Moving too early could cause frustration, reduced in enjoyment and ultimately cause them drop out from the program.

However, we need to respect that the learners on your program may be conscious of their starting position, want to play from the same starting position as friends on the program or also want to strive for a more challenging experience. This should all play a role when moving a learner from one teeing position to another. You should be the expert guide on the learners' journey but it is up to them to make the choice to keep them engaged in your event and program.



Adapted Rules

While it is essential that your participants get a true experience of playing the course, it is important that we nurture the confidence of learners and help them to enjoy playing the course and achieve success. Therefore, you can guide your learners to play the course using adapted rules. These rules will also help to promote speed of play during your events and when your learners may be playing independently or socially outside of the program.

-  **10 Shot Maximum** - A Maximum of 10 shots on each hole . Once the learner hits 10 shots, they pick up their ball
-  **Air Shot Rule** – If a learner does not connect with the ball, a stroke is not counted
-  **Pick and Place Rule** – Learners can pick and place the ball anywhere on the golf course excluding within hazards
-  **Lost Ball Rule** – Learners can drop the ball next to a hazard or where they believe a ball was lost such as going out of bounds at a penalty of 1 shot
-  **Bunker Grounding** – Learners can ground the club in a bunker as long as they are not deliberately attempting to improve their lie
-  **3 Attempt Rule in Bunkers** – Learners can attempt a maximum of 3 shots in the bunker. If after an unsuccessful 3rd attempt, the learner is able to pick up their ball and drop it to the side of the bunker without penalty
-  **Tee It Up Rule** – Where required, learners can tee up their golf ball anywhere on the golf course excluding hazards

Who Plays Using Adapted Rules?

Ultimately, you are the guide on the learners' journey, they have a choice to decide where they play from on the course and the rules they use. However, it is important that learners develop the competency and understanding to play the golf course under the normal rules of golf in order to become Club and Course Ready. This will set them up for future involvement in the club and when playing with others socially and competitively. As can be seen below, it is only those who are working to achieve the On Course Challenge for Level 3 of the Club and Course Ready progress wheel that should not play using adapted rules.

	Adapted Rules	Tee Guidance	Level Guidance
	10 Shot maximum	Tee 1-6	Levels 1 and 2
	Air Shot Rule	Tee 1-6	Levels 1 and 2
	Pick and Place Rule	Tee 1-6	Levels 1 and 2
	Lost Ball Rule	Tee 1-6	Levels 1 and 2
	Bunker Grounding	Tee 1-6	Levels 1 and 2
	3 Attempt rule in Bunkers	Tee 1-6	Levels 1 and 2
	Tee it Up Rule	Tee 1-6	Levels 1 and 2

Further Guidance

The guidance in this section has been built to help you navigate the learners' journey through the program. However, the choice the learner makes is vital. It is important that they buy into their experience on the program to drive long term retention in the program.

Number of Holes

You should guide the learner to play the amount of holes that may be appropriate for their experience and ability. Consider the impact on those playing in your events and other golfers on the golf course.

Be the Expert

You should be bold when guiding the learner on playing the course and the experience that will be right for them. Provide them with the information as to why you are making the recommendation.



Strokeplay or Texas Scramble

The events are designed to give your learners a chance to play the course and play their own ball. However, from time to time it may be appropriate to make up small teams to play a Texas Scramble format. This will help those new to the program to build their confidence and enjoyment on the course.

They Make the Choice

Remember, those enrolled in your program are playing for a hobby and will be motivated by playing with their friends. Let them make a choice about which tees to use in order to keep them engaged in the program.

MyGame+ and Link to the Progression Pathway



GAMEON

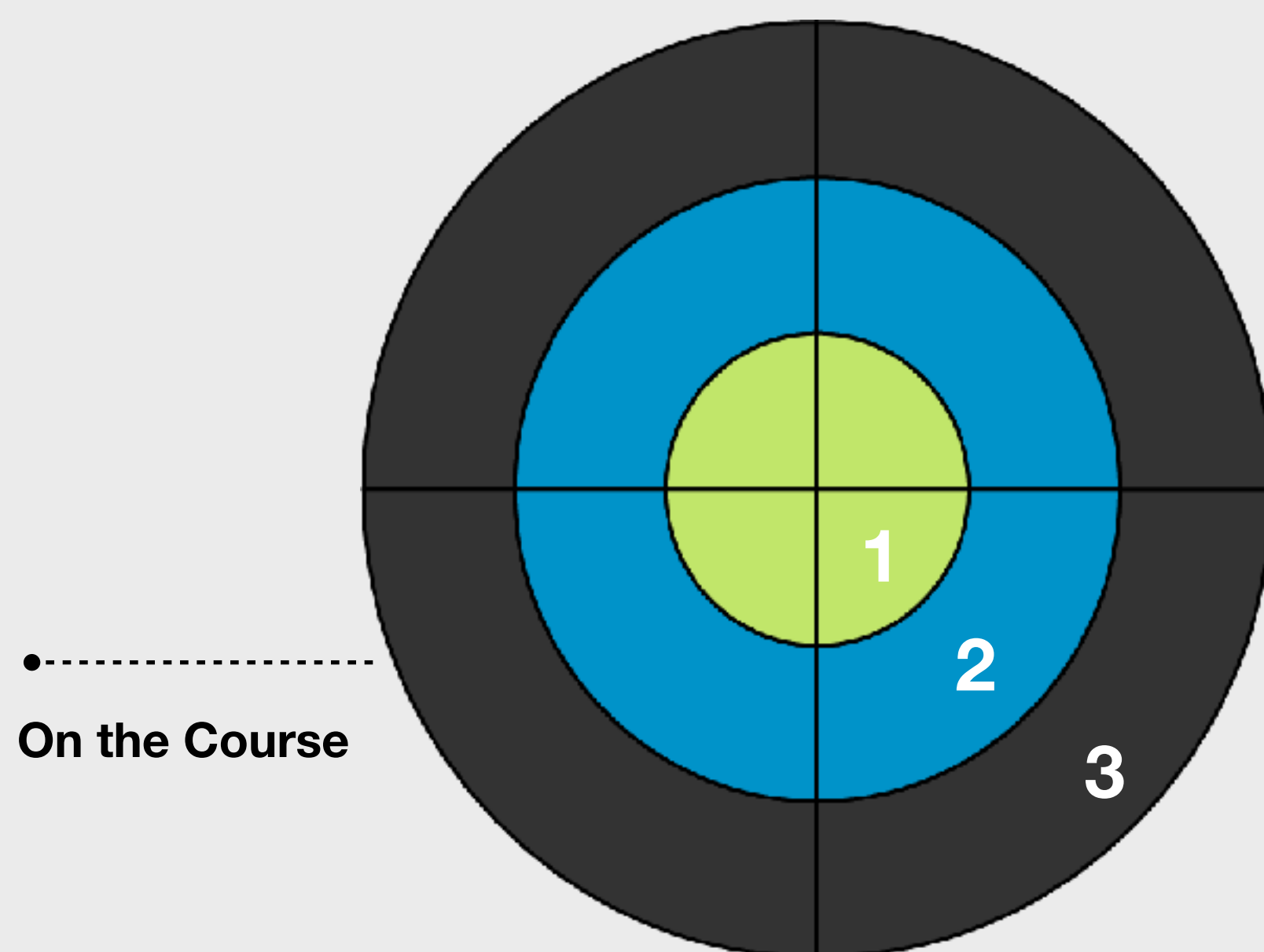
GOLF DEVELOPMENT

Link to the Progression Pathway

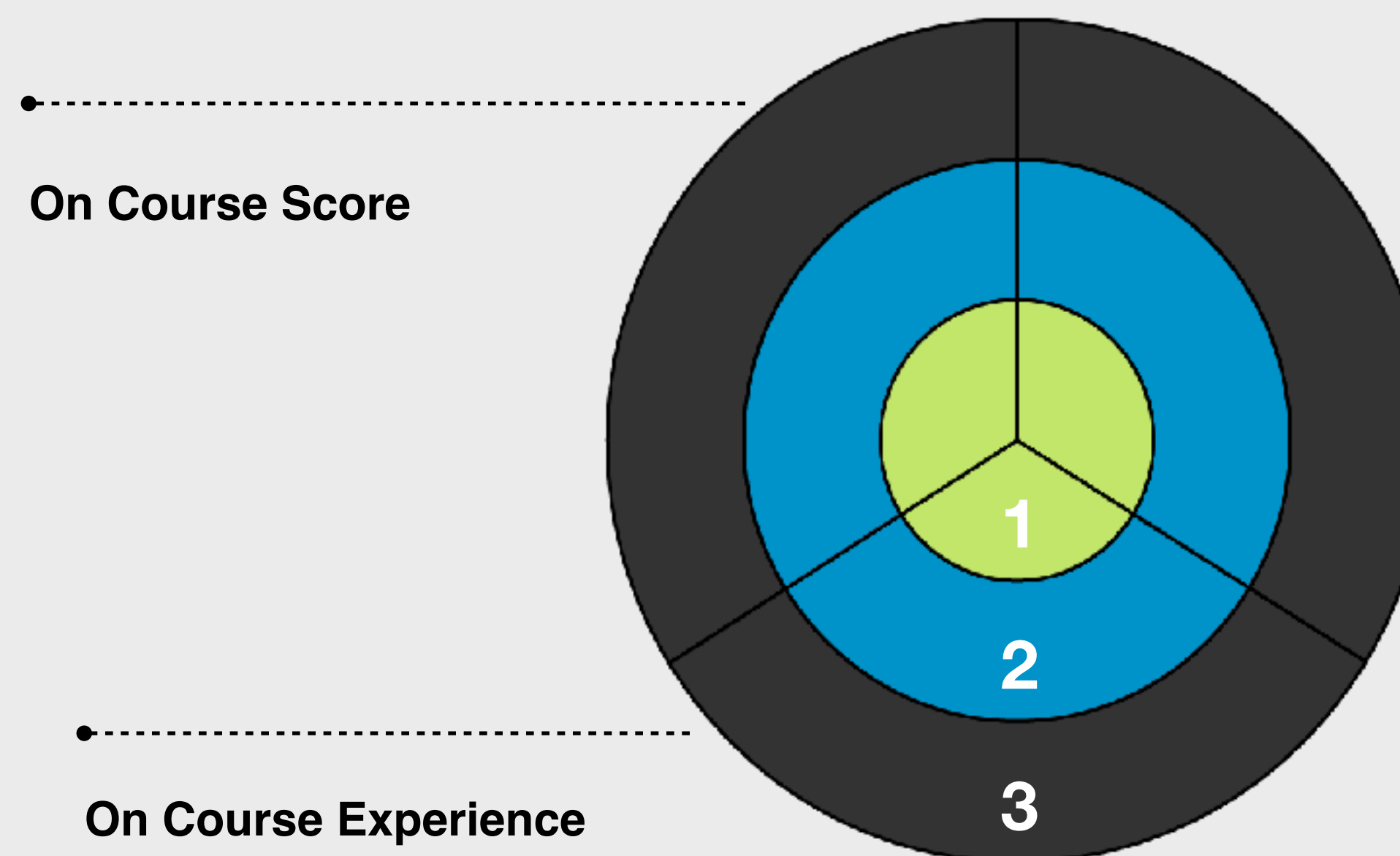
The Course Play Events are designed to give participants an opportunity to attempt the challenges within the 3-Level Progression pathway. This will help them to track their journey and development through the program, understand when they are ready to advance up the adapted teeing position and ultimately become Club and Course Ready.

The course play events provide participants an opportunity to complete the challenges within the Mastering the Game and Journey to Club and Course Ready progress wheels.

**Mastering the Game
myProgress Wheel**

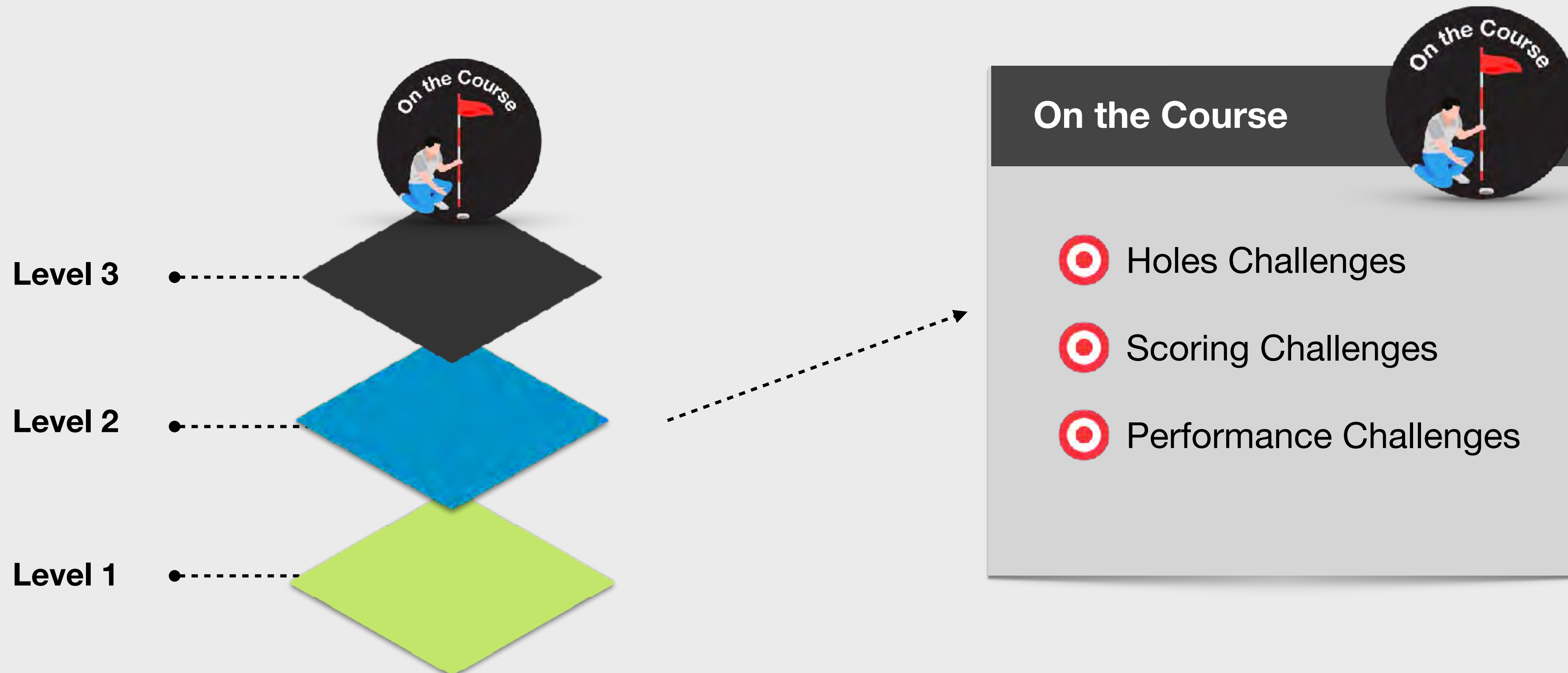


**Journey to Club and
Course Ready
myProgress Wheel**



Mastering the Game Progress Wheel

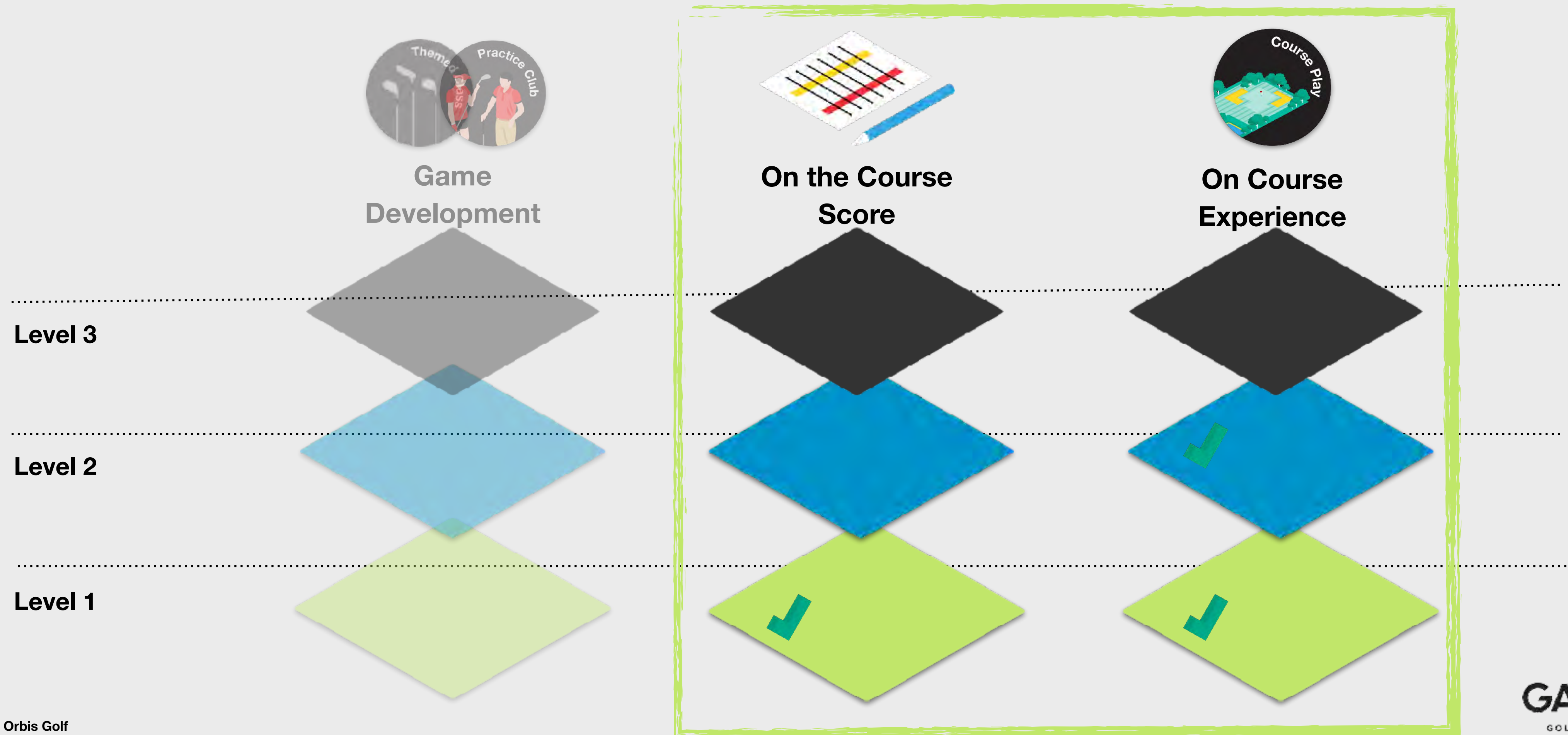
Within the Mastering the Game progress wheel, the On the Course element includes 3 skills across the 3 progression levels. Within each of these skills are challenges that can be completed across each level. The Course Play events provide the ideal opportunity for participants to complete these challenges and track their journey through this category of the progress wheel.



Journey to Club and Course Ready Progress Wheel

Within the Journey to Club and Course Ready progress wheel, the course play events offer the ideal opportunity for participants to complete the challenges within the On the Course Score and On Course Experience categories.

The On the Course Score category also provides a guide as to when a student is ready to progress through the adapted teeing positions.



Accessing the Challenges

Learners are able to access the challenges and guidance on how to complete these using the Challenge E-Book that is distributed on sign up to the program. There are also resources within the GLF. MyGame+ area on the App and web based system.

MyGame+ on GLF.Locker

The MyGame+ area of the GLF.Locker system allows the learner to track their progress through the program and see the challenge that they can attempt for each skill and level. The learner is enrolled onto the game on program and can access their own program dashboard.



Challenge E-BOOK

On sign up to the program, each Learner will receive the Challenge E-Book. This includes a visual of each of the challenges across the 4 skills and levels and guidance on how to complete the challenge.

Completing on MyGame+

Learners are able to view the specific challenges within each of the categories, skill types and levels in the MyGame+ area of the GLF. App. The engagement with the skills challenges, and tracking of progress, is intended to be led by the learner with support from you.

The learner can view the challenge and mark it as complete. Once the challenge is completed, the relevant section of the progress wheel will be updated and the reward issued.

1

Step 1 - Select the Progress Wheel

The learner can select the progress wheel from the Game On Dashboard Home Screen.

2

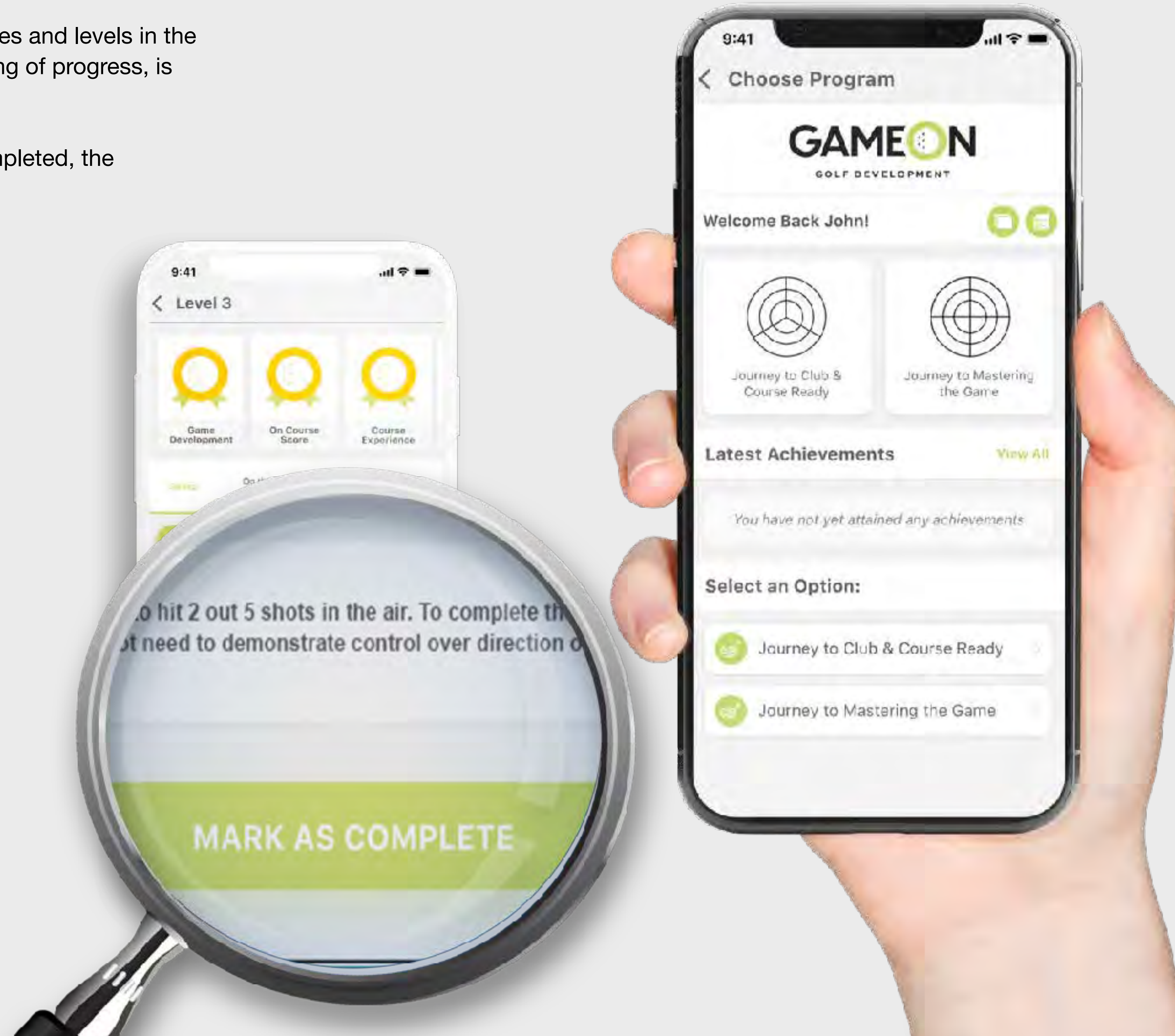
Step 2 - Select the Category and Skill

The learner can select the category and skill (for Mastering the Game) to view the challenges and rewards to be achieved.

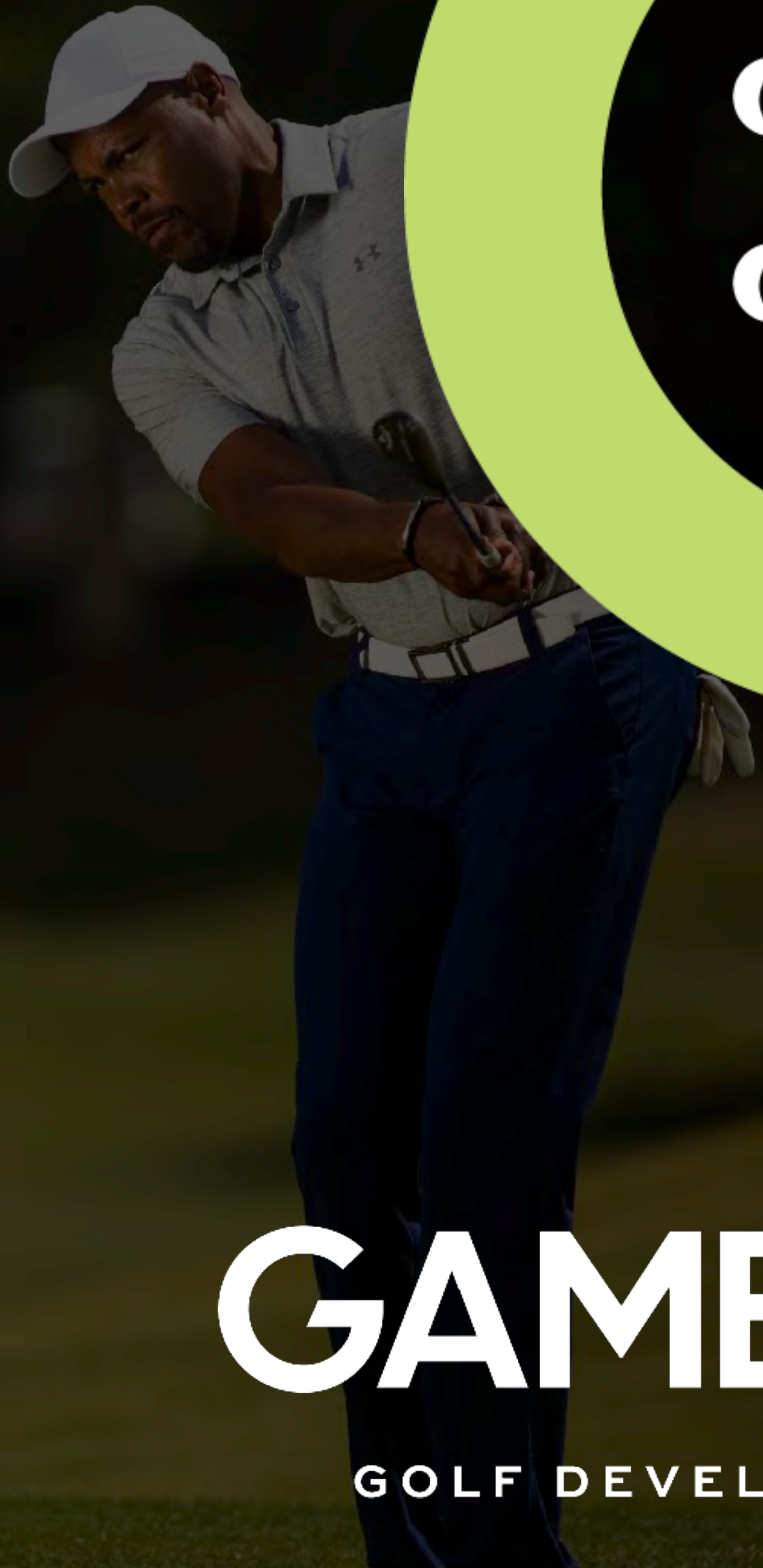
3

Step 3 - Receive the Award

The learner can mark the challenges as complete from within the App. A reward for the challenge will be issued, the progress wheel and respective awards will be updated.



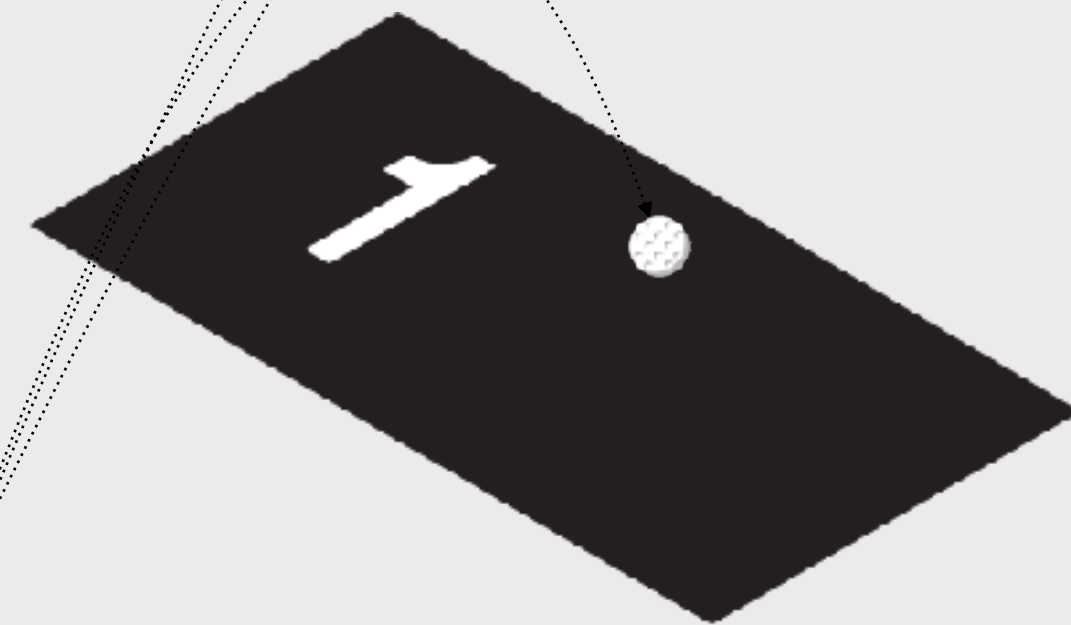
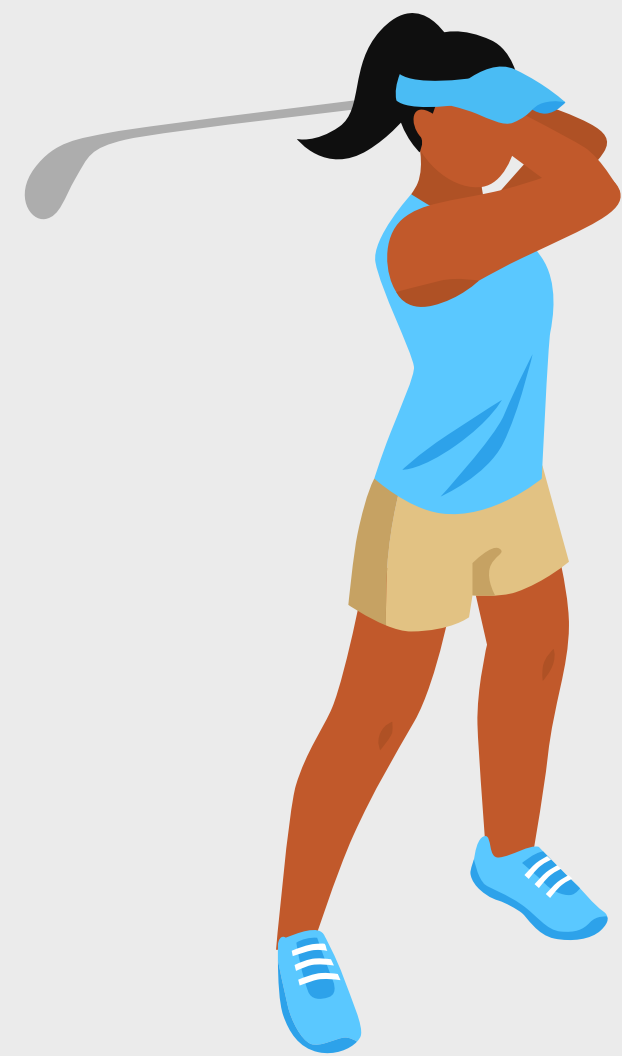
Next Steps



GAMEON
GOLF DEVELOPMENT

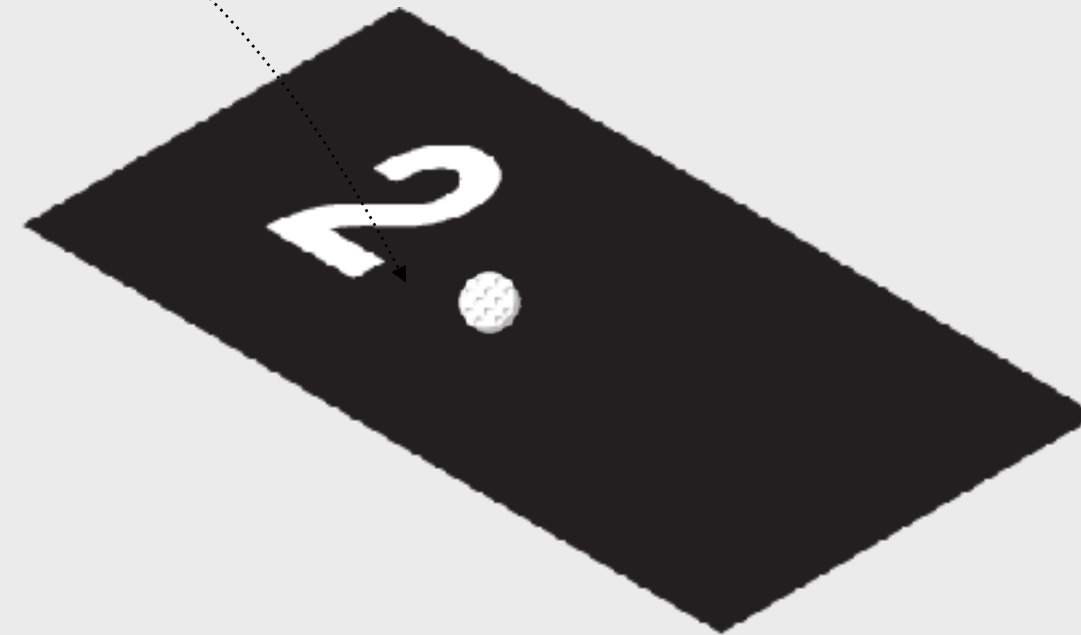
Next Steps

Take the next step towards running your course play event at your club...



1. Complete your Learner Program Training

Make sure you have completed the three training modules relating to the Learner Program.



2. Complete the Scheduling and Planning Step by Step Guide

This step-by-step guide will walk you through the steps to schedule your course play events across the program year.



3. Move to Step 2 - Marketing Content Step by Step Guide and Follow the Remaining Steps

Get prepared for marketing your event to the learners enrolled in your program and follow the remaining step by step guides.

Thank you.

Please complete the Step 1 Scheduling and Planning Tasks within the Course Play Resources section in the Training Hub.

